IMPERIUM - ASTRA MILITARUM

GRIFFON MORTAR CARRIER [LEGENDS]

115 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Griffon heavy mortar BLAST INDIRECT FIRE	48"	D6	4+	7	-1	2
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Griffon Mortar Carrier [Legends]

Equipped with: Griffon heavy mortar, Heavy bolter, Heavy flamer, Heavy stubber, Storm bolter, Armoured tracks

Wargear Options:

- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Suppression Bombardment
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monster and Vehicle units) hit by one or more of those attacks made with this model's Griffon heavy mortar. Unit the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

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).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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").