

CODIX
SALAMANDERS

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Mammy Saurer's
Workshop

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Fluff

General Salamander fluff

The Founding of the Salamanders

The Salamanders were founded using the geneseed of Vulkan. They were founded circa. 506M29. Imperial scholars are still unsure what purpose the Salamanders were founded to accomplish. There are many theories on this one of these theories and this is the most common is that they were founded to fight on volcanic worlds where normal Space Marines would be out of their element (However rare that is). Imperial Governance was brought to Nocturne circa. 879M30. This coup was peaceful, a stranger turned up at the contest. He challenged Vulkan and they were equal till the last contest where the stranger through away his prize to save Vulkan's life. He then declared himself Emperor, Saviour of Humanity.

Vulkan, Primarch of the Salamanders

Vulkan is the primarch of the Salamanders, like the other primarchs he was sent to a planet away from the Emperor. When the Primarchs were scattered across the galaxy through the Warp by the machinations of the Chaos Gods from the Emperor's genelaboratory beneath the Himalayan Mountains on Terra, Vulkan arrived on the ash-shrouded, volcanic world of Nocturne during its Time of Trial as an infant and was soon taken in by the blacksmith, N'bel. The people of Vulkan's hometown were astounded by this child, for within the space of only three Terran years, he had reached mature adulthood, yet was also stronger and larger than any man in his town. In addition to his massive physical size, he possessed the quickest mind, and quickly became the greatest smith ever seen among the clans of Nocturne. Indeed, it was not long before Vulkan himself was teaching forging techniques to the Nocturnan people that had not yet been discovered.

The people of Nocturne were frequently raided by the decadent Dark Eldar. They were so used to this common occurrence, that each person in Vulkan's town had developed their own hiding place to avoid capture. When the Dark Eldar raided the world again in Vulkan's fourth year on Nocturne, the Primarch refused to hide and instead stood out in the centre of the settlement, his two smithing hammers crossed over his shoulders. The people of Vulkan's town were so inspired by his example that they joined him and prepared to defend their town from the foul xenos raiders. With a Primarch leading their defence, the people of the town decisively defeated the Dark Eldar. Within weeks, the leaders of the seven largest towns and their respective clans on Nocturne had travelled to meet Vulkan, and they soon swore never again to hide from the Dark Eldar raiders.

In celebration of the Primarch's victory over the Dark Eldar, a tournament of various contests common to the people of Nocturne was held. Unexpectedly, a stranger arrived in the middle of the festivities. Of pale complexion (unlike the ebon-skinned Nocturnans) and wearing outlandish clothing, the stranger asked only to be allowed to compete. When he announced that he could best anyone in the town, the people laughed at this outlander. Who could possibly beat Vulkan in any feat of intellect, strength, craftsmanship or endurance? Nonetheless, Vulkan and the stranger wagered that whoever lost the tournament would forever serve the victor. Lasting for 8 days, the contest included many tests of strength and endurance such as the anvil lift (which ended in a tie when the two superhuman competitors both held anvils above their heads for a half day). All the

subsequent contests saw similar outcomes, for by the end of day 8, Vulkan and the stranger were tied in the overall tournament.

In the final event, both contestants were given 24 hours to forge a weapon, before using that weapon to hunt down and slay the largest salamander they could find. Climbing a high mountain, the two each went out to find a Firedrake, the largest and most potent of the fire-resistant reptiles who called volcanic Nocturne home. Vulkan quickly found and killed a very large Firedrake. However, on his way back, the volcanic mountain he was standing on erupted, casting Vulkan over a cliff. Hanging on for dear life over the precipice, Vulkan was determined to keep his grip on his massive salamander. Thus, he found himself hanging by one hand from a cliff with his other hand clutching the tail of his drake.

Hanging there for hours, Vulkan's strength slowly ebbed away until he knew he must decide between maintaining his grip on the drake and saving his life. At that very moment, however, the pale stranger arrived, carrying his own huge Firedrake. Even from the edge of the cliff, the Primarch could tell that the outlander's drake was indeed bigger. Seeing Vulkan in distress, the stranger acted quickly, tossing his drake into a lava flow that separated them and using it as a bridge to cross to the Primarch. After hoisting Vulkan out of his mortal predicament, the stranger walked with him back to town, leaving his own drake to burn in the river of molten rock.

