

CENTURION ASSAULT SQUAD -
IMPERIUM - SPACE MARINES

150–300 PTS

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

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.

KEYWORDS: Infantry, Imperium, Centurion Assault Squad, Centurion
FACTION KEYWORDS: Adeptus Astartes

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

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.

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WEAPON ABILITIES

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.

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Twin-linked

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