


















IMPERIUM					CONTEMPTOR DREADNOUGHT - Vulcan's Fireheart										226 Pts		
Adeptus Astartes - Salamanders																	
1																	
Full HP	6"	9"		3+	3+	8		16	15	13	10	5	4	6+	3	2+	5++/5++
Mid HP	4"	6"		4+	4+	8		15	14	12	7	4	4	7+	2	2+	5++/5++
Low HP	2"	3"		5+	5+	8		14	13	11	3	3	4	8+	1	2+	5++/5++
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.														
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 / Fleet / Walker																	
Psychic Domains																	

[illegible]