

HIPPOGRIFF AFV

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

AUFSTELLUNG

1-2x Hippogriff AFV

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.

⚔ 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

ABILITIES

RULES - Deadly Demise 1

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.



✂ MELEE WEAPONS

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

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).

