

**INDEX
ASTARTES
VOL. I**

**IRON HANDS
SALAMANDERS
RAVEN GUARD**

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IRON HANDS

The Iron Hands are one of the founding space marine chapters, and whilst they may lack the litany of accolades possessed by such fellow chapters as the Ultramarines or Blood Angels, none can argue with their abilities in battle, and their devotion to mankind and the Imperium.

The chapters homeworld is the inhospitable planet of Medusa, located near the Eye of Terror. Its landscape is harsh and generally unstable, with massive tectonic shifts occurring on a regular basis. Medusa is not united by any single government, but instead is populated by disparate clans of miners living out of great tracked vehicles travelling in caravan. There are only two notable locations on Medusa: a volcano known as Karaashi, which was the location of the arrival of Ferrus Manus, and the Land of Shadows. The Land of Shadows is populated only by ghostly relics of ages past and is said to be haunted by the spirits of Medusans long dead; those who go there only go in order to become supplicants to the Iron Hands' recruitment process.

The early history of Ferrus Manus is chronicled in the folklore of Medusa. The most popular of these tales is the Canticle of Travels, which details the trials of Ferrus Manus and his ordeal with the Great Silver Wurm known as Asirnoth. The Canticle is the only tale that even attempts to explain the mystery of how Ferrus Manus came by his living metal hands. Ferrus Manus never united the people of his homeworld in on the basis that competition grew greater strength.

THE COMING OF THE EMPEROR

When the sky was split for a second time in the history of Medusa, the clans were confused, unsure of what this sign might represent. Without a word, Ferrus left the clans immediately and travelled to the landing site of the phenomenon. Weeks passed with no news of Ferrus, but before the clans decided what they should do in regard to discovering the fate of their saviour, the sky erupted with titanic electrical storms and the ground shook to savage earthquakes, terrifying everyone. These events lasted for eight days, after which the entire world was said to have fallen unnaturally silent. A single day later, Ferrus returned to the site of the clans' great meeting, escorting an awe-inspiring figure. Stories concerning what acts the two great men performed vary, but most revolve around the common theme of a battle

or trial of powers, responsible for the unnatural storms. Whatever had happened up in the mountains, it was clear to everybody present that there was now a close bond of mutual respect between Ferrus and the Emperor, who had arrived in search of his son.

Although torn between the people of Medusa and the greater Imperium, Ferrus eventually accepted command of the X Space Marine Legion, who were named the Iron Hands to honor the Primarch's cybernetic hands. The Legion quickly added their effect to the Great Crusade. They were said to fight with valour across the galaxy, cutting a swathe through any that opposed the Emperor's word. The Iron Hands suffered terrible losses at the hands of the Traitor Marines during the Horus Heresy. Under Warmaster Horus's tactical acumen, their Primarch and a great force of Terminators and Dreadnaughts were killed during the Istvaan Massacre by the Emperors Sons.

Ever since that day the Iron Hands have held a grudge against the Traitors and Loyalists both, the traitors, for being weak enough to become corrupted, and the other loyalists, for not being strong enough to protect the Emperor.

ORGANISATION

The organization of the Iron Hands Chapter, following the Second Founding, deviated from the Codex Astartes. The Chapter drew much of its organization from the clans of Medusa. Each of the ten Clan Companies is a single entity, possessing its own command hierarchy, veterans, beliefs and traditions.

One warrior of each Clan Company is nominated to represent their peers at the Great Council of the Iron Hands. As such, there is no single Commander of the Chapter, a precaution implemented so that no one man can lead the entire Chapter astray, as happened during the Horus Heresy.

A further departure from the doctrines of the Codex Astartes is the lack of Chaplains. This position is instead filled by a Marine known as the Iron Father, who combines the roles of Chaplain and Techmarine. The Iron Father is considered the religious representative of both the Emperor and the Adeptus Mechanicus.

