

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 hamher	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
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