

IMPERIUM

Adeptus Astartes - Salamanders

FIREDRAKE TERMINATOR SQUAD - Infernal Guard

400 Pts

5

  
6"





  
2+

  
2+

  
4

  
4







  
3

  
3

  
4

  
6+

  
1

  
2+

  
4++/4++

Unit Aptitudes

- Implacable Advance

Models with this special rule may re-roll all failed To Hit rolls of 1 made for weapons of the Melee type and always pass any pinning test
- Mantle of Ash

Models in this unit have a 6++ invulnerable save against melta, volkite, plasma and flamer weapons, and melta bombs. In addition, all melta, volkite, plasma and flamer weapons, and melta bombs have -1 Strength when used against this unit.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Stubborn / Deep Strike / Bulky / Relentless / It Will Not Die (5+)

Weapons							Nb	Pts
Thunder hammer	Melee	-1	x2	-2	2	Melee - Concussive - Specialist - Unwieldy - Anti-Vehicles	5	100

Faction Aptitudes

Unit type

- Oath of the Moment
- Sof Will
- Nocturne Born
- The Covenant of Fire
- Infantry