The hatred the Iron Hands feel towards weakness and corruption has an effect on the Chapter's doctrine and operations, a belief that even extends to their own bodies. As a body can be injured, broken, or led into temptations of the flesh, the Iron Hands seek to eliminate any perceived fault within themselves through any means possible, usually cybernetic replacement of the body part. In the minds of many Iron Hands, the machine is the ideal. The hatred of all weaknesses is harnessed and focused by the Iron Fathers for use in battle, where the Chapter will fight with renowned intensity and determination, regardless of the opponent. The bitter Marines will advance in a machine-



- 1 **Thranxian tank master:** You took part in some way of the historic victories at Thranx which saw several battle clans pool their armour assets into a single devastating spearhead, taking the Fortress of Iron Fangs despite heavy losses. Perhaps you were a driver for one of these vehicles, maybe instead gunner, alternatively you could have been one of the battle brothers delivered into battle by the Razorbacks and Land Raiders that took part.
- 2 **Decimator of Contqual:** you are one of the Iron Hands who was present for the culling of 1/3rd of the Sanqual Subsector population in punishment for their failures to resist the enemy. Perhaps you agreed with this, perhaps you secretly had your misgivings over the action, perhaps you even willingly took part?
- 3 **Martian Pilgrim:** You have travelled to the site of the Machine God, Mars and have spent many years conversing with the Techpriests and aiding them in their ventures. Who knows what mysterious secrets were revealed to you during this time, or what heretek horrors you had to dispatch as part of your service?
- 4 **Clan Lords Bodyguard:** As a member of your Clan Lords command team, you took a grievous injury meant for him, your wounds were healed with hallowed bionic replacements which you wear proudly even now. Were you a banner bearer? The Lords residing Apothecary or Champion?
- 5 **Attendant to the Sarcophagii:** You did aid in some way in the maintaining of the Chapters hallowed Dreadnaughts. These ancient and venerable beasts of war house ancient war heroes from the hallowed times, some as far back as Ferrus Manus and the Great Crusade, filled with ancient knowledge and battlefield tactics honed by millennia of war.

like and relentless fashion, throwing themselves violently at the enemy.

The Iron Hands have a reputation for being relatively straightforward and incredibly harsh. In the Battle of Thranx, for example, the resources of several depleted clan-companies were pooled for a full frontal assault using five Land Raiders against a facility bristling with anti-tank defenses that had made a mockery of previous attempts with whole armored companies; in the retaking of the Contqual Subsector, one third of the population was summarily executed after a successful campaign simply to demonstrate the price of weakness.

MASTER OF MECHANISMS

All Iron Hands have a close relationship with machinery and mechanisms, both before and after becoming a Space Marine, and as a result many have found ways to improve their weapons efficiency and reliability, either through careful use, or perhaps simple modifications.

An Iron Hands may use this ability in Solo Mode to allow him to reroll the BS roll for any attack that would result in a Jam or Overheat result. Furthermore any weapon chosen by him during the Arming Phase, either through talents or Requisition expenditure count as being reliable.

IMPROVEMENTS: At Rank 5, an Iron Hand counts all of weapons that he personally selected with requisition at the start of the mission as being of one higher rank of craftsmanship than it actually is. Master crafted weapons now add 3 to their damage, never actually jam or overheat (but a result that would normally result as such will still garner a re-roll to hit if

the characters solo ability is in play) and close combat weapons now add +15 to WS tests to hit.

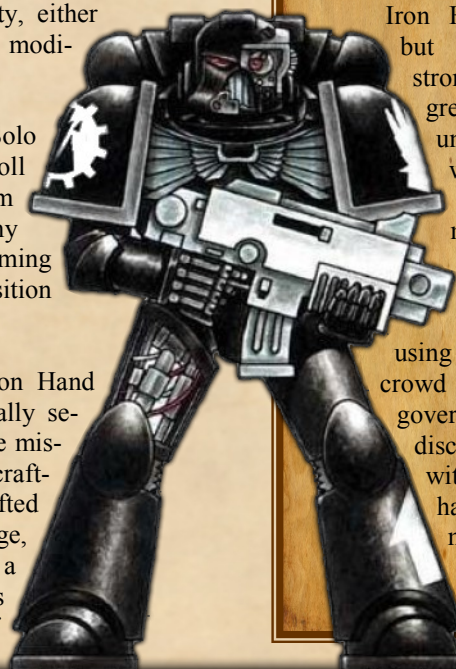
IRON HANDS CHARACTERS

Instead of receiving statistical increases like other chapters, an Iron Hands character instead receives D5 Bionic implants chosen from the Cybernetics section of the Deathwatch core book.

These implants can be of Exceptional quality but will cost one extra choice. The Iron Hands character also gains the Master of Mechanisms Solo ability.

