


















IMPERIUM					VENERABLE DREADNOUGHT - Venerable Dreadnought Nihilus										178 Pts		
Adeptus Astartes - Deathwatch																	
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																	
Thrice-blessed Hull			Revered ancient Nihilus has a 6+ invulnerable save, which is increased to 5+ against damage sustained from enemy witchfire powers and Psychic Attacks.														
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																	
And They Shall Know No Fear / Searchlight / Smoke launchers / Walker																	
Psychic Domains																	

[illegible]