



ANATHEMA PSYKANA 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	D3+3
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 Anathema Psykana Rhino (Hull)
Equipped with: Hunter-killer missile, Storm Bolter, Armoured tracks

ABILITIES

- Assault Vehicle**
In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move.
- Creeping Dread (Aura)**
In the Battle-shock step of your opponent's Command phase, each enemy unit within 12" of this unit that is a Psyker unit/below starting strength makes a battle-shock roll, with -1 to that battle-shock roll.
- Anathema Psykana Rhino** (Transport)
Capacity: This model has a transport capacity of 12 ANATHEMA PSYKANA INFANTRY 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

Daughters of the Abyss

- Friendly Anathema Psykana units with this ability have Feel No Pain 3+ against psychic attacks.
- Friendly Anathema Psykana units with this ability have the following ability:

Psychic Null (Aura): Friendly Adeptus Custodes units within 6" of this unit have Feel No Pain 5+ against psychic attacks.

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.