

TAUROX

65 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Taurox (Hull)

Equipped with: Storm bolter, Twin autocannon, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Storm bolter.

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.

Taurox (Transport)

Capacity: 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 RULES

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").

