

TOR GARADON

M	T	SV	W	LD	OC	
5"	6	3+	6	6+	1	4+

AUFSTELLUNG

1x Tor Garadon (40mm)

Equipped with: Artificer Grav Gun, Hand of Defiance

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Leader, Transhuman Strategist

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+.*

