IMPERIUM

Adeptus Astartes - Salamanders

CASSIAN DRACOS - Cassian Dracos, The Dragon Revenant,The Fallen Master

332 Pts

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 S12/PA-2/D3 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	While at least one model with a nuncio-vox is present on the battlefield and not embarked in a vehicule, the controlling player may re-roll any Scatter rolls made as long as the model with the nuncio-vox has a line of sight to the unit targeted by the attack or the point chosen as a target for the deployment.
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

Weapons							Nb	Pts
Dreadfire heavy flamer - Separated	Template	2	5	-1	1	Assault - Ignores Cover - Devastating Wounds	1	10
Dreadfire heavy flamer - Combined	Template	1	9	-4	D3+3	Assault - Ignores Cover - Devastating Wounds - Melta	1	10
Dreadnought combat weapon	Melee	User	x2	-2	3	Melee	2	32

Faction Aptitudes

Oath of the Moment | Sof Will | Nocturne Born | The Covenant of Fire

Unit type

Vehicle