

RHINO

Deadly Demise D3 Firing Deck 2

M

12"

T

9

SV

3+

W

10

LD

6+

OC

2

70 PTS
Base Hull



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	2+	14	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4

ANGRIFF

—

5

NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

VERTEIDIGUNG

Truesilver Aegis (Psychic)

While a friendly Grey Knights unit is wholly within 6" of this model, models in that unit have the Feel No Pain 6+ ability against mortal wounds.

IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W9 · RW 3+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Firing Deck 2 This ability always takes the form Firing Deck X.

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Rhino

Ausrüstung: Hunter-killer missile, Storm bolter, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.

Transport

This model has a transport capacity of 12 Grey Knights Infantry models. It cannot transport Terminator models.