IMPERIUM

Adeptus Astartes - Salamanders

CONTEMPTOR DREADNOUGHT - Vulcan's Fireheart

226 Pts

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

Weapons							Nb	Pts
Dreadnought combat weapon	Melee	User	x2	-2	3	Melee	1	16
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	1	7
Multi-melta	18"	2	9	-4	D6	Heavy - Melta	1	23

Faction Aptitudes				Unit type
Oath of the Moment	Sof Will	Nocturne Born	The Covenant of Fire	Vehicle