



































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			While at least one model with a nuncio-vox is present on the battlefield and not embarked in a vehicule or a building, 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																	
Psychic Domains																	

[illegible]

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]

IMPERIUM

Adeptus Astartes - Salamanders

FIREDRAKE TERMINATOR SQUAD - Infernal Guard

400 Pts

5









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+)

Psychic Domains

Weapons								Pts
Thunder hammer		Melee	-1	x2	-2	2	Melee - Concussive - Specialist - Unwieldy - Anti-Vehicles	100
Faction Aptitudes								Unit type
Oath of the Moment	Sof Will	Nocturne Born	The Covenant of Fire					Infantry

IMPERIUM

Adeptus Astartes - Salamanders

PYROCLAST SQUAD - Emberclad Reckoners

255 Pts

5



































7"

3+

3+

4

4

2

2

4

6+

1

3+

Unit Aptitudes

Purge the Foe

In your Shooting phase, after this unit has shot, you can select one enemy Infantry unit hit by one or more of those attacks made with a pyreclast flame projector. That enemy unit must take a Battle-shock 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 / It Will Not Die (5+)

Psychic Domains

[illegible]

IMPERIUM				VULKAN - Vulkan, The Promethean Fire, The Hammer of Salvation, Regent of Nocturne												427 Pts	
1																	
Full HP	7"			2+	2+	7	10				10	6	5	5+	4	2+	3++/3++
Mid HP	6"			3+	3+	6	9				7	5	5	6+	3	2+	3++/3++
Low HP	5"			4+	4+	5	8				3	4	5	7+	2	2+	3++/3++
Unit Aptitudes																	
Sire of the Salamanders			In an army which contains the Primarch Vulkan, all models with the ADEPTUS ASTARTES - SALAMANDERS identification gain the Adamantium Will special rule and improve the Leadership characteristic by 1.														
Blood of Fire			This Unit can re-roll any failed It Will Not Die or Deny the Witch Tests.														
The Draken Scale			Halves the Strength (round down) of any melta, volkite, plasma, fusion and flamer weapons used against this unit.														
Unit Special Rules																	
Independent Character / And They Shall Know No Fear / Eternal Warrior / Very Bulky / Fear / Fleet / Adamantium Will / Fearless / Lone Operative / It Will Not Die / Precision Strike / Precision Shot																	
Psychic Domains																	

[illegible]