HARSH

Iron Hands are straightforward but utterly pitiless, and are strong believers that mankind's greatest enemy is a non-unified mankind, and those who would weaken mankind with their presence must be eradicated without remorse. They will often ignore fleeing civilians that an arch-heretic is using for cover and fire into the crowd at him anyway, a planetary governor seeking to prevent discovery of his involvement with trading with the Tau by hampering their investigation may soon find himself on the wrong end of the Astartes bolt pistol.



IRON HANDS CHAPTER ADVANCES

Speak Language (Techna-Lingua)	200	S	
Tech Use	400	S	
Tech Use +10	400	S	Tech Use
Tech Use +20	400	S	Tech Use +10
Technical Knock	500	T	Int 30
Binary Chatter	500	T	
Concealed Cavity	500	T	
Die Hard	500	T	
Jaded	500	T	
Rapid Reload	200	T	
Total Recall	500	T	Int 30
The Flesh is Weak (1)	800	T	
The Flesh is Weak (2)	800	T	The Flesh is Weak (1)

CHAPTER RELIC

Requiem for Santar

Built in commemoration for Brother Captain Santar one of the many heroes lost in the Istvaan massacre, this Boltgun commemorates the glories of the first captain, whilst vowing revenge against the traitorous forces that took his life.

This bolter is known both for it's ability to penetrate armour due to a magnetically assisted rifling that forcibly adds an exceptional rotational force to the weapon, and it's furious rate of fire. The hows and whys that explain how such a relic came into the Deathwatches possession remain a mystery.

Requiem: Basic - 120m Range - S/4/8 - 1d10+7X - Pen 5 - Clip 28 - Rld Full - Tearing, Razor Sharp, Rq 50, Hero

CHAPTER TRAPPINGS

Clan Markings

Whilst a Space Marine will paint his armour black and take up the silver Pauldron of the Deathwatch upon being inducted, many marines of the Iron Hands retain some of the symbols and artifacts that identify them as belonging to certain Battle Clans over the other.

Rune Marks of the Vurgaan Clan: +3 to all Tech Use rolls

Silver Skulls of the Kaargul: +2 to WS

Raukaan Inscrubings: Add +3 to Command Tests

Alternatively, an Iron Hands character may take one extra normal quality Bionic implant as his Chapter Trapping.

CHAPTER SPECIFIC SQUAD MODE ABILITIES

Concentrated Fire

Action: Half Action

Cost: 3

Sustained: No

Choose a Target, until the targeting marine chooses a new target as a half action (which even if the target is killed he must still do) all semi-auto and fully auto attacks made against this Target receive a +20 BS bonus to hit by the targeting marine and all other Iron Hands marines within support range.

Improvements: At Rank 4 or more this power no longer needs a target, all Semi-Auto or Fully Automatic attacks gain an additional +20 BS bonus regardless of who they are directed against.

Maintain Combat

Action: Free Action

Cost: 4

Sustained: No

Iron Hands marines ignore the effects of grievous wounds and continue to fight on, long after they should have expired, due, in part to their extensive cybernetic improvements.

Using this Defensive stance allows the Battle Brother to ignore all critical hit effects until *after* this squad mode ability ceases or he sustains more than double his TB in critical damage.

Improvements: This power cannot be improved.

PRIMARCH'S CURSE

The Flesh is Weak

Iron Hands have a varying level of obsession with rooting out and eradicating weakness both within themselves and

the greater imperium.

Level 1 (Weaknesses of the Self) Any time the Battle-Brother fails a challenging (+0) test or easier, he will become morose, silently cursing his own weakness. His cohesion will be reduced by 1 for the rest of this mission, although successive failures cannot drop it lower.

Level 2 (Weakness of the Equipment) This character feels uncomfortable without equipment he has personally modified for superior use. He may never use any weapon that is not of at least Exceptional quality he did not choose for this mission personally. Although he will use any other item he picks up in the field as the mission demands.

Level 3 (Weakness of Others) When presented with moral weakness in people outside of the Killteam he will seek to remove this weakness. Usually this will result in him killing the offending individual(s). And he will endeavour to do just that if he fails a challenging Fellowship test, and his fellow Kill-Team members cannot persuade him otherwise.

If any member of the Killteam fail in performing a Challenging (+0) or easier skill check, he will no longer accept that character's leadership, and will not benefit from squad mode actions from that character, and if he was the leader then the Squad loses 2 coherency. This lasts until the next mission, or earlier at the GM's discretion.



