Tempestus (Warhammer 40,000 9th Edition) [49 PL, 3CP, 1,060pts]

Patrol Detachment 0CP (Imperium - Astra Militarum) [49 PL, 3CP, 1,060pts]

Rules: *Defenders of Humanity*

Configuration [3CP]

Battle Size [3CP]

Selections: 1. Combat Patrol (0-50 Total PL / 0-500 Points) [3CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Regimental Doctrine

Selections: 133rd Lambdan Lions

Categories: CONFIGURATION

Abilities: *133rd Lambdan Lions*

Abilities	Description	Ref
133rd Lambdan Lions	"Improve the Armour Penetration characteristic of weapons models with this doctrine are equipped with by 1 (e.g. AP 0 becomes AP -1)."	

HQ [6 PL, 90pts]

Tempestor Prime [3 PL, 45pts]

Selections: Display Astra Militarum Orders, Frag & Krak grenades, Tempestus Command Rod [5pts], Warlord, WT (133rd Lambdan Lions): Keys to the Armoury

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, CHARACTER, FACTION: IMPERIUM, FACTION: MILITARUM TEMPESTUS, INFANTRY, OFFICER, TEMPESTOR PRIME, HQ, WARLORD, TEMPESTUS WARLORD

Abilities: *Aerial Drop, Keys to the Armoury, Tempestus Command Rod, Voice of Command*, **Astra Militarum Orders:** *Bring it Down!, Elimination Protocol Sanctioned!, First Rank, Fire! Second Rank, Fire!, Fix Bayonets!, Forwards, for the Emperor!, Get back in the Fight!, Move! Move! Move!, Take Aim!*, **Unit:** *Tempestor Prime*, **Weapon:** *Frag grenades, Krak grenades*

Abilities	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Keys to the Armoury	"Re-roll hit rolls of 1 for attacks made with ranged weapons by models in friendly 133RD LAMBDAN LIONSunits whilst their unit is within 6" of this Warlord."	
Tempestus Command Rod	A model with a Tempestus command rod may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

Astra Militarum Orders	Effect	Ref
Bring it Down!	Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.	Index: Imperium 2 p10
Elimination Protocol Sanctioned!	You can re-roll failed wound rolls for models from the ordered unit when attacking any enemy VEHICLES or MONSTERS this phase.	
First Rank, Fire! Second Rank, Fire!	All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.	Index: Imperium 2 p10
Fix Bayonets!	This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.	Index: Imperium 2 p10
Forwards, for the Emperor!	The ordered unit can shoot this phase even if it Advanced in its Movement phase.	Index: Imperium 2 p10
Get back in the Fight!	The ordered unit can shoot this phase even if it Fell Back in its Movement phase.	Index: Imperium 2 p10
Move! Move! Move!	Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.	Index: Imperium 2 p10
Take Aim!	Re-roll hit rolls of 1 for all the models in the ordered unit until the end of the phase.	Index: Imperium 2 p10

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	Codex: Astra Militarum p39

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Tempestor Prime [3 PL, 45pts]

Selections: Frag & Krak grenades, Relic (133rd Lambdan Lions): Refractor Field Generator, Tempestus Command Rod [5pts]

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, CHARACTER, FACTION: IMPERIUM, FACTION: MILITARUM TEMPESTUS, INFANTRY, OFFICER, TEMPESTOR PRIME, HQ

Abilities: *Aerial Drop, Relic (133rd Lambdan Lions): Refractor Field Generator, Tempestus Command Rod, Voice of Command*, **Unit:** *Tempestor Prime*, **Weapon:** *Frag grenades, Krak grenades*

Abilities	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Relic (133rd Lambdan Lions): Refractor Field Generator	"33RD LAMBDAN LIONS model only. Friendly 133RD LAMBDAN LIONS models have a 5+ invulnerable save whilst within 6" of a model from your army with this Relic.	
Tempestus Command Rod	A model with a Tempestus command rod may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	Codex: Astra Militarum p39

