


















IMPERIUM

RHINO - Crusader's Roar

60 Pts

Adeptus Astartes - Black Templars







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Full HP	12"	18"		3+	3+	6		14	14	13	10	3	4	6+	2	3+	
Mid HP	8"	12"		4+	4+	6		13	13	12	7	2	4	7+	1	3+	
Low HP	4"	6"		5+	5+	6		12	12	11	3	1	4	8+		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.
Extra Armour	Vehicles equipped with extra armour have their front armour one point higher than normal.
Dozer Blade	Vehicles equipped with dozer blades treat their front armour as one higher than normal when ramming. Furthermore the vehicle can re-roll failed Dangerous Terrain tests.
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.

Unit Special Rules

Crusader / Adamantium Will / And They Shall Know No Fear / Searchlight / Smoke launchers / Tank / Transport

Weapons							Nb	Pts
Storm 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

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Vehicle
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