

TOR GARADON

80 PTS

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

- Siege Captain**
Each time this model makes an attack that targets a Monster, Vehicle, or Fortification unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 2.
- Signum Array**
While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.
- Leader**
This model can be attached to the following units:
 - AGGRESSOR SQUAD
 - ERADICATOR SQUAD
 - HEAVY INTERCESSOR SQUAD

WEAPON ABILITIES

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+.

CORE RULES

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.



AUFSTELLUNG

1x Tor Garadon

Equipped with: Artificer Grav Gun, Hand of Defiance



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

FACTION KEYWORDS: Adeptus Astartes, Imperial Fists