

# Salamanders Datasheets (v.1.0.1)

The “unit superior” rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

## Faction abilities

- After failing a morale test for any Salamanders unit, roll one D6. On a 4+ it's passed instead
- Adeptus Astartes. You can repaint/kitbash non-character Ultramarines units or other Adeptus Astartes units to become Salamanders units and play by their original rules

## Leaders

**Captain Adrax Agatone (1 model)    Move 12" Save 3+ Wounds 3 Morale 3+ Control 2**

## Unit abilities

- Character (max. one copy per army)
- While an enemy unit is within 2" horizontally and 10" vertically of this model, halve the Control characteristic of models in that enemy unit
- This model's unit gets +1 to hit in melee when charging.

JOYTOY x WARHAMMER



## JoyToy Salamanders Captain Adrax Agatone, 375pts

Ranged weapons	Range	Att	Sk	AP	Features
Drakkis	24"	X	2+	-1	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Malleus Noctum	Melee	2	2+	-2	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons. Critical hits get AP(-4)

Add abilities to the model	Cost
<ul style="list-style-type: none"> <li>• Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn</li> </ul>	<b>+100pts</b>

## Infantry

**Assault Intercessors (5-10 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1**

### Unit abilities

- When Charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



### JoyToy Salamanders Assault Intercessors Sergeant Krajax, 135pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Hand flamer	24"	X	2+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Thunder Hammer	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Critical hits get AP(-4)

JOYTOY x WARHAMMER



### JoyToy Salamanders Intercessors Sergeant Tsek'gan, 85pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	3+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



### JoyToy Salamanders Intercessors Brother Tol'vak, 65pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



JoyToy Salamanders Intercessors Brother Haecule, **65pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

  

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Bladeguard Veterans (3-5 models) Move 12" Save 2+ Wounds 1 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Salamanders Bladeguard Veteran, **105pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Heavy Bolt Pistol	24"	1	2+	-1	-

  

Melee weapons	Range	Att	Sk	AP	Features
Power Sword	Melee	2	2+	-1	Critical hits get AP(-4)

Eradicators (3 models) Move 10" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Salamanders Eradicators Sergeant Bragar (**unit superior**), **150pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Melta Rifle	36"	1	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons

  

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Salamanders Eradicators Brother Xavak, 270pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Multi-melta (max. one per unit)	36"	2	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Salamanders Eradicators Brother T'Kren, 150pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Melta Rifle	36"	1	3+	-4	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Intercessors (3-10 models) Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- This unit may shoot even after Advance move

JOYTOY x WARHAMMER



JoyToy Salamanders Intercessors Sergeant Tsek'gan, 100pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



**JoyToy Salamanders Assault Intercessors Sargeant Krajax, 145pts per model (unit superior)**

Ranged weapons	Range	Att	Sk	AP	Features
Hand flamer	24"	X	2+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Thunder Hammer	Melee	1	3+	-2	Each attack deals 3 damage, but only to one model. Critical hits get AP(-4)



JOYTOY x WARHAMMER



**JoyToy Salamanders Intercessors Brother Haecule, 100pts per model**

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JOYTOY x WARHAMMER



**JoyToy Salamanders Intercessors Brother Tol'vak, 165pts per model**

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Rifle	48"	2	3+	-1	-
Astartes Grenade Launcher ( <b>max. one per unit</b> )	48"	X	3+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

