



CENTURION ASSAULT SQUAD

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



 RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Siege drills [TWIN-LINKED]	Melee	3	3+	10	-2	3

ABILITIES

FACTION: Oath of Moment

Annihilator Protocols: Melee weapons equipped by models in this unit have the [SUSTAINED HITS 2] ability when targeting **MONSTER**, **VEHICLE** or **FORTIFICATION** units.

WARGEAR ABILITIES

Centurion Assault Launcher: The bearer has the **GRENADES** keyword.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION ASSAULT SQUAD

There are few technologies better adapted for siege warfare than the Centurion Warsuit. Wading into thunderous storms of enemy fire, Centurion Assault Squads use their roaring siege drills to crack open armoured bunkers and tear apart tanks.



WARGEAR OPTIONS

- Any number of models can each have their twin flamer replaced with 1 twin meltagun.
 - Any number of models can each have their Centurion bolters replaced with 1 Centurion assault launcher.
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UNIT COMPOSITION

- 1 Assault Centurion Sergeant
- 2-5 Assault Centurions

Every model is equipped with: twin flamer; siege drills; Centurion bolters.

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