

# IMPERIUS DOMINATUS

SALAMANDERS

# SALAMANDERS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

- **Firedrake Terminators.** These elite warriors serve as the Primarch's honor guard or Command guard, as well as part of the First Company.
- **Pyroclast Squads.** Heavy Weapon Elite support armed with powerful short ranged weapons like flamethrowers.

# SALAMANDERS

## Characteristics

The Salamanders Legion has the following characteristics:

- Salamander infantry gains the indomitable [ID] ability.
- Salamander infantry gains -5cms on charge moves (does not affect jump pack elements)
- Salamander infantry is immune to the intense fire effects of burning structures.
- Salamander infantry gains +1 to invulnerable saves when present
- Salamander infantry gains agile [AG] ability
- Salamanders may not use Moritat upgrade or destroyer formations
- Salamanders cannot spend more points on vehicles formations than infantry formations
- All Salamander vehicles gain invulnerable 10+ or +1 to their existing invulnerable save.
- Salamanders' fortification cards count as special cards.
- Deepstrike formations count as special cards for the Salamanders legion (exception, terminators)
- Cannot use phosphex
- Upgraded flamers. All Salamander flamers gain a bonus -1 to the save modifier
- Librarius. Vulkan supported the use of the Librarius. The Salamanders may add Librarians to their Legion.

## UPGRADE MANTLE OF THE DRAKE

Command gains it-will not die ability.



Point Value 50  
+1 VP



## PYROCLAST DETACHMENT

A Pyroclast Detachment consists of 1 Pyroclast Decurion and 5 Pyroclast stands.



Point Value 200



## PYROCLAST DETACHMENT

**Break Point 4:** The Pyroclasts detachment are broken if it has lost 4 stands either the Decurion or Pyroclast stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Pyroclasts have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4+	1/-1	Heavy Flamers [FW]	10	2	-1	[HQ1], [V], [MB]
Pyroclast	10	4+	1/-1	Heavy Flamers [FW]	10	2	-1	[MB], Special*

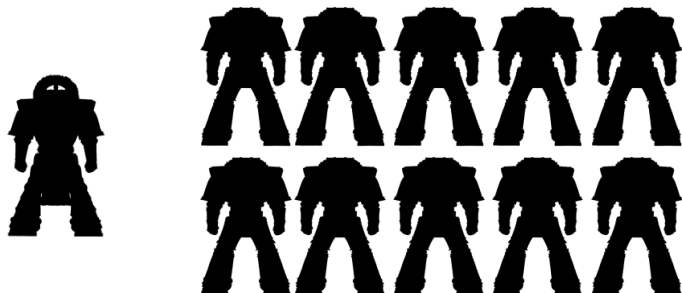
\* Can re-roll failed armor saves (second result stands).

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## PYROCLAST GRAND DETACHMENT

The Pyroclast Grand Detachment consists of 1 Pyroclast Decurion and 10 Pyroclast stands.



Point Value 350



## PYROCLAST GRAND DETACHMENT

**Break Point 8:** The Pyroclasts grand detachment are broken if it has lost 8 stands either the Decurion or Pyroclast stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Pyroclasts have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4+	1/-1	Heavy Flamers [FW]	10	2	-1	[HQ1], [V], [MB]
Pyroclast	10	4+	1/-1	Heavy Flamers [FW]	10	2	-1	[MB], Special*

\* Can re-roll failed armor saves (second result stands).

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## FIREDRAKE CLOSE COMBAT DETACHMENT

The Firedrake Detachment consists of 1 Firedrake Terminator Decurion and 4 Firedrake Terminator stands



Point Value 300



## FIREDRAKE CLOSE COMBAT DETACHMENT

**Break Point 4:** The Firedrakes Detachment is broken if it has lost 4 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Firedrakes have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

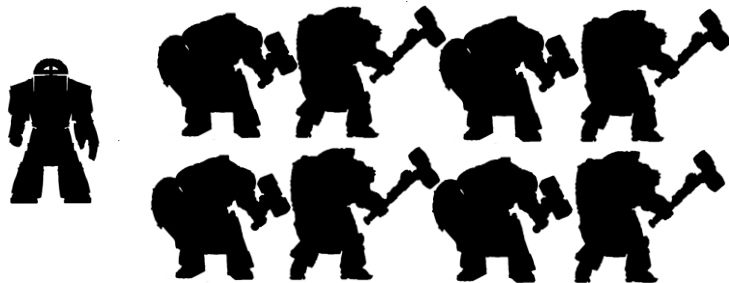
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	CC weapons and Shield [Dmg+1]	-	-	-	[HQ1], [V], [SA]
Firedrake	10[T]	3[5]+	3/-3	CC weapons and Shield [Dmg+1]	-	-	-	[SA]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## FIREDRAKE CLOSE COMBAT GRAND DETACHMENT

