

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

AUFSTELLUNG
1x Taurox (Hull)
Equipped with: Storm bolter, Twin autocannon, Armoured tracks
Wargear Options:
■ This model can be equipped with 1x Storm bolter.

KEYWORDS: Taurox, Imperium, Vehicle, Squadron, Transport, Dedicated Transport, Frame
FACTION KEYWORDS: Astra Militarum

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter <small>RAPID FIRE 2</small>	24"	2	4+	4	0	1
Twin autocannon <small>TWIN-LINKED</small>	48"	2	4+	9	-1	3

 MELEE WEAPONS

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

ABILITIES

Rapid Deployment
Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

TRANSPORT

Taurox
This model has a transport capacity of 12 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON ABILITIES

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.