SALAMANDERS

The obsidian-skinned battle-brothers of the Salamanders chapter have a reputation that sets them apart from their kindred angels of death. Where some, like the Blood Angels, ride the wings and reputation of their revered progenitor, the halls of remembrance in the Promethium Fortress Monastery are those battle brothers who stood alone to accept death in defense of the lowliest of the Imperium. While others, like Black Templar or Ultramarines, seek glory in the mastery of their art and command, the chapter brothers of the Salamanders are a paradigm of stoicism and reservation. Every waking moment in a Salamander Marine's life is spent improving his capability - whether that be through trials by holy fire or through mastery of his equipment, the Salamander is a reminder that the gaze of the Emperor and his Protectors can sometimes mercifully fall upon the weakest of the Imperium.

A PLANE OF SMOKE AND FIRE

The Salamanders hail from the planet Nocturne in the Segmentum Obscurus. This feudal world is covered in vast chains of active volcanoes. In addition to these molten features, the surface of Nocturne is rocked by frequent earthquakes which kicks up the ever-present swaddle of dust and ash which obscures much of the sunlight on the planet. Life is scarce, harsh, and frequently consumed at the whim of a planetary tremor.

Contributing to the massive tectonic stress of the world is the oversized moon of Prometheus, creating a binary system of erratic orbit. It is on this moon that the Salamanders have chosen to settle their massive fortress-monastery where their forges can assemble the required wargear un-disturbed by violent natural disasters.

When not at war, the Salamanders prefer to live among the people of Nocturne and Prometheus, and are usually the leaders of a Nocturnan settlement. Once every 15 Terran years (1 Nocturnan year), the two worlds approach so closely that Nocturne is almost torn to pieces by the resulting gravitic stresses. This is called the Time of Trial. Vast tidal waves crash across the seas, thousands of volcanoes explode, their ash and fumes further blotting out the weak haze from the sun of Nocturne and earthquakes constantly ravage the land. All life is sent reeling, towns collapse and people die with heartbreaking regularity. Then, a terrible winter sets in for the next quarter of a year. The young freeze and most, if not all, of the native reptilian livestock dies, unable to withstand the extreme cold as they had the heat.

One of the largest volcanic mountains on Nocturne is named Mount Deathfire. This is where the biggest of the massive fire-resistant reptiles called salamanders who are common on Nocturne live, and they are known as the Firedrakes. They are huge fire-breathing beasts, and one was killed each by the Emperor and Vulkan during the legendary contests held between the two ten millennia ago. This world may seem a strange place for humans to live and even thrive, but the Nocturnan people have been molded both physically and mentally into stronger and more resilient forms by this adversity.

The Time of Trial also brings great rewards. Rich veins of gems and strategic metals are revealed, large enough to be mined by the Nocturnan clans to pay for new livestock and food on the Imperium's interplanetary markets. The Salamanders and other residents of Nocturne live in giant underground cities, one of which is called Hesiod and which tend to be the home of a single one of the Nocturnan people's clans. Each Salamanders Company is usually recruited entirely from one of these clan settlements so that the Battle-Brothers will share clan as well as Chapter loyalties and will also feel strongly connected to their homeworld's common people. The Salamanders either live on Prometheus or live among the people on Nocturne, where they usually serve as the leaders of the clan settlements that dominate the relatively small Nocturnan population.

SANCTIFIED THROUGH FLAME

Recruitment for the Salamanders starts early on Nocturne, age 6 or 7 Terran years. They spend several years learning the art of the smith, and the most able apprentices are then judged by the Chapter's Apothecaries and Chaplains to see if they are worthy (and capable of surviving the process) to become Space Marines.

Their training includes many of the same feats the Emperor and Vulkan competed in according to Nocturne legend, finally culminating in the hunting and slaying of a massive Salamander. Each Salamanders Company recruits solely from one of the great clans of Nocturne, and each Battle-Brother is a clan brother as well. The companies each maintain huge, tracked fortresses that crisscross the volcanic surface of their homeworld, serving as an easy way to interact with their fellow companies and the various Nocturnan tribes.

