

ANATHEMA PSYKANA RHINO - IMPERIUM -  
ADEPTUS CUSTODES

65 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 9 | 3+ | 10 | 6+ | 2  |

**AUFSTELLUNG**  
1x Anathema Psykana Rhino  
**Equipped with:** Hunter-killer missile, Storm Bolter, Armoured tracks  
**Wargear Options:**  
■ This model can be equipped with 1x Hunter-killer missile.

**KEYWORDS:** Rhino, Anathema Psykana, Vehicle, Dedicated Transport, Transport, Smoke, Imperium, Frame  
**FACTION KEYWORDS:** Adeptus Custodes

 **RANGED WEAPONS**

| WEAPON                                           | RANGE | A | BS | S  | AP | D  |
|--------------------------------------------------|-------|---|----|----|----|----|
| Hunter-killer missile<br><small>ONE SHOT</small> | 48"   | 1 | 2+ | 14 | -3 | D6 |
| Storm Bolter<br><small>RAPID FIRE 2</small>      | 24"   | 2 | 3+ | 4  | 0  | 1  |

 **MELEE WEAPONS**

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 0  | 1 |

**ABILITIES**

**Ceaseless Vigilance**  
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is nulled:  
- While a unit is nulled, that unit has +3" detection range.

**Daughter of the Abyss**  
This model has the Feel No Pain 3+ ability against Psychic Attacks and mortal wounds.

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

**WEAPON ABILITIES**

**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).*

**CORE RULES**

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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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:

- Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
- For each selected model, select one of its ranged weapons (excluding **ONE SHOT** weapons).
- Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
- Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TRANSPORT

Transport

This model has a transport capacity of 12 ANATHEMA PSYKANA INFANTRY models.