



BULL CENTAUR TAUR'RUK



The largest and most powerful of the Bull Centaurs bear the title of Taur'ruk. Hulking and violent creatures, they are nonetheless keen-witted and intelligent, leading their brethren in thunderous charges towards the enemy lines.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Great Weapon	1"	5	3+	3+	-2	3
Crushing Hooves	1"	3	4+	4+	-	1

DESCRIPTION

A Bull Centaur Taur'ruk is a single model armed with a Darkforged Great Weapon and Crushing Hooves.

ABILITIES

Trample and Gore: *A charging Bull Centaur is an avalanche of muscle and rage that tramples all beneath its iron-shod hooves.*

Add 1 to charge rolls for this unit. In addition, this unit's Crushing Hooves have a Damage characteristic of D3 instead of 1 if this unit made a charge move in the same turn.

COMMAND ABILITY

Favour of the Burning God: *The bellowing, gore-reeking presence of a Taur'ruk drives others of its malformed kin into a zealous frenzy.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability. Add 1 to hit rolls for attacks made with melee weapons by friendly BA'HAL units while they are wholly within 12" of that model until the end of that phase.

KEYWORDS

CHAOS, DAWI ZHARR, BA'HAL, LEGION OF AZGORH, HERO, BULL CENTAUR TAUR'RUK