

















IMPERIUM					CASSIAN DRACOS - Cassian Dracos, The Dragon Revenant,The Fallen Master										332 Pts		
Adeptus Astartes - Salamanders																	
1																	
Full HP	6"	9"		3+	3+	8		17	16	14	12	5	4	6+	3	2+	4++/4++
Mid HP	4"	6"		4+	4+	8		16	15	13	8	4	4	7+	2	2+	4++/4++
Low HP	2"	3"		5+	5+	8		15	14	12	4	3	4	8+	1	2+	4++/4++
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.														
Wrought by Vulkan			This model is immune to all the effect of the Melta, Armourbane, Sunder and Lance special rules. Any other rules which either reduce or permanently degrade his Armour Value or allow attacks which target him to roll more than one dice when making Armour Penetration roll have no effect on him.														
Burning Wrath			This unit can forfeit his usual close combat attacks in order to inflict one automatic strength 12, armoured penetration -2, Damages 3 hit on every models in base contact with him at Initiative step 1.														
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.														
Nuncio Vox			#N/A														
Extra Armour			Vehicles equipped with extra armour have their front armour one point higher than normal.														
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 / Independent Character / Walker / It Will Not Die																	
Psychic Domains																	

[illegible]