

TAUROS ASSAULT VEHICLE [LEGENDS] -
IMPERIUM - ASTRA MILITARUM

50 PTS

M	T	Sv	W	LD	OC
12"	6	4+	6	7+	2

AUFSTELLUNG
1x Tauros Assault Vehicle [Legends]
Equipped with: Heavy flamer, Hunter-killer missile, ➤ Tauros grenade launcher - frag, ➤ Tauros grenade launcher - krak, Armoured frame
Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy flamer with Tauros grenade launcher.

KEYWORDS: Tauros Assault Vehicle, Mounted, Regiment, Imperium, Tauros, Frame
FACTION KEYWORDS: Astra Militarum

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy flamer <small>IGNORES COVER, TORRENT</small>	12"	D6	N/A	5	-1	1
Hunter-killer missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6
➤ Tauros grenade launcher - frag <small>BLAST</small>	24"	D6	4	4	0	1
➤ Tauros grenade launcher - krak	24"	2	4+	9	-2	D3

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured frame	Melee	2	4+	5	0	1

ABILITIES

Turbo-boost
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

WEAPON ABILITIES

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).*

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).

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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

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CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.