



## SALAMANDERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stream of Fire	8"	1	3+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corrosive Bite	1"	3	3+	3+	-1	1

### DESCRIPTION

A unit of Salamanders has any number of models. The Salamander spits a caustic Stream of Fire at its prey and attacks with a Corrosive Bite.

### ABILITIES

**Goaded to Fury:** The range of a Salamander's Stream of Fire attack is increased to 12" while its unit is within 3" of any Skink Handlers from your army.

**It Burns!:** Roll a dice at the end of the shooting phase for each unit that suffered any wounds from a Salamander's Stream of Fire in that phase. If the result is 4 or higher, the unit suffers D3 mortal wounds as the corrosive liquid eats through armour, flesh and bone.

### MAGIC

**SLANN WIZARDS** know the Summon Salamanders spell, in addition to any others they know.

### SUMMON SALAMANDERS

Summon Salamanders has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Salamanders within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SALAMANDERS