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Troops [15 PL, 385pts]

Militarum Tempestus Scions [5 PL, 135pts]

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, INFANTRY, TROOPS

Abilities: *Aerial Drop*

4x Scion [36pts]

Selections: 4x Frag & Krak grenades, 4x Hot-shot Lasgun

Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Hot-shot Lasgun, Krak grenades*

Scion w/ Special Weapon [19pts]

Selections: Frag & Krak grenades, Plasma gun [10pts]

Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Scion w/ Special Weapon [19pts]

Selections: Frag & Krak grenades, Plasma gun [10pts]

Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Scion w/ Special Weapon [19pts]

Selections: Frag & Krak grenades, Plasma gun [10pts]

Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Scion w/ Special Weapon [19pts]

Selections: Frag & Krak grenades, Plasma gun [10pts]

Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Plasma gun, Standard, Plasma gun, Supercharge*

Scion w/ Vox-caster [14pts]

Selections: Hot-shot Laspistol, Vox-caster [5pts]

Abilities: *Vox-caster*, **Unit:** *Tempestus Scion*, **Weapon:** *Hot-shot Laspistol*

Tempestor [9pts]

Selections: Chainsword, Frag & Krak grenades, Plasma pistol

Unit: *Tempestor*, **Weapon:** *Chainsword, Frag grenades, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge*

Abilities	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	Warhammer 40,000 Core Book
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	Warhammer 40,000 Core Book
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

Militarum Tempestus Scions [5 PL, 115pts]

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, INFANTRY, TROOPS
Abilities: *Aerial Drop*

4x Scion [36pts]
  Selections: 4x Frag & Krak grenades, 4x Hot-shot Lasgun
  Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Hot-shot Lasgun, Krak grenades*

Scion w/ Special Weapon [14pts]
  Selections: Frag & Krak grenades, Hot-shot Volley Gun [5pts]
  Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Hot-Shot Volley Gun, Krak grenades*

Scion w/ Special Weapon [14pts]
  Selections: Frag & Krak grenades, Hot-shot Volley Gun [5pts]
  Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Hot-Shot Volley Gun, Krak grenades*

Scion w/ Special Weapon [14pts]
  Selections: Frag & Krak grenades, Hot-shot Volley Gun [5pts]
  Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Hot-Shot Volley Gun, Krak grenades*

Scion w/ Special Weapon [14pts]
  Selections: Frag & Krak grenades, Hot-shot Volley Gun [5pts]

Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Hot-Shot Volley Gun, Krak grenades*

Scion w/ Vox-caster [14pts]

Selections: Hot-shot Laspistol, Vox-caster [5pts]

Abilities: *Vox-caster*, **Unit:** *Tempestus Scion*, **Weapon:** *Hot-shot Laspistol*

Tempestor [9pts]

Selections: Chainsword, Frag & Krak grenades, Plasma pistol

Unit: *Tempestor*, **Weapon:** *Chainsword, Frag grenades, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge*

Abilities	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	Warhammer 40,000 Core Book
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	Warhammer 40,000 Core Book
Hot-Shot Volley Gun	24"	Heavy 4	4	-2	1	-	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

Militarum Tempestus Scions [5 PL, 135pts]

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, INFANTRY, TROOPS
Abilities: *Aerial Drop*

4x Scion [36pts]
    Selections: 4x Frag & Krak grenades, 4x Hot-shot Lasgun
    Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Hot-shot Lasgun, Krak grenades*

Scion w/ Special Weapon [19pts]
    Selections: Frag & Krak grenades, Meltagun [10pts]
    Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Scion w/ Special Weapon [19pts]
    Selections: Frag & Krak grenades, Meltagun [10pts]
    Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Scion w/ Special Weapon [19pts]
    Selections: Frag & Krak grenades, Meltagun [10pts]
    Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Scion w/ Special Weapon [19pts]
    Selections: Frag & Krak grenades, Meltagun [10pts]
    Unit: *Tempestus Scion*, **Weapon:** *Frag grenades, Krak grenades, Meltagun*

