IMPERIUM - SPACE MARINES

RHINO

Combat Doctrines | Deadly Demise D3

Firing Deck 2

M	T	SV	W	LD	OC
12"	9	3+	10	6+	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	D3+3

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

Veiling Smoke

(Once per phase, per unit) You can target this unit with the Smokescreen stratagem, regardless of any other uses of that stratagem this phase. If you do: That use is -1 CP. That use does not prevent any uses of that stratagem on other units this phase.

∞ IMMER / EINMALIG

Transport

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models. It cannot transport JUMP PACK/ GRAVIS/ TERMINATOR models

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

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

KEYWORDS Imperium, Smoke, Dedicated Transport, Transport, Vehicle, Rhino, Frame · **FRAKTION** Adeptus Astartes