


















IMPERIUM					DREADNOUGHT - Gorath Ironrend												172 Pts	
Adeptus Astartes - Black Templars																		
1																		
Full HP	6"	9"		3+	3+	8		15	15	13	8	5	4	6+	3	2+		
Mid HP	4"	6"		4+	4+	8		14	14	12	5	4	4	7+	2	2+		
Low HP	2"	3"		5+	5+	8		13	13	11	3	3	4	8+	1	2+		
Unit Aptitudes																		
Wisdom of the Ancients (Aura)			While a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.															
Obliterate the Impur			In your Movement phase, if this model Remains Stationary, until the end of the turn, its Weapon has the devastating Wound Special rule.															
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.															
Unit Special Rules																		
Crusader / Adamantium Will / And They Shall Know No Fear / Searchlight / Smoke launchers / Walker																		
Psychic Domains																		

[illegible]