


















IMPERIUM

Adeptus Astartes - Black Templars

VENERABLE DREADNOUGHT - Grimclaw Furywalker

163 Pts







1																	
Full HP	6"	9"		3+	3+	8		15	15	13	9	6	4	6+	3	2+	
Mid HP	4"	6"		4+	4+	8		14	14	12	6	5	4	7+	2	2+	
Low HP	2"	3"		5+	5+	8		13	13	11	3	4	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.
Even In Death, I Serve	The first time this model is destroyed, remove it from play without resolving its Deadly Demise special rule. Then, at the end of the phase, roll one D6: on a 2+, set this model back-up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.
Venerable	If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.
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
Dreadnought combat weapon	Melee	User	x2	-2	3	Melee	1	16
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	1	7
Twin heavy flamer	Template	1	5	-1	2	Assault - Ignores Cover - Twin	1	10

Faction Aptitudes

Unit type

Oath of the Moment	Righteous Zeal	Templar Vows	Zealous Litanies	Vehicle
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