CHAOS RHINO

80 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Havoc launcher BLAST	48"	D6	3+	5	0	1
Inferno combi-bolter RAPID FIRE 2	24"	2	3+	5	-2	1
Inferno combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

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.

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.

Chaos Rhino (Transport)
Capacity: 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

FACTION: Thousand Sons

AUFSTELLUNG

1x Chaos Rhino (Hull)

Equipped with: Havoc launcher, Inferno combi-bolter, Inferno combi-weapon, Armoured tracks

Wargear Options:

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

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

RULES

Deadly Demise D3

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").

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.