

IMPERIUM - SPACE MARINES

RHINO PRIMARIS

[LEGENDS]

95 PTS

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

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	24"	1	3+	8	-3	2
TWIN-LINKED						
► 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

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.

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 RULES

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

◆ **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").