Scion w/ Vox-caster [14pts]
    Selections: Hot-shot Laspistol, Vox-caster [5pts]
    Abilities: *Vox-caster*, **Unit:** *Tempestus Scion*, **Weapon:** *Hot-shot Laspistol*

Tempestor [9pts]
    Selections: Chainsword, Frag & Krak grenades, Hot-shot Laspistol
    Unit: *Tempestor*, **Weapon:** *Chainsword, Frag grenades, Hot-shot Laspistol, Krak grenades*

Abilities	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	Warhammer 40,000 Core Book
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	Warhammer 40,000 Core Book
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Flyer [7 PL, 165pts]

Valkyries [7 PL, 165pts]

Categories: Faction: Astra Militarum, Faction: Aeronautica Imperialis, Fly, Transport, Valkyries, Vehicle, Flyer, Faction: Imperium

Valkyrie [7 PL, 165pts]

Selections: 2x Multiple Rocket Pods, Lascannon [15pts], Stat Damage (Gunships)

Categories: Aircraft

Rules: *Roving Gunship*

Abilities: *Airborne, Crash and Burn, Grav Chute Insertion, Hard to Hit, Hover Jet, Supersonic, Vehicle Squadron*, **Transport:** *Valkyrie*, **Unit:** *Valkyrie*, **Weapon:** *Lascannon, Multiple Rocket Pod*, **Wound Track (M,BS):** *Gunship 1, Gunship 2, Gunship 3*

2x Heavy Bolters [30pts]

Selections: 2x Heavy bolter

Weapon: *Heavy bolter*

Abilities	Description	Ref
Airborne	Airborne: This model can not charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.	
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.	
Grav Chute Insertion	Models may disembark from this vehicle at any point during its move, but if they do they cannot move further during this phase; if the vehicle moves 20" or more, you must roll a D6 for each model disembarking. On a 1, that model is slain. Models that disembark in this manner must be set up more than 9" from any enemy models.	
Hard to Hit	Your Opponent must subtract 1 from hit rolls for attacks that target this model in the shooting phase.	
Hover Jet	Before this model moves in your Movement phase, you can declare it will hover. It's Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.	
Supersonic	Each time this model moves, first pivot it on the spot up to 90" (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.	
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	

Transport Capacity		Ref
Valkyrie	This model can transport 12 ASTRA MiLITARUM INFANTRY models. Each Heavy Weapons Team or Veteran Heavy Weapons Team takes the place of two other models and each OGRYN takes the space of three other models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Valkyrie	*	6+	*	7	7	14	3	7	3+	Codex: Astra Militarum p48

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Multiple Rocket Pod	36"	Assault D6	5	-1	1	Blast.	Codex: Astra Militarum

Wound Track (M,BS)	Remaining W	M	BS	Ref
Gunship 1	8-14+	20-45"	4+	
Gunship 2	4-7	20-30"	5+	
Gunship 3	1-3	20"	6+	

Dedicated Transport [21 PL, 420pts]

Taurox Prime [7 PL, 130pts]

Selections: Heavy Stubber [5pts], Stat Damage (Taurox Prime), Taurox Battle Cannon, Two Autocannons [10pts]

Categories: Faction: Tempestus Scions, Faction: Astra Militarum, Faction: Imperium, Faction: Militarum Tempestus, Taurox Prime, Vehicle, Transport, Dedicated Transport

Abilities: *Explodes*, **Stat Damage - M/BS/A:** *Taurox 1, Taurox 2, Taurox 3*, **Transport:** *Transport: Taurox Prime*, **Unit:** *Taurox Prime*, **Weapon:** *Autocannon, Heavy stubber, Taurox Battle Cannon*

Abilities	Description	Ref
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Taurox 1	6-10+	14"	3+	3	
Taurox 2	3-5	10"	4+	D3	
Taurox 3	1-2	6"	5+	1	

