

TOR GARADON

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

AUFSTELLUNG

1x Tor Garadon

Equipped with: Artificer Grav Gun, Hand of Defiance

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

RULES - 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 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+.

