CHAOS - THOUSAND SONS

CHAOS RHINO

Deadly Demise D3 | Firing Deck 2

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

80 PTS
Base Hull

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Havoc launcher — BLAST

R	A	BS	S	AP	D
48"	D6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Inferno combi-bolter — RAPID FIRE 2

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Inferno combi-weapon — ANTI-INFANTRY 4+ | DEVASTATING WOUNDS | RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Sorcerous Support

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes a Psychic attack that targets that enemy unit, add 1 to the Hit roll and add 1 to the Wound roll.

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

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∞ IMMER / EINMALIG

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

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.

ANTI This ability always takes the form [ANTI-X Y+].

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

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

AUFSTELLUNG

1x Chaos Rhino

Ausrüstung: Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Armoured tracks

▪ This model can be equipped with one of: Inferno combi-bolter, Inferno combi-weapon.

Transport

This model has a transport capacity of 12 Thousand Sons Infantry models (excluding Terminator models).

KEYWORDS Vehicle, Transport, Dedicated Transport, Chaos, Tzeentch, Rhino, Smoke, Frame · **FRAKTION** Thousand Sons