

CENTURION
DEVASTATOR SQUAD

175–350 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
Centurion missile launcher BLAST	36"	D3	3+	9	-2	D3
Grav-cannon ANTI-VEHICLE 2+	24"	3	3+	6	-1	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Centurion Fists	Melee	3	4+	5	-1	2

ABILITIES

Decimator Protocols
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- 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).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 3-6x Devastator Centurion
Sergeant oder Devastator Centurion
- Equipped with: Centurion Bolters, Centurion missile launcher, Grav-cannon, Twin heavy bolter, Twin lascannon, Centurion Fists
- Wargear Options:
- Each Devastator Centurion Sergeant can replace its Centurion Bolters with Centurion missile launcher.
 - Each Devastator Centurion Sergeant can replace its Grav-cannon with Twin heavy bolter or Twin lascannon.
 - Each Devastator Centurion can replace its Centurion Bolters with Centurion missile launcher.



KEYWORDS: Infantry, Imperium, Centurion Devastator Squad, Centurion

FACTION KEYWORDS: Adeptus Astartes