

KALDOR DRAIGO [LEGENDS]

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

AUFSTELLUNG

1x Kaldor Draigo [Legends]

Equipped with: Scourging, Storm bolter, The Titansword

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Titansword <small>ANTI-DAEMON 2+, PSYCHIC</small>	Melee	6	2+	8	-4	3

ABILITIES

CORE - Leader

RULES - Deep Strike, Gate of Infinity, 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).

