

IMPERIAL RHINO

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

AUFSTELLUNG

1x Imperial Rhino (Hull)

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

⚙ 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

ABILITIES

RULES - Assigned Agents, Deadly Demise D3, Firing Deck 2

Self-repair

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

Imperial Rhino (Transport)

Capacity: This model has a transport capacity of 12 AGENTS OF THE IMPERIUM INFANTRY models. It cannot transport TERMINATOR or OFFICIO ASSASSINORUM 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).