Though the outlander's Firedrake had been superior in size, he had thrown it away to save Vulkan, and when he returned to town with the Primarch empty-handed, Vulkan was declared the victor. To the amazement of his people however, Vulkan knelt before the stranger and said that any man who would value life over pride was worthy of his service. At this moment, the outlander cast off his illusionary disguise and revealed himself to be the Emperor of Mankind. Thus it was that the Primarch Vulkan and his father the Emperor were reunited.

Istvaan V

Overview

The battle for Istvaan V is well known to the original space marine legions. It was the first time a primarch has been killed in a conflict. It was Ferrus Manus that was killed that day and Corax was wounded. Istvaan V was a conflict between an alliance of the Iron Hands, Raven Guard and the Salamander against Horus and the traitor legions. The imperial alliance was expecting reinforcements from the Emperor's Children, the Iron Warriors, World Eaters and the Word Bearers. These reinforcements turned traitor and caught the loyalists off guard. The three loyalist legions were almost all wiped out in the battle.

The Salamanders at Istvaan V

The Salamanders were the first legion into and the last legion out of Istvaan V. Most imperial scholars believe that Vulkan was killed on Istvaan V, but contrary to popular belief Vulkan was not killed on Istvaan V and survived to renounce the codex astartes. The legion sustained heavy losses on Istvaan V with over 6000 marines of the legion dying leaving only 976 marines alive to form the 1st company from then on.

Army List

Remember, this is not an official army list and must get opponents consent.

Special Rules

Whole Army Rules

All models detailed in this fandex are included in these rules.

Resistance to fire- Against all Template weapons they gain a 6+ invulnerable

Combat tactics- As detailed in the Space Marine Codex

Legion tactics- All flamer weapons, melta weapons and thunder hammers count as twin linked or master crafted this only applies to infantry models

Stubborn

Fire Drake

All models with the Fire Drake special rule get these special rules.

Drake Skin- These models get a 4+ invulnerable due to the Drake hide draped over them

Veterans- Veterans of many battles and those that have felled a Fire Drake are counted as Fearless

