























CHAOS																		
Heretic Astartes - Night Lords						CHAOS RHINO - Nightbringer										60 Pts		
1																		
Full HP	12"	18"		3+	3+	6			14	14	13	10	3	4	5+	2	3+	
Mid HP	8"	12"		4+	4+	6			13	13	12	7	2	4	6+	1	3+	
Low HP	4"	6"		5+	5+	6			12	12	11	3	1	4	7+		3+	
Unit Aptitudes																		
Self Repair			At the end of your Command phase, this model regains 1 lost wound. If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the Vehicle is no longer Immobilised.															
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.															
Transport Capacity (12)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.															
Firing Deck (2)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.															
Glory to Chaos			Add 1 to the Leadership of all models in a unit that has the Glory to Chaos special rule.															
Unit Special Rules																		
Night Vision / Fear / Searchlight / Smoke launchers / Tank / Transport																		
Weapons																	Nb	Pts
Combi-bolter					24"	2	4	0	1	Assault - Rapid Fire 2							1	
Vehicles close combat					Melee	User	User	0	1	Melee							1	
Faction Aptitudes																Unit type		
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault					Vehicle				