TOR GARADON

90 PTS

M	T	SV	W	LD	OC
5"	6	3+	6	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Artificer Grav Gun ANTI-VEHICLE 2+	18"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hand of Defiance	Melee	5	2+	12	-2	2

AUFSTELLUNG

1x Tor Garadon (40mm)

Equipped with: Artificer Grav Gun, Hand of Defiance

ABILITIES

CORE - Leader

Siege Captain

This model's attacks that target a Fortification/Monster/Vehicle unit have +2 S, AP and D.

Signum Array

In your Shooting phase, you can select one visible enemy unit within 18" of this unit. That enemy unit cannot have the benefit of cover.

Leader

This model can be attached to the following units:

AGGRESSOR SQUAD, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

KEYWORDS: Epic Hero, Character, Infantry, Captain, Gravis, Tor Garadon, Imperium, Leader

FACTION: Adeptus Astartes, Imperial Fists

RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

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