Salamanders   19 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Eliminator Sergeant	6"	3+	3+	4	4	2	3	8	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Camo Cloak	When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.					
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle	A model firing a bolt sniper rifle does not suffer the penalty to hit rolls for the target being at long range. In addition, when attacking with this weapon, choose one of the profiles below.					
Bolt sniper rifle - Executioner round	36"	Heavy 1	5	-2	D3	If you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Bolt sniper rifle - Mortis round	36"	Heavy 1	5	-1	1	Add 2 to hit rolls made for this weapon. In addition, this weapon can target models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.
Bolt sniper rifle - Hyperfrag round	36"	Heavy D3	5	0	1	-

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.
Concealed Position	When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from any enemy deployment zone.

SPECIALISM: LEADER

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.

Experience: ☐☐☐☐☐☐☐☐☐☐   Flesh Wounds: ☐☐☐   Convalescence: ☐   New Recruit: ☐

Salamanders — 21 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Storm shield						This model has a 3+ invulnerable save.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: DEMOLITIONS

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Salamanders — 40 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm shield						This model has a 3+ invulnerable save.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: COMBAT

Expert Fighter	Add 1 to this model's Attacks characteristic.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Salamanders — 21 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Vanguard Veteran (Jump Pack)	12"	3+	3+	4	4	1	2	8	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
2x Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: SNIPER

Marksman	You can re-roll hit rolls of 1 for this model when it makes a shooting attack.

Experience: ☐☐☐☐☐☐☐☐☐☑   Flesh Wounds: ☐☐☐   Convalescence: ☐   New Recruit: ☐

Salamanders — 17 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Intercessor Gunner	6"	3+	3+	4	4	2	2	7	3+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Auto bolt rifle	24"	Assault 2	4	0	1	-
Auxiliary grenade launcher						If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30". This model's Grenade weapons are affected by the long range rule.
Auspex						At the start of the shooting phase, you can choose another ADEPTUS ASTARTES model within 3" of a friendly model equipped with an auspex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

Experience: ☐☑☐☐☐☐☐☐☐☑   Flesh Wounds: ☐☐☐   Convalescence: ☐   New Recruit: ☐

Salamanders — 20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, subtract 1 from the hit roll
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

Experience: □□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □

Salamanders — 11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

Experience: □□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □

Salamanders									51 Points	
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**LD**	**SV**	**MAX**
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+	1

WEAPON	**RANGE**	**TYPE**	**S**	**AP**	**D**	**ABILITIES**
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Grav-chute	This model never suffers falling damage, and never falls on another model. if it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.					
Master-crafted occulus bolt carbine	24"	Rapid Fire 1	4	0	2	Add 1 to hit rolls for this weapon when targeting a model that is obscured.
Bolt pistol	12"	Pistol 1	4	0	1	-
Paired combat blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: **STRENGTH**

Muscular	Add 1 to this model's Strength characteristic.

Experience: ☐☐☐☐☐☐☐☐☐☐   Flesh Wounds: ☐☐☐   Convalescence: ☐   New Recruit: ☐