

RHINO PRIMARIS [LEGENDS] - IMPERIUM -
SPACE MARINES

95 PTS

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.

KEYWORDS:

Vehicle, Smoke, Transport, Imperium, Rhino Primaris

FACTION KEYWORDS:

Adeptus Astartes

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
➤ Twin Plasma Gun - Overcharge HAZARDOUS, RAPID FIRE 1, TWIN-LINKED	24"	1	3+	8	-3	2
➤ Twin Plasma Gun - Standard RAPID FIRE 1, TWIN-LINKED	24"	1	3+	7	-2	1

⚔ MELEE WEAPONS

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

ABILITIES

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 ABILITIES

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.

CORE RULES

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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.