The Firedrake Detachment consists of 1 Firedrake Terminator Decurion and 8 Firedrake Terminator stands



Point Value 500



## FIREDRAKE CLOSE COMBAT GRAND DETACHMENT

**Break Point 6:** The Firedrakes Detachment is broken if it has lost 6 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Firedrakes have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	CC weapons and Shield [Dmg+1]	-	-	-	[HQ1], [V], [SA]
Firedrake	10[T]	3[5]+	3/-3	CC weapons and Shield [Dmg+1]	-	-	-	[SA]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

## FIREDRAKE DETACHMENT

The Firedrake Detachment consists of 1 Firedrake Terminator Decurion and 4 Firedrake Terminator stands



Point Value 300



## FIREDRAKE DETACHMENT

**Break Point 4:** The Firedrakes Detachment is broken if it has lost 4 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Firedrakes have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

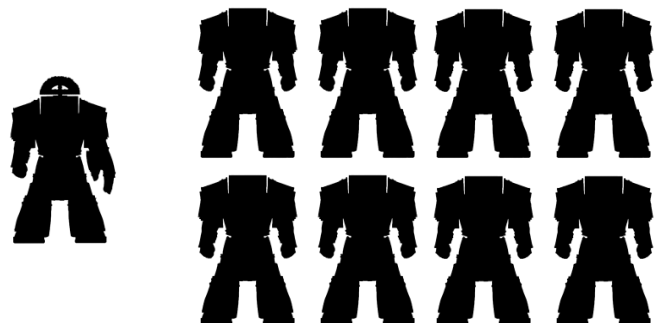
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3[5]+	2/-3	Combi-flamer [FW, Dmg+1]	25	2	-2	[HQ1], [V], [SA]
Firedrake	10	3[5]+	2/-3	Combi-flamer [FW, Dmg+1]	25	2	-2	[SA]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## FIREDRAKE GRAND DETACHMENT

The Firedrake Detachment consists of 1 Firedrake Terminator Decurion and 8 Firedrake Terminator stands



Point Value 600



## FIREDRAKE GRAND DETACHMENT

**Break Point 6:** The Firedrakes Grand Detachment is broken if it has lost 6 stands either the Decurion or Gorgon stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Firedrakes have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3[5]+	2/-3	Combi-flamer [FW, Dmg+1]	25	2	-2	[HQ1], [V], [SA]
Firedrake	10	3[5]+	2/-3	Combi-flamer [FW, Dmg+1]	25	2	-2	[SA]

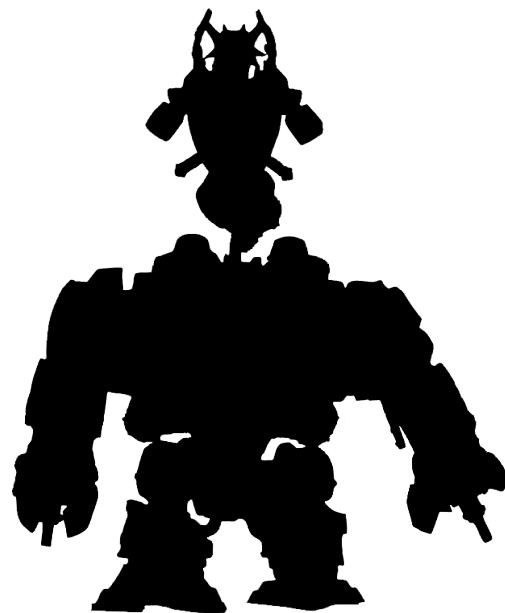
Victory Points 6

Your opponent gains 3VP when this Detachment is broken

# SPECIAL FORMATION

## CASSIAN DRACCOS

Cassian Draco consists of 1 Dreadnought Stand.