Because each Battle-Brother in a Salamanders Company is a clan brother as well, the Salamanders have been known to fight like their savage namesake to rescue their fallen and wounded. Then the survivors are taken for biological enhancement and implantation of the Chapter's gene-seed. It should be noted that the people of Nocturne have been slightly mutated by exposure to the high levels of radioactivity present on their world due to the constant exposure of radioactive rare earth elements by the extreme volcanism. They have developed deep ebony skins and the irises of their eyes now glow red in the darkness because they gained the ability to see in the infrared levels of the spectrum to deal with the constant volcanic pollution that blocks out their world's sunlight. These physical characteristics are also present in every Salamanders Space Marine. The Imperium's Ecclesiarchy does not consider these mutations heretical as the Salamanders have always been among the most staunchly loyal to the Emperor of the Space Marine

THE SLAYING OF THE SALAMANDER

When the infant Primarchs were separated from the Emperor and transported randomly across the galaxy through the Warp by the machinations of the Chaos Gods, one of the children ended up on the feudal world of Nocturne. The baby was found by a blacksmith named N'bel, who, recognizing the child as the one prophesied to be a savior, named him Vulkan. Like all the Primarchs, Vulkan grew very quickly, reaching full adulthood (and a size bigger and more muscular than any man on Nocturne) by the age of only three Terran years. He was also highly intelligent, able to vastly improve the already considerable networking skills of the famed smiths of Nocturne. When

Vulkan was four, his town was attacked by the Dark Eldar, who were on a slave-taking expedition. The people of his hometown hid, as they usually did when the decadent aliens came raiding, but Vulkan refused to hide. Armed with only a pair of blacksmith's hammers, he roused the people from hiding and drove back the assault, single-handedly slaying a hundred Dark Eldar warriors. As word of the battle spread, the headsmen of the seven most important settlements on the planet came to pay homage to Vulkan, swearing to forevermore crush their foes rather than hiding from them.

THE OUTLANDER

Jubilant at their victory, the people of Nocturne held a great celebration, involving tests of strength and craftsmanship. During the opening ceremonies, a stranger appeared. His skin was pale, compared to the dark complexion of the people of Nocturne, and his clothes



were very strange. The stranger claimed that he could best any man at the competitions, causing many people to laugh at the seemingly inadvertent comparison to the superhuman Vulkan. Vulkan accepted the challenge, and the stranger wagered that whoever lost would swear his eternal loyalty and obedience to the victor. For eight days, the stranger matched Vulkan in several events, with neither able to beat the other by more than a slight difference (for example, an anvil-lifting contest was declared a draw after both men held theirs up for half a day with no signs of stopping).

THE FINAL CONTEST

Finally, it came down to the final contest: Salamander Slaying. Both men had a day and a half to forge a weapon, then go out and slay the largest salamander (a large heat-loving reptile native to Nocturne), that they could find. Vulkan and the stranger worked all day at their forges, neither pausing to rest. As the day drew to a close, they emerged. Vulkan with a huge hammer, and the stranger with a keen-edged sword. They both climbed to the summit of Mount Deathfire, a massive volcano said to be the home of the largest Firedrakes on the planet. Vulkan found his prey first, smashing its head off with a single blow from his hammer. As he carried the carcass back, the volcano erupted. Vulkan was nearly thrown off a cliff, but managed to grab onto the edge with one hand, stubbornly grasping the tail of his prize with the other. Vulkan held on for several hours, but his hold finally began to slip. It was at that time the stranger reappeared, carrying a salamander larger than his own. The stranger quickly threw his carcass into the lava flow, using its heat-resistant hide as a bridge to cross over and save Vulkan. Vulkan was declared the winner when they returned home, but Vulkan silenced the crowd. He knelt before the stranger, stating that any man who valued life over pride was worthy of his service. The stranger revealed himself to be the Emperor of Mankind, and it was declared that Nocturne would be the homeworld of the Salamanders Space Marine Legion derived from Vulkan's genome, with Vulkan at his rightful place as Primarch of the Legion and ruler of the planet.

