

RHINO PRIMARIS [LEGENDS]

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

AUFSTELLUNG

1x Rhino Primaris [Legends]

Equipped with: Hunter-killer missile, ➤ Twin Plasma Gun - Overcharge, ➤ Twin Plasma Gun - Standard, Armoured Tracks

Wargear Options:

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile <small>ONE SHOT</small>	48"	1	2+	14	-3	D3+3
➤ Twin Plasma Gun - Overcharge <small>HAZARDOUS, RAPID FIRE 1, TWIN-LINKED</small>	24"	1	3+	8	-3	2
➤ Twin Plasma Gun - Standard <small>RAPID FIRE 1, TWIN-LINKED</small>	24"	1	3+	7	-2	1

✂ MELEE WEAPONS

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

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Orbital Comms Array [Aura]

While a friendly Adeptus Astartes unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP

Self Repair

At the end of your Command phase, this model regains 1 lost wound.

Transport

This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Phobos, Gravis, Centurion, Terminator or Tacticus models (except for Tacticus Character models that begin the battle attached to a non-Tacticus unit).



WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

