

TAUROS ASSAULT VEHICLE [LEGENDS]

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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
► Tauros grenade launcher - frag BLAST	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

RULES - Deadly Demise 1, Scouts 9"

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 RULES

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.