COMBAT DOCTRINE

The Salamanders follow the Codex Astartes, but their doctrines are also strongly influenced by the Promethian Cult of Nocturne, which places a high regard on self-reliance, self-sacrifice, and loyalty. The hammer and the fire are both important symbols of the Cult, and the Chapter makes widespread use of Flamers, Meltaguns, and Thunder Hammers in their armory. As one can imagine, this preference for flamers and Meltas leads to a strong affinity among the Salamanders for close-range shooting when in combat. Because of their universal early training as blacksmiths, all Salamanders are fully capable of maintaining and performing moderate repair work on their weapons and armor, leaving the Chapter's Artificers with the free time necessary to create great works of technology and metallurgy. As a result, the Salamanders Chapter has an unusually high number of master-crafted weapons and Artificer Power Armor. The Chapter also favors the use of Land Raider Redeemers. In an interesting example of

juxtaposition, however, the fluctuating gravity of Nocturne makes training with certain units such as Land Speeders and bikes difficult, therefore the Chapter makes little use of them, favoring instead Devastator squads and Terminator Squads (the Chapter has 120 Veterans as opposed to the typical 100).

Indeed, it is fitting that the Salamanders should lack fast attack capabilities, as for some inexplicable reason, they naturally have slightly slower reflexes than most Space Marines, probably as a result of mutations in their gene-seed. It should be noted though, that a Salamander's reflexes are still significantly faster than those of a normal human. Also, as a result of a reaction between their genetics and the high levels of radiation present on Nocturne, Salamanders Battle-Brothers usually have dark or jet black skin and bright, burning eyes. This appearance is entirely superficial, but has intimidated more than one rebellion against the Emperor into submission without firing a shot.

Trained never to give up or retreat, Salamanders are capable of going on even when their entire squad is dead, holding positions for months on end. This is one of the more significant effects of Promethean doctrines upon the Chapter's collective psyche. Before each battle the Salamanders each receive a brand mark by a Promethean brander-priest. This symbolizes their respect for the Chapter. Only Veterans ever get brand marks on their faces.

Salamanders differ from most if not all other Space Marine Chapters in that each Company possesses 120 Marines as opposed to the standard 100 that the Codex Astartes proscribes. Additionally, instead of having 10 companies, the Salamanders have only 6 companies of Marines in addition to a small company of about 60 Scout Marines.

The Salamanders also have an intimate knowledge of the ways of metal and fire, forging great relics and powerful items. They have more Techmarines than is normal for a Chapter, although not a disproportionate number. Because each Battle-Brother can completely repair, service and modify their own arms, Power Armor and wargear, the Techmarines of the Salamanders are free to craft intricate and powerful items of incredible workmanship and advanced technology. Vulkan himself was a great Artificer; the only Primarch able to match his skill was his metal-handed brother Primarch Ferrus Manus, although Vulkan himself preferred to work the steel over a flame rather than using advanced machinery, just as he had when he was young.



SALAMANDERS CHARACTERS

Salamanders are famed for their particular resilience and stalwart heroism in defense of even the most lowly citizens of the Imperium. Instead of taking the cold, utilitarian approach of sacrificing the few for the many, the Salamanders pride themselves on truly understanding the value that the seemingly meek may possess. Additionally, the trials of Nocturne have taught them how to utilize every possible resource and their abilities, skills, and talents reflect this. Not a moment is wasted, for each battle brother must prepare himself for the moment where he alone will stand in the gap.

Salamander Space Marines gain the following benefits:

+5 Strength, +5 Toughness, -5 Agility, +5 Fellowship and the Vehement Stand Solo ability.

At the GM's discretion Salamanders may not suffer penalties from High Gravity Worlds.

Delayed Reflexes

In addition to the negative modifier to their Agility score, the relatively delayed reflexes of the Chapter is reflected as follows: -10 modifier to the following skill tests: Acrobatics, Dodge, Drive (Anything equal to or faster than a Rhino), and Pilot (any).

Bonus Talents

Salamanders begin with the Flame Weapon Training, and Resistance (Heat) talents.

Bonus Skills

Salamanders are required to maintain and manage their weaponry individually. Therefore they begin play with Tech-Use as a trained advanced skill. Additionally, Salamander Forgemasters (Tech Priests) may purchase Tech-Use advances at half the cost listed.