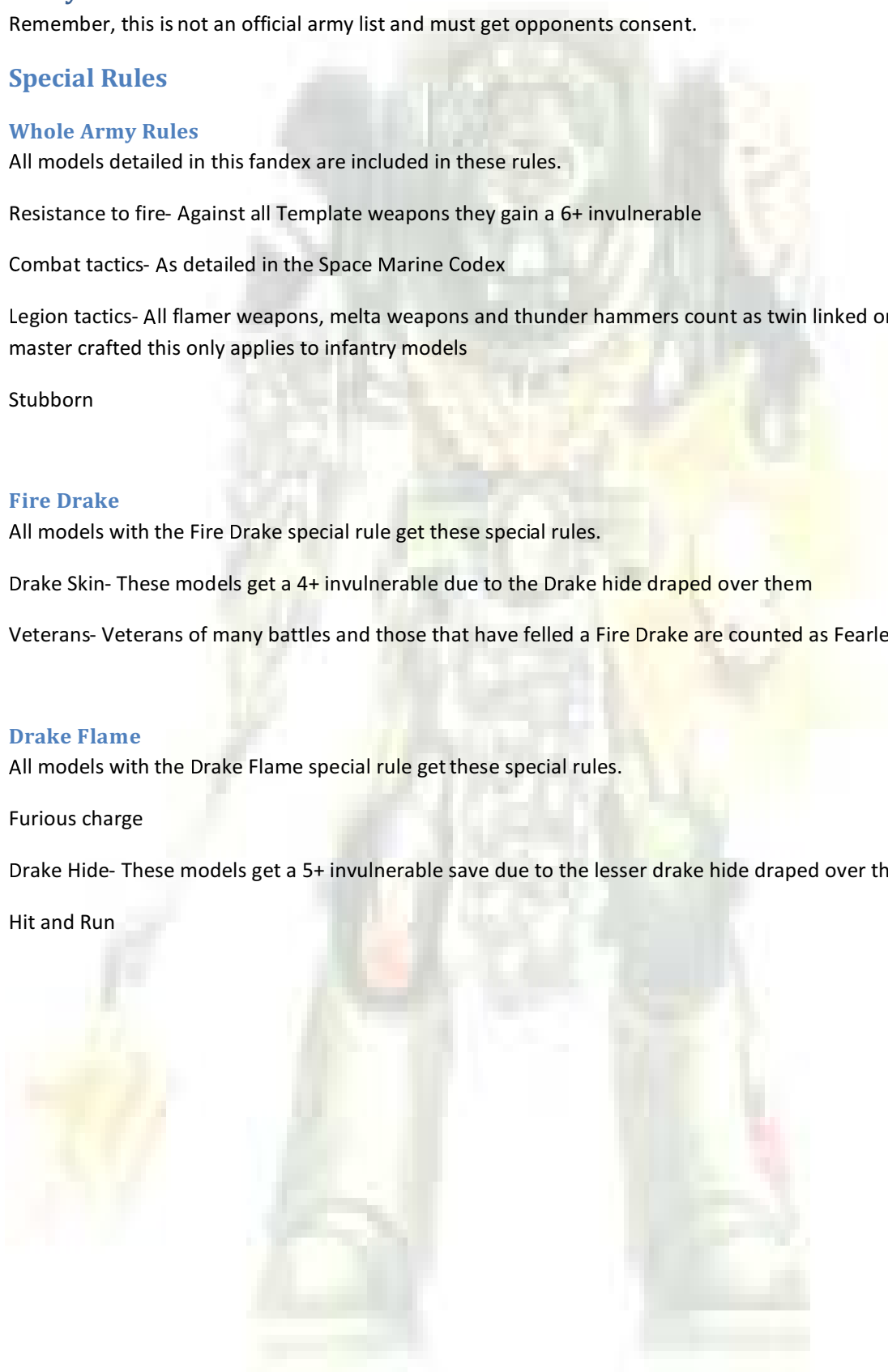
Drake Flame

All models with the Drake Flame special rule get these special rules.

Furious charge

Drake Hide- These models get a 5+ invulnerable save due to the lesser drake hide draped over them

Hit and Run



HQ

Vulkan, Primarch of the Salamanders

Vulkan stands at 9'6" tall and with sizeable muscle development. He wears highly ornate power armour with an incorporated heavy flamer. Over his power armour he drapes the hide of the Fire Drake he killed in the contest of strength. He wields a huge sword that glows red with flames and intricate designs imprinted into the blade, this is called Death Fire and with every sweep of the blade he cuts traitor marines in half.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Vulkan	750	9	6	7	6	5	5	5	10

Special Rules:

Primarch: Feel no pain; Deep Strike; Fleet; Eternal Warrior; Acute Senses; Counter Attack(Also applies to unit); Titanic Might(Reroll to wound in close combat); Heroic Strike(2d6 armour penetration, in close combat he may choose to make a single close combat attack that automatically hits an wounds, against vehicles this rule automatically penetrates).

Rites of Battle; Vulkan's Sigil (counts as locator beacon); Song of Entropy (shooting attack, one use per battle, all enemy units in LOS take pinning test).

Equipment:

Primarch Armour(2+ 4++); *Deathfire* (+1 S Power weapon, reduces enemy I to 1 for next round on successful wound); *Gauntlet of the Forge*; *Kesare's Mantle*; Frag grenades and Melta bombs

Krillak Magnata, 3rd Company Drake Guard, Green Drake Commander

Cortan is the 3rd company commander and is about 8' tall. He wields the Spear of Vulkan, this spear was created by Vulkan however he did not like it so gave it to Cortan. This weapon is incredibly powerful and was so well crafted that it weighs as much as a feather yet it strikes with the force of a sledge hammer.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Krillak	230	6	5	4	4	3	5	4	10

Special Rules:

Drake Flame; Deep Strike

Equipment:

Artificer Armour; Spear of Vulkan; Master Crafted Hand Flamer; Master Crafted Bolt Pistol; Frag and Melta Bombs

The Green Drakes

The Green Drakes are Krillak Magnata's Command Squad. They are picked from the Drake Flame Redeemer Squads and placed into the unit. They are held in high regard by Vulkan as their skills have prevailed against all odds sometimes single handedly securing victory for the Salamanders.

