

ANATHEMA PSYKANA RHINO

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

AUFSTELLUNG

1x Anathema Psykana 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	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

ABILITIES

RULES - Daughters of the Abyss, Deadly Demise D3, Firing Deck 2

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).