Starting Gear

Salamanders may replace the standard issue combat knife with a Forgehammer (this also serves as the Salamander's selection as his chapter trapping)

Forge Hammer: Melee - 1d10+2 I - Pen 2 - 5kg - Unbalanced, Special* - Rq 0

**Forgehammers add +10 to any test involving the repair, crafting, maintaining, or modification of weapons and armor.*

PROGENY OF VULKAN (Chapter Demeanor)

The Salamanders do not seek individual glory like many of the Space Marines. For the Sons of Vulkan, simply becoming inducted into this venerated brotherhood is honor enough. Instead the Salamander aims his priorities exteriorly. The chapter is one of the few that regularly interacts with the primitives on their Chapter Planet. This reflects the Salamander's particular heritage of keeping and looking after the meek of the Imperium. Just as the Chapter is too few in number to overlook a single marine, it extends this philosophy to the very edge of the Imperium. The Emperor blesses all who fall under his benevolent gaze and, so too, the Salamanders indebted themselves to his example.

Additionally, the Chapter reveres certain attributes, particularly trial by fire, preparedness, loyalty, and compassion. They accept their responsibilities to protect and serve with humility and silence performing their duties to tempered perfection. Each moment not spent in battle is spent training among his chapter mates or maintaining his equipment. For the Salamander, every bit of his equipment is an extension of himself and his competence as a Space Marine.

This code has spread the reputation of the Salamanders to the furthest reaches of the Astronomican's light. For even the darkest and most hopeless moment of a member of Humanity is availed by the sight of fire and sulfur as the Salamanders burn into battle.

CHAPTER TALENTS

Erudite of the Drake

This Salamander, likely a Forgemaster (the Salamander equivalent of tech-priests) is particularly adept at crafting, maintaining, and repairing weapons and armor. Add +10 to any Tech Use skill check when possessing this feat.

** Peer

To Reflect the reputation that Salamanders possess in protecting the lesser of the Imperium he may purchase this advance once for any of the following categories: Adeptus Mechanicus, PDF, Imperial Guard, Imperial Navy, or Planetary Governors.

Promethian Deliverance

This character remains in close contact with the armory of the chapter planet and possesses access to the legendary forges of Nocturne. Once per session, the Salamander Character may, as part of his requisition, requisition any Flame Weapons, Melta Weapons, and Thunderhammers at half the cost.

Rite of the Forgefather:

The Battle-Brother has garnered the respect of the Forgefather. As a reward, the character may choose a Salamander-Scale Mantle as opposed to the Adamantine Mantle. The Salamander Scale Mantle has the following Characteristics:

The same as an adamantine mantle except the Salamander-Scale Mantle negates 4 points of Armor Penetration from any incoming attack.

SALAMANDER PSYCHIC POWERS

Blessing of the Forgefather

Action: Half

Opposed: No

Range: 10 meters x PR

Sustained: Yes

Description: The Librarian calls upon the ancient mastery of the Forgefathers, stretching his mind through the warps to request their blessing. The Salamander may select any number of targets equal to his PR within range to receive the blessing of these ancient creators. The recipient's weapons, if melee, burn with white-hot energy and any ammunition fired from the weapons blessed by this quality glow with a supernatural incandescence. Add 1xPR of additional Energy Damage to all blessed weapon's attacks until the Librarian's following turn.

Fire from Within

Action: Full or Free Action

Opposed: No

Range: 30 meters x PR

Sustained: No

Description: This power may be used only once at a time. The first component consists of the Salamander Librarian launching a tiny meteor-like ball of whitehot flame at his target. Evoking this initial attack takes a Full Action. The target suffers 2d10 Energy Damage as it begins to burn deeper into any armor or armored hide. The target has only one chance to take a half action to try to remove the tiny burning orb by taking a Hard (-20) Agility test as a Half Action. Attempting to remove it is difficult and may only be tried once per target's turn. If the target succeeds removing it, the orb explodes as soon as it leaves his body, dealing 1d10 energy damage. For every round the orb burns within the creature, the creature suffers 1d10 Energy Damage that ignores Armor Penetration.

The second portion of the attack is particularly deadly. Like a tiny grenade, the orb awaits the psychic call from the Librarian to detonate from within its host. The Salamander Librarian may choose, as a free action, to detonate the orb dealing 1d10xPR Energy Damage that ignores both Armor Protection and damage reduction due to toughness.

