



RHINO

70 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile <small>ONE SHOT</small>	48"	1	2+	14	-3	D6
Storm bolter <small>RAPID FIRE 2</small>	24"	2	3+	5	-1	1

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

AUFSTELLUNG

1x Rhino (Hull)

Equipped with: Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

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

ABILITIES

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.

Rhino (Transport)

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

WEAPON RULES

One Shot

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

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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.