

TAUROS VENATOR [LEGENDS] - IMPERIUM -
ASTRA MILITARUM

50 PTS

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

AUFSTELLUNG
1x Tauros Venator [Legends]
Equipped with: Hunter-killer missile, Twin lascannon, Twin multi-laser, Armoured frame
Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Twin multi-laser with Twin lascannon.

KEYWORDS: Tauros, Tauros Venator, Mounted, Imperium, Regiment, Frame
FACTION KEYWORDS: Astra Militarum

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6
Twin lascannon <small>TWIN-LINKED</small>	48"	1	4+	12	-3	D6+1
Twin multi-laser <small>TWIN-LINKED</small>	36"	4	4+	6	0	1

 MELEE WEAPONS

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

ABILITIES

Mobile Hunter-killer
Each time this model makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

WEAPON ABILITIES

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.

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

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.