Magma Tendrils

Action: Full

Opposed: Yes

Range: 20 meters x PR

Sustained: Yes

Description: With a thick rumble and explosive speed, the Librarian calls the planetary crust to separate and permit searing hot tendrils of magma to erupt from below. These tendrils wrap the target creature within range immediately dealing 1d10xPR Energy Damage with a Penetration of 2xPR. The Tendrils will then attempt to grapple the target (pg. 246) substituting the Librarian's Willpower for

SALAMANDERS CHAPTER ADVANCES

Command	400	S	
Command +10	400	S	Command
Command +20	400	S	Command +10
Intimidate	200	S	
Intimidate +10	200	S	Intimidate
Intimidate +20	200	S	Intimidate +10
Erudite of the Drake	500	T	Possess a Forgehammer
Last Man Standing	400	T	Nerves of Steel
Nerves of Steel	400	T	
Peer **	400	T	Fel 30
Promethian Deliverance	500	T	Salamander
Rite of the Forgefather	1,000	T	Fel 30, Renown: Famed
Signature Wargear	400	T	
Signature Wargear (Master)	500	T	Signature Wargear, Rank 3
Signature Wargear (Hero)	1,000	T	Signature Wargear (Master), Rank 5

Strength. The power can be sustained until the target breaks free of the tendrils (the target cannot "Take Control"), at which point the magma returns to the crust and the fissures close. If the grapple is successfully sustained, the target suffers 2d10 Energy Damage during the Librarian's turn in addition to controlling the grapple as normal (p. 240).

Ring of Promethium

Action: Full

Opposed: No

Range: 10m x PR radius

Sustained: Yes

Description: Evoking a magnificent wall of fire and smoke, the Salamander Librarian summons the inferno to bend around himself and any allies nearby. This wall obscures any attempts to attack from a distance, reducing the BS by -20 of any ranged attacks directed at a target within the ring. Remarkably, however, the flames bend and open to permit anybody within to fire out unimpeded. Additionally, any hostile creature attempting to move within the circle must pass a difficult (-10) agility test or suffer 1d10+PR Energy Damage.

Word of Vulkan

Action: Half

Opposed: No

Range: 5m x PR

Sustained: No

Description: The Salamander Librarian whispers arcane words of prayer toward Promethium before his open mouth begins to smoke and vomit forth billowing fires much like the legendary breath of the Drakes of Nocturne. This weapon works exactly like a shot from a flame weapon for the purposes of chance to hit and setting targets on fire.

However, if hit, the target suffers 2d10+2xPR with a Penetration equal to 2xPR.

SOLO MODE ABILITY

Vehement Stand

Required Rank: 1

When the Time comes that a Salamander finds himself standing as the solitary representative of his Chapter's merits, he accepts with that the stoic and unrelenting desire to stand firm against overwhelming odds, even if that means he sacrifices himself in the process. At this moment, the very hell of Nocturne is released as the Salamander unleashes what he must believe his final struggle.

Effect: When this mode is activated the salamander may treat all attacks which normally require a full round as half-round actions. Additionally, the Salamander doubles his Toughness (and bonus) to a maximum of 100 Toughness. During this ability, he may not move (except if the salamander must move in order to enable him to engage the nearest enemy). He also suffers one point of fatigue for every round that he remains in the last stand. After the ability ends, his

SALAMANDERS PSYCHIC POWERS

Power	XP	Prerequisites
Blessing of the Forgefather	1000	WP 50+
Fire From Within	2000	Rank 3, WP 40+
Magma Tendrils	1000	
Ring of Protection	1000	WP 40+
Word of Vulkan	500	

toughness returns to normal. It is important to note that if the number of fatigue points are greater than his unaltered toughness bonus he will fall unconscious (see pg. 251)

Improvement: At Rank 3 the Salamander is temporarily immune to Stun. At Rank 5, when attacking Hordes, the Salamander causes a bonus point of magnitude damage. At Rank 7 the Salamander gains one point of fatigue every two rounds instead of every round that this power is in effect.

SQUAD MODE ATTACK PATTERN

Semper Paratus

Chapter: Salamanders

Action: Free Action

Cost: 2

Sustained: No

The Salamanders are calculating and responsive by nature. They are astute tacticians and are educated in the truth that it is preparation that gives way to the surest victory. This ability can be engaged before any combat by spending 1d5 minutes drawing a strategy. Otherwise, this can be used on the Salamander's turn as a free action. When it is used, the Salamander chooses a single Battle-Brother of the kill team as the Point-Man. If this action is used before battle, the Point Man may add +1 to his initiative result. For one round (either at the beginning of combat, if this pattern was engaged beforehand, or on the next turn) every battle brother within support range of the Point-Man attack at the same initiