



KALDOR DRAIGO [LEGENDS]

125 PTS

M	T	SV	W	LD	OC
5"	5	2+	7	6+	1



RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Scourging ANTI-DAEMON 2+, IGNORES COVER, PSYCHIC	18"	3	2+	6	-2	2	
Storm bolter RAPID FIRE 2	24"	2	2+	4	0	1	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
The Titansword ANTI-DAEMON 2+, PSYCHIC	Melee	6	2+	8	-4	3	

AUFSTELLUNG

1x Kaldor Draigo [Legends]

Equipped with: Scourging, Storm bolter, The Titansword

ABILITIES

CORE - Leader

One With the Warp (Psychic)
Once per battle, when this model's unit declares a charge in the same turn it was set up on the battlefield using the Deep Strike or Teleport Assault ability, add 3 to the Charge roll.

Supreme Commander
If this model is in your army, it must be your WARLORD.

Untouchable Purity
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds

Leader
This model can be attached to the following units:

- Brotherhood Terminator Squad
- Paladin Squad

WEAPON RULES

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).*

RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Gate of Infinity

If your Army Faction is Grey Knights, at the end of your opponent's Fight phase, you can select a number of units from your army that are on the battlefield (excluding units that are within Engagement Range of one or more enemy units), providing every model in those units has this ability. The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

- Place those units in strategic reserves.

- Those units can make an ingress move in your next Movement phase (including in your first turn)

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.