


















IMPERIUM					RHINO - Crusader's Steed										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.														
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																	
Psychic Domains																	

Weapons								Pts
Storm bolter	24"	2	4	0	1	Assault - Rapid Fire 2		0
Vehicles close combat	Melee	User	User	0	1	Melee		0
Faction Aptitudes							Unit type	
Oath of the Moment	Righteous Zeal	Templar Vows					Vehicle	