

IMPERIUM - SPACE MARINES

CENTURION ASSAULT SQUAD

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.

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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.