



SALAMANDER HUNTING PACK



One of the many predatory beasts bred for war by the Seraphon, Salamanders are capable of belching forth streams of deadly liquid flame. Those who manage to survive the fiery burst soon find themselves horrifically digested alive by the caustic juices.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stream of Fire	12"	4	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Jaws	1"	3	3+	3+	-2	D3
Celestite Goad	1"	1	4+	5+	-	1

DESCRIPTION

A Salamander Hunting Pack has any number of Skink Handler models, each armed with a Celestite Goad.

SALAMANDERS: 1 in every 4 models in this unit must be a Salamander instead of a Skink Handler. A Salamander has a Wounds characteristic of 3 instead of 1 and is armed with a Stream of Fire and Burning Jaws instead of a Celestite Goad.

ABILITIES

It Burns!: *The corrosive liquid produced by a Salamander sticks to the target and eats through armour, flesh and bone.*

If the unmodified hit roll for an attack made with a Stream of Fire or Burning Jaws is 6, that attack inflicts D3 mortal wounds on the target unit and the attack sequence ends (do not make a wound or save roll).