TAUROX PRIME - IMPERIUM - ASTRA MILITARUM

75 PTS

M	T	Sv	W	LD	OC
12"	8	3+	10	7+	2

AUFSTELLUNG

1x Taurox Prime (Hull)

Equipped with: Storm bolter, Taurox battle cannon, Taurox gatling cannon, Twin Taurox hot-shot volley gun, Twin autocannon, ➤ Taurox missile launcher - frag, ➤ Taurox missile launcher - krak, Armoured tracks

Wargear Options:

- This model can replace its Taurox battle cannon with Taurox gatling cannon or Taurox missile launcher.
- This model can replace its Twin Taurox hot-shot volley gun with Twin autocannon.

KEYWORDS: Taurox Prime, Imperium, Squadron, Vehicle, Dedicated Transport, Transport, Frame

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Taurox battle cannon BLAST	48"	D6	3+	8	-1	2
Taurox gatling cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	8	3+	4	0	1
Twin Taurox hot-shot volley gun RAPID FIRE 3, TWIN-LINKED	30"	3	3+	4	-1	1
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
➤ Taurox missile launcher - frag BLAST, TWIN-LINKED	48"	D6	3+	4	0	1
➤ Taurox missile launcher - krak TWIN-LINKED	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Transport Support
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Hit roll.

TRANSPORT

Taurox Prime
This model has a transport capacity of 12 Militarum Tempestus Infantry or Astra Militarum Infantry Character models.

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).*

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Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*

Twin-linked

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

CORE RULES

Deadly Demise D3

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.