

TAUROS VENATOR

[LEGENDS]

50 PTS



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

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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").

