IMPERIUM - ASTRA MILITARUM

HIPPOGRIFF AFV

M	T	SV	W	LD	OC
12"	8	3+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chiron gatling cannon ASSAULT	24"	12	4+	5	0	1
Heavy stubber ASSAULT RAPID FIRE 3	36"	3	4+	4	0	1
Lascannon ASSAULT	48"	1	4+	12	-3	D6+1
Melta cannon ASSAULT MELTA 2	18"	2	4+	9	-4	D6
Meltagun ASSAULT MELTA 2	12"	1	4+	9	-4	D6
Vigilator cannon ASSAULT BLAST	36"	D6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	5	0	1

AUFSTELLUNG

1-2x Hippogriff AFV (Hull)

Equipped with: Chiron gatling cannon, Heavy stubber, Lascannon, Melta cannon, Meltagun, Vigilator cannon, Armoured hull

Wargear Options:

- Each Hippogriff AFV can replace its Heavy stubber with Meltagun.
- Each Hippogriff AFV can replace its Vigilator cannon with Melta cannon, Chiron gatling cannon or Lascannon.

ABILITIES

Convoy Escort Vehicle
In your Shooting phase, after this unit has shot, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

KEYWORDS: Imperium, Vehicle, Squadron, Smoke, Hippogriff AFV, Frame

FACTION: Astra Militarum

CORE RULES

Deadly Demise 1

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").