

CENTURION ASSAULT SQUAD

[LEGENDS]

150–300 PTS

M	T	SV	W	LD	OC
4"	7	2+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Centurion Bolters RAPID FIRE 3 TWIN-LINKED	24"	3	3+	4	0	1
Twin flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	4	0	1
Twin meltagun MELTA 2 TWIN-LINKED	12"	1	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Siege Drills TWIN-LINKED	Melee	3	3+	10	-2	3

AUFSTELLUNG

3-6x Assault Centurion Sergeant oder Assault Centurion

Equipped with: Centurion Bolters, Twin flamer, Twin meltagun, Siege Drills

Wargear Options:

- Each Assault Centurion Sergeant can replace its Centurion Assault Launchers with Centurion Bolters.
- Each Assault Centurion Sergeant can replace its Twin flamer with Twin meltagun.
- Each Assault Centurion can replace its Centurion Bolters with Centurion Assault Launchers.
- Each Assault Centurion can replace its Twin flamer with Twin meltagun.

ABILITIES

Annihilator Protocols

Melee weapons equipped by models in this unit have the [SUSTAINED HITS 2] ability when targeting Monster, Vehicle or Fortification units

Centurion Assault Launchers

The bearer has the Grenades keyword.



WEAPON RULES

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

