


















IMPERIUM

Adeptus Astartes - Black Templars

DREADNOUGHT - Gorath Ironrend

172 Pts


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

Weapons							Nb	Pts
Assault cannon	24"	6	6	0	1	Heavy - Rending - Devastating Wounds	1	19
Dreadnought combat weapon	Melee	User	x2	-2	3	Melee	1	16
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	1	7

Faction Aptitudes

Unit type

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Vehicle
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