Transport	Capacity	Ref
Transport: Taurox Prime	This model can transport 10 MILITARUM TEMPESTUS or OFFICIO PREFECTUS INFANTRY models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Taurox Prime	*	6+	*	6	6	10	*	7	3+	Codex: Astra Militarum p41

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autocannon	48"	Heavy 2	7	-1	2	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Taurox Battle Cannon	48"	Heavy D6	7	-1	D3	Blast.	Codex: Astra Militarum p41

Taurox Prime [7 PL, 145pts]

Selections: Heavy Stubber [5pts], Stat Damage (Taurox Prime), Taurox Missile Launcher [15pts], Two Autocannons [10pts]

Categories: FACTION: TEMPESTUS SCIONS, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, FACTION: MILITARUM TEMPESTUS, TAUROX PRIME, VEHICLE, TRANSPORT, DEDICATED TRANSPORT

Abilities: *Explodes*, **Stat Damage - M/BS/A:** *Taurox 1, Taurox 2, Taurox 3*, **Transport:** *Transport: Taurox Prime*, **Unit:** *Taurox Prime*, **Weapon:** *Autocannon, Heavy stubber, Taurox Missile Launcher (Frag), Taurox Missile Launcher (Krak)*

Abilities	Description	Ref
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Taurox 1	6-10+	14"	3+	3	
Taurox 2	3-5	10"	4+	D3	
Taurox 3	1-2	6"	5+	1	

Transport	Capacity	Ref
Transport: Taurox Prime	This model can transport 10 MILITARUM TEMPESTUS or OFFICIO PREFECTUS INFANTRY models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Taurox Prime	*	6+	*	6	6	10	*	7	3+	Codex: Astra Militarum p41

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autocannon	48"	Heavy 2	7	-1	2	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Taurox Missile Launcher (Frag)	48"	Heavy 2D6	4	0	1	Blast.	Codex: Astra Militarum p41
Taurox Missile Launcher (Krak)	48"	Heavy 2	8	-2	D6		Codex: Astra Militarum p41

Taurox Prime [7 PL, 145pts]

Selections: Heavy Stubber [5pts], Stat Damage (Taurox Prime), Taurox Missile Launcher [15pts], Two Autocannons [10pts]

Categories: Faction: Tempestus Scions, Faction: Astra Militarum, Faction: Imperium, Faction: Militarum Tempestus, Taurox Prime, Vehicle, Transport, Dedicated Transport

Abilities: *Explodes*, **Stat Damage - M/BS/A:** *Taurox 1, Taurox 2, Taurox 3*, **Transport:** *Transport: Taurox Prime*, **Unit:** *Taurox Prime*, **Weapon:** *Autocannon, Heavy stubber, Taurox Missile Launcher (Frag), Taurox Missile Launcher (Krak)*

Abilities	Description	Ref
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Taurox 1	6-10+	14"	3+	3	
Taurox 2	3-5	10"	4+	D3	
Taurox 3	1-2	6"	5+	1	

Transport	Capacity	Ref
Transport: Taurox Prime	This model can transport 10 MILITARUM TEMPESTUS or OFFICIO PREFECTUS INFANTRY models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Taurox Prime	*	6+	*	6	6	10	*	7	3+	Codex: Astra Militarum p41

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autocannon	48"	Heavy 2	7	-1	2	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Taurox Missile Launcher (Frag)	48"	Heavy 2D6	4	0	1	Blast.	Codex: Astra Militarum p41
Taurox Missile Launcher (Krak)	48"	Heavy 2	8	-2	D6		Codex: Astra Militarum p41

Force Rules

Defenders of Humanity: If your army is Battle-forged, all Troops units in ASTRA MILITARUM Detachments and all LEMAN RUSS units in Spearhead Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models in range as normal. ()

Selection Rules

Roving Gunship: If this model hovers in its Movement phase, add 1 to all hit rolls made for it in the following Shooting phase. ()

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