Point Value 50



## CASSIAN DRACCOS

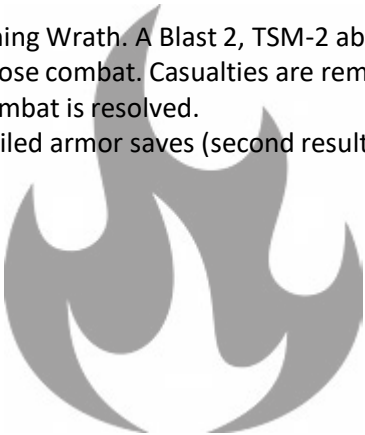
**Break Point +1:** Cassian Draco adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Cassian Draco has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cassian Draccos (flamer)	15	2+	4/-2	Heavy Flamer [FW] CC Special Weapons	10 -	4 -	-1 -	[DR2], [IWD], Special*
Cassian Draccos (meltagun)	15	2+	4/-2	TL Meltagun CC Special Weapons	25 -	2TL1 -	-2 -	

### Cassian Draccos –

- May use Burning Wrath. A Blast 2, TSM-2 ability that is used at the start of close combat. Casualties are removed before the rest of the combat is resolved.
- Can Re-roll failed armor saves (second result stands).



## Victory Points +1

. Your opponent gains +1 VP when the attached Company is broken

# SPECIAL FORMATION

## LORD CHAPLAIN NOMUS RHY'TAN

Lord Chaplain Nomus Rhy'ta consists of 1 Lord Chaplain Nomus Rhy'ta Stand.



Point Value 50



## LORD CHAPLAIN NOMUS RHY'TAN

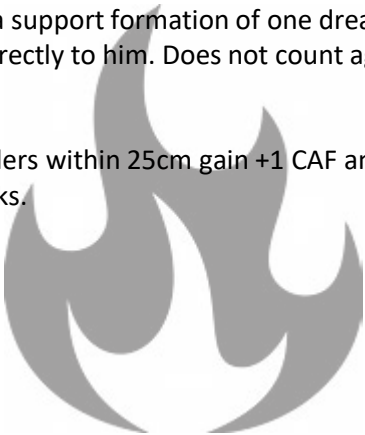
**Break Point +1:** Lord Chaplain Nomus Rhy'tan adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Lord Chaplain Nomus Rhy'tan has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nomus Rhy'tan	10	4+	3/-2	Darkstar Falling	25	1	-1	[HQ2], [IWD]
				Combi-flamer [FW]	25	2	-2	

### Lord Chaplain Nomus Rhy'tan –

- May attach a support formation of one dreadnought talon formation directly to him. Does not count against support card limit.
- All Salamanders within 25cm gain +1 CAF and re-roll failed morale checks.



## Victory Points +1

. Your opponent gains +1 VP when the attached Company is broken



# SPECIAL FORMATION

## VULKAN PRIMARCH OF THE SALAMANDERS

Vulkan Primarch of the Salamanders consists of one Vulkan.



Point Value 150



## VULKAN PRIMARCH OF THE SALAMANDERS

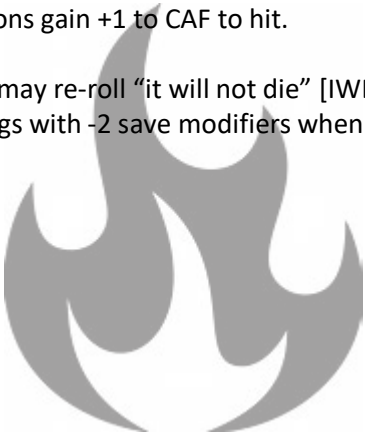
**Break Point 1:** Vulkan is only broken when Vulkan Primarch of the Salamanders is Destroyed.

**Morale Value 4+:** Vulkan has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Vulkan [2]	15[T]	2[4]+	7/-5	Furnaces Heart	25	2	-3	[DR2], Primarch
				Dawnbringer Warhammer	-	-	-	

**Sire of the Salamanders** – Salamander formations in command gain +1 to their morale checks and gain the adamantium will [AW] ability. Formations gain +1 to CAF to hit.

**Blood of Fire** – may re-roll “it will not die” [IWD] rolls. May damage buildings with -2 save modifiers when in contact with a structure.



## Victory Points 2

Your opponent gains 2 VP when this model is destroyed.