You must take Krillak Magnata to include this unit in your force. If taken he may not leave this squad and they do not take up the FOC.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Green Drake (4-9)	100	5	4	4	4	2	5	3	9

Special Rules:

Drake Flame; Deep Strike

Equipment:

Artificer Armour; Drake Blade; Bolt Pistol

Options:

One Green Drake may carry the Drake Flame Banner(Chapter Banner)

Any Green Drake may replace his Drake Blade/Bolt Pistol with one of the following:

Hand Flamer or Plasma Pistol for 15pts

Power Weapon, Inferno Pistol or Storm Shield for 25pts

Thunder Hammer or Power Fist for 10pts

Lightning Claw/s for 20pts each

Rapheus Kane, 1st Company Drake Guard, Forge Drake Commander

Rapheus Kane is the 1st company commander of Salamanders and as such is a fully fledged Fire Drake. He is a huge space marine standing at 8'4" without his armour and in it is 8'7". He wears a suit of terminator armour and wields a giant hammer.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Kane	250	6	4	4	5	4	4	4	10

Special Rules:

Fire Drake; Eternal Warrior; Deep Strike; Feel no Pain

Equipment:

Terminator Armour; The Vulkan Hammer(Master crafted thunder hammer); Twin Linked Bolter

Forge Drakes

The Forge Drakes are Rapheus Kane's Command Squadout classing even the minor Drake Guard of the 1st Company. All great warrior in their own right the Forge Drakes also serve as Vulkan's Body Guard.

You must take Rapheus Kane to include this squad in your force and he joins it. If you have Rapheus you are not forced to have these but they do not take up the FOC. If Vulkan is in the army then Rapheus and his Forge Drakes do not take up the FOC at all as they are his bodyguards.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Forge Drake (2-8)	130	5	5	4	4	2	4	4	10

Special Rules:

Fire Drake; Feel no Pain; Deep Strike

Equipment:

Terminator Armour; Drake Blade; Twin Linked Bolter

Options:

One Forge Drake may carry the Fire Drake Banner(Chapter Banner) for 15pts

Each Forge Drake may replace his Twin Linked Bolter with one of the following:

Combi Weapon for 5pts

Storm Shield for 10pts

Lightning Claw for 15pts

Each Forge Drake may replace his Drake Blade for one of the following:

Thunder Hammer or Power Fist for 10pts

Power Weapon for 5pts

Lightning Claw for 15pts

Storm Shield for 10pts

One Forge Drake may replace his Twin Linked Bolter for one of the following:

Heavy Flamer for free

Assault Cannon for 5pts

Twin Linked Auto Cannon for 10pts

Nighklanus, High Drake Hammer

Nighklanus is 1 of 6 surviving Drake Hammers after the massacre at Istvaan V. He has long red hair that ends in a braid. He is slender and wields a staff like a warrior monk. His staff glows red and the blades on the end wreak havoc to enemy armour.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Nighklanus	275	7	3	4	4	3	6	3	10

Special Rules:

Psyker(Avenger, Quickening, Master of Ancients, Smite), High Drake Hammer(Able to use 3 psychic powers a turn), Fire Drake

Equipment:

Articifer Armour; Nocturne Staff(Master crafted force weapon that can instant kill twice and it only counts as a single psychic power) ; Master Crafted Bolt pistol.

Drake Guard(Company Commander)

	Price:	Ws	Bs	S	T	W	I	A	Ld
Drake Guard	140	5	5	4	4	3	5	3	10

Special Rules:

May be a Fire Drake for 5 points or a Drake Flame for 10pts

Equipment:

Articifer Armour; Master Crafted Bolt Pistol; Close Combat Weapon; Frag and Krak Grenades

Options:

May replace bolt pistol and/or close combat weapon with the following:

Boltgun for free

Twin-Linked Bolter for 5pts

Combi-Weapon, Hand Flamer or Inferno Pistol for 10pts

Storm Shield, Power Weapon, Lightning Claw or Plasma Pistol for 15pts

Power Fist for 25pts

Drake Blade or Thunder Hammer for 30pts

May take any of the following:

Meltabombs for 5pts

Digital Weapons for 10pts

Auxiliary Grenade Launcher for 15pts

May instead replace all wargear with Terminator Armour, Iron Halo, Twin-Linked Bolter and Power Weapon for 40pts

May replace Terminator Armour's Twin-Linked Bolter with one of the following:

Combi-Weapon for 5pts

Lightning Claw for 10pts

Thunder Hammer for 20pts

May replace Terminator Armour's Power Weapon with one of the following:

Lightning Claw for 5pts

Storm Shield or Power Fist for 10pts

Chainfist or Thunder Hammer for 15pts

If Terminator armour is not chosen, may take one of the following:

Jump Pack for 25pts

Space Marine Bike for 35pts

Jetbike for 50pts

Command Squad

You may select one Command Squad for each Drake Guard or Drake Hammer in your force. These do not take up an FOC slot.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Champion(1)	30	5	4	4	4	2	5	3	9
Veterans (4-9)	20	4	4	4	4	1	5	2	9

Equipment:

Power Armour; Artificer Armour(Champion Only);Bolter; Bolt Pistol; Frag and Krak Grenades; Close Combat Weapon

Options:

One Veteran may carry the Company Standard for 15pts

Any veteran may wear Terminator armour or a jump pack if lead by a character with either option for 10 point per model.

Any Veteran may replace his Close Combat Weapon/ Bolt Pistol/ Bolter with one of the following:

Twin-Linked Bolter or Flamer for 5pts

Meltagun or Combi-Weapon for 10pts

Plasma Gun, Power Weapon or Lightning Claw for 15pts

Power Fist for 25pts

Thunder Hammer for 30pts

Drake Blade for 20pts

Plasma Pistol, Hand Flamer or Inferno Pistol for 15pts

Drake Hammer(Librarian)

	Price:	Ws	Bs	S	T	W	I	A	Ld
Drake Hammer	165	4	4	4	4	2	4	2	10

Special Rules:

Psyker(Can take 3 powers from Codex: Space Marines, he can use 2 each turn)

Equipment:

Artificer Armour; Master Crafted Force Weapon; Master Crafted Bolt Pistol

Options:

May replace Bolt Pistol with 1 of the following:

Plasma Pistol for 5pts

Hand Flamer for 10pts

Twin Linked Bolter or Inferno Pistol for 15pts

Combi Weapon for 20pts

May take Terminator Armour for 30pts

If Terminator Armour is not chosen he may take 1 of the following:

Bike for 35pts

Jump Pack for 25

Jetbike for 50

Elite

Dreadnought

	Price:	Ws	Bs	S	Front	Side	Rear	I	A
Dreadnought	120	4	4	6	12	12	10	4	2

Equipment:

Melta Cannon; Dreadnought Close Combat Weapon

Options:

May replace Melta Cannon with one of the following:

Twin-Linked Heavy Flamer free

Twin-Linked Autocannon or Plasma Cannon for 5pts

Assault Cannon for 15pts

Twin-Linked Lascannon for 25pts

May replace Dreadnought Close Combat Weapon with one of the following:

Twin-Linked Heavy Bolter for 5pts

Twin-Linked Autocannon for 10pts

Cyclone Missile Launcher for 20pts

May take Extra Armour for 15pts

Ironclad Dreadnought

	Price:	Ws	Bs	S	Front	Side	Rear	I	A
Ironclad	140	4	4	6	13	13	10	4	2(3)

Special Rules:

Move Through Cover

Equipment:

Dreadnought Close Combat Weapon; Seismic Hammer; 2 Melta Guns; Smoke Launchers; Extra Armour; Searchlight

Options:

May replace Meltagun/s with a Heavy Flamer for 5pts each

May replace Dreadnought Close Combat Weapon with a Hurricane Bolter for free

May take up to two Hunter-Killer Missiles for 10pts each

May take Ironclad Assault Launchers for 15pts

Nocturne Pattern Dreadnought

	Price:	Ws	Bs	S	Front	Side	Back	I	A
Nocturne Pattern	185	6	2	6	12	12	11	4	4

Equipment:

Seismic Hammer; Dreadnought Storm Shield(4+ invulnerable save); 2 Heavy Flamers; Extra Armour

Options:

May replace Heavy Flamer/s with Melta Guns for 10pts each

May take Ironclad Assault Launchers for 15pts

May take a single Hunter Killer Missile for 20pts

Fire Drake Phalanx Unit

The Phalanx units of the 1st company are the most survivable of the Fire Drake units. They use giant storm shield and twin linked bolters. They are the elite just under the standard of the Fire Drake Command Squads. They use special issue rounds to increase their combat efficiency. They have been known to hold choke points for ours unsupported.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Champion(1)	60	4	4	4	5	2	4	2	9
Phalanx(2-9)	50	4	4	4	4	1	4	1	8

Special Rules:

Fire Drake, Deep Strike

Equipment:

Terminator Armour; Storm Shield; Twin Linked Bolters

Options:

Champion may replace Twin Linked Bolters with one of the following:

Power Weapon for 5pts

Drake Blade for 10pts

Thunder Hammer for 15pts

1 in every 3 Terminators may take a Cyclone Missile Launcher for 20pts or replace his Twin Linked Bolter for one of the following:

Assault Cannon for 10pts

Twin Linked Auto Cannon for 15pts

Heavy Flamer for 10pts

Combi Weapon for 5pts

Drake Flame Redeemers

The Drake Flames are known for their fiery entrance into combat and their usually suicidal exits. Those that do survive long enough are put into the Redeemer Squads. These veterans are known as rivalling even the Blood Angels with the use of jump packs

	Price:	Ws	Bs	S	T	W	I	A	Ld
Sergeant(1)	40	5	4	4	4	2	4	2	9
Redeemer (4-9)	30	4	4	4	4	1	4	1	8

Special Rules:

Drake Flame; Deepstrike

Equipment:

Jump Pack; Power Armour; Artificer Armour(Sergeant Only); Bolt Pistol; Close Combat Weapon; Frag and Krak Grenades

Options:

Any Redeemer may replace his Close Combat Weapon and/or Bolt Pistol with one of the following:

Power Weapon or Hand Flamer for 5pts

Power Fist or Thunder Hammer or Plasma Pistol for 10pts

Drake Blade or Inferno Pistol for 15pts

Lightning Claws for 10pts each

Troop

Promethean Squad

The standard line squads of the Salamanders are named Promethean Squads as they follow the Promethean Cult. They sport very few heavy weapons but usually have a lot of special weapons spread through their squads.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Sergeant(1)	25	5	4	4	4	1	4	2	9
Marine (9-19)	20	4	4	4	4	1	5	1	8

Equipment:

Bolter; Bolt Pistol; Close Combat Weapon; Power Armour; Artificer Armour(Sergeant Only); Frag and Krak Grenades

Options:

Sergeant may replace his Bolter with one of the following:

Hand Flamer for 5pts

Plasma Pistol for 10pts

Inferno Pistol for 15pts

Combi Weapon for 20pts

Sergeant may replace his Close Combat Weapon with one of the following:

Power Weapon for 10pts

Power Fist for 15pts

Drake Blade or Thunder Hammer for 20pts

One in every five marines may take one of the following:

Flamer for 5pts

Hand Flamer for 10pts

Melta Gun for 15pts

Inferno Pistol for 20pts

Plasma Gun for 25

Fire Drake Squad

The line squads of the 1st company are made up of Fire Drake Terminators. They wield Thunder Hammers and Twin Linked Bolters. The traitors do not know how to handle the Fire Drakes as they have found them to be strangely resilient.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Sergeant(1)	55	4	4	4	4	1	4	2	9
Fire Drake(2-9)	45	4	4	4	4	1	4	1	8

Special Rules:

Fire Drake; Deep Strike

Equipment:

Terminator Armour; Twin Linked Bolter; Thunder Hammer

Options:

Sergeant may replace his Twin Linked Bolter for a Storm Shield for 10pts

Each Terminator may replace Twin Linked Bolter with a Storm Shield for 5pts

For every 3 Terminators 1 Terminator may take one of the following:

Heavy Flamer for 5pts

Assault Cannon for 10pts

Auto Cannon for 15pts

Cyclone Missile Launcher for 20 pts

Drake Flame Squad

The standard line infantry of the 3rd company are the Drake Flame Squads. These squads usually work unassisted deep in the enemy lines and as such make a lot of use of their jump packs to avoid enemy fire.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Sergeant(1)	35	5	4	4	4	1	5	2	9
Drake Flame(4-9)	25	4	4	4	4	1	5	1	8

Special Rules:

Drake Flame; Deep Strike

Equipment:

Power Armour; Artificer Armour(Sergeant Only); Jump Packs; Bolt Pistol; Close Combat Weapon;

Frag and Krak Grenades

Options:

The Sergeant may replace his Bolt Pistol/Close Combat Weapon with one of the following:

Power Weapon, Hand Flamer or Power Fist for 10pts

Thunder Hammer or Storm Shield for 15pts

Drake Blade, Inferno Pistol or Plasma Pistol for 20pts

Lightning Claw/s for 15pts each

The Sergeant may take Melta Bombs for 5pts

Up to 2 Drake Flames may take one of the following:

Hand Flamer or Plasma Pistol for 10pts

Inferno Pistol or Melta Gun for 20pts

Flamer or Plasma Gun for 15pts

Transports

Thunder Rhino(0-1)

The Thunder Rhino is an open top rhino that was used as an assault vehicle during the heresy.

	Price:	Bs	Front	Side	Rear
Thunder Rhino	60	4	11	10	10

Vehicle Type:

Tank; Fast; Open Topped

Transport Capacity:

12

Equipment:

Searchlight; Smoke Launchers; Twin Bolters

Options:

May take a pintle mounted Plasma Gun for 15pts

Termite Assault Vehicle

The Termite is a giant tunnelling drill that transports troops under enemy defences.

	Price:	Bs	Front	Side	Rear
Termite	70	4	12	12	N/A

Vehicle Type:

Vehicle

Special Rules:

Access Points(1 on each side); Buried(The Termite has no rear Armour Values as it is submerged, instead resolve attacks against the side that is being attacked); Otherwise same as Drop Pod

Transport Capacity:

14

Equipment:

Twin Linked Front Melta Gun; Searchlight; Front Facing Drill(Any model Assaulting the termite on its frontal arc takes a S8 hit on a 4+ before any attacks are made. The hit ignores Armour Saves and penetrates vehicles on 2d6 rather than 1d6)

Rhino

The main transport vehicle used during the Heresy was the rhino and they still exist in the 41st millennia.

Refer Codex: Space Marines

Fast Attack

Ar Kan Pattern Landspeeder Squadron

The Ar Kan Pattern Landspeeder was developed by Vulkan before the battle for Istvaan V. It boasts a Grenade Launcher and a Flame Storm Cannon which they use to great effect.

	Price:	Bs	Front	Side	Rear
Ar Kan(1-3)	110	4	11	10	10

Vehicle Type:

Fast Skimmer

Special Rules:

Deep Strike; Power of the Machine Spirit; Limited Ammo(After firing the Flame Storm Cannon roll a D6 on a 1 or 2 it is out of ammo and will not be able to fire again)

Equipment:

Flame Storm Cannon; Astartes Grenade Launcher; Searchlight

Landspeeder

Early forms of the Landspeeder were in use during the heresy and has not changed much since.

Refer Codex: Space Marines

Jetbike Squad

Jetbikes were very common during the Heresy, in fact there were more Jetbikes than normal Space Marine Bikes.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Sergeant(1)	45	6	4	4	4(5)	1	4	2	9
Marine (2-9)	35	5	4	4	4(5)	1	4	1	8

Special Rules:

Jetbike; Deep Strike

Equipment:

Power Armour; Artificer Armour(Sergeant Only); Close Combat Weapon; Bolt Pistol; Frag Grenades and Melta Bombs

Options:

Sergeant may replace Bolt Pistol/ Close Combat Weapon for one of the following:

Hand Flamer, Plasma Pistol or Power Weapon for 15pts

Power Fist or Inferno Pistol for 20pts

Thunder Hammer or Drake Blade for 25pts

Up to 2 Marines may replace their Bolt Pistols with one of the following:

Flamer or Melta Gun for 10pts

Plasma Gun for 15pts

Hand Flamer, Inferno Pistol or Plasma Pistol for 20pts

Drake Flame Purgation Squad

Drake Flame Purgation Squads are the only Drake Flame unit not to take a jump pack. Instead they use a special type of drop pod called a Patilus, which has only 2 doors that blast open on contact to the ground. The Patilus has only been made 3 times and they are exclusively used by the Salamanders

	Price:	Bs	Front	Side	Rear
Patilus(1)	50	2	11	11	11

Special Rules:

Same as Drop Pod

Equipment:

2 Twin Linked Heavy Flamers

Transport Capacity:

10

	Price:	Ws	Bs	S	T	W	I	A	Ld
Sergeant(1)	25	5	4	4	4	1	5	2	9
Purgator(9)	20	4	4	4	4	1	4	1	8

Special Rules:

Drake Flame

Equipment:

Power Armour; Artificer Armour(Sergeant Only); Bolt Pistol; Close Combat Weapon; Frag and Krak Grenades

Options:

Sergeant may replace his Bolt Pistol/Close Combat Weapon with one of the following:

Power Weapon, Plasma Pistol or Hand Flamer for 10pts

Power Fist or Inferno Pistol for 15pts

Thunder Hammer or Drake Blade for 20pts

Up to 3 Purgators can take one of the following:

Hand Flamer or Flamer for 10pts

Heavy Flamer(1 only) or Melta Gun for 15pts

Inferno Pistol, Plasma Pistol or Plasma Gun for 20pts

Heavy Support

Predator Deathfire

The Deathfire Predator was developed by Vulkan in the middle of the Great Crusade. Like the Baal that is exclusively used by the Blood Angels, the Deathfire is exclusively used by the Salamanders. The designs were misplaced when Vulkan hid his artifacts. Some believe that he hid the design as well.

	Price:	Bs	Front	Side	Rear
Deathfire	130	4	13	11	10

Vehicle Type:

Tank

Equipment:

Searchlight; Smoke Launcher

Turret Mounted Twin Linked Melta Cannon(Rng: 24" Str8 Ap1 Type: Heavy 1; Melta; Blast)

Options:

May take side sponsons with one of the following:

Heavy Flamers for 10pts

Heavy Bolters for 25pts

Melta Cannons for 60pts

May take any of the following:

Storm Bolter for 10pts

Plasma Gun for 20pts

Hunter Killer Missile for 10pts

Dozer Blade for 5pts

Extra Armour for 15pts

Land Raider

The Land Raider was developed during the Heresy and is still used today.

Refer Codex: Space Marines

Land Raider Spartan(0-1)

The Land Raider Spartan was an experimental pattern of Land Raider used to transport large numbers of troops in relative safety. During the Heresy the Ultramarines and Dark Angels made heavy use of this tank, but due to its lack of fire power the other legions did not use this tank that much.

	Price:	Bs	Front	Side	Rear
Spartan	300	4	14	14	14

Vehicle Type:

Tank

Transport Capacity:

20

Fire Points:

The Spartan has 6 fire points where the marines stand inside the battlement defences on the roof, two of the marines may choose to fire the Pintle Mounted Heavy Bolters on the top of the transport

Special Rules:

Venerable; Power of the Machine Spirit

Equipment:

Forward Facing Pintle Mounted Heavy Bolter; Rear Facing Pintle Mounted Heavy Bolter; Two Lascannon Side Sponsons; Searchlight; Smoke Launchers; Extra Armour; Assault Ramp; Frag Assault Launchers

Ceramite Shielding(Melta Bombs and Melta weapons do not get to roll a second D6)

Land Raider Vulkanus(0-1)

The Vulkanus is a one of a kind Land Raider that was developed by Vulkan late in the Great Crusade. It is a variation of the Land Raider armed with Melta Cannons.

	Price:	Bs	Front	Side	Rear
Vulkanus	280	4	14	14	14

Vehicle Type:

Tank

Transport Capacity:

12

Fire Points:

None

Special Rules:

Power of the Machine Spirit

Equipment:

Melta Cannon Sponsons; 2 Forward Facing Heavy Flamers; Frag Assault Launchers; Extra Armour; Assault Ramp

Whirlwind

The Whirlwind was developed early in the unification wars and has been used ever since. The Whirlwind itself has not been altered but the ammunition has been changed

Refer Codex: Space Marines

Predator

The Predator was first developed during the Heresy and was then updated to carry the Twin Linked Lascannon.

Refer Codex: Space Marines

Vindicator Siege Tank

Developed late in the Great Crusade it has been used ever since.

Refer Codex: Space Marines

Promethean Support Squad

The Promethean Support Squad is the Salamander equivalent to modern Devestator Squad. They are masters of splitting their fire and have been known to kill multiple squads at once.

	Price:	Ws	Bs	S	T	W	I	A	Ld
Sergeant(1)	30	5	4	4	4	1	4	2	9
Marine (4-6)	25	4	4	4	4	1	4	1	8

Special Rules:

Split Fire(Codex: Space Wolves)

Equipment:

Power Armour; Artificer Armour(Sergeant Only); Bolter; Close Combat Weapon; Frag and Krak Grenades

Options:

Sergeant may replace his Close Combat Weapon with one of the following:

Power Weapon for 5ts

Power Fist or Thunder Hammer for 10pts

Drake Blade for 20pts

Any Marine(Including the Sergeant) may replace their Bolter for one of the following:

Heavy Bolter for free

Multi Melta or Lascannon for 20pts

Melta Cannon or Plasma Cannon for 30pts

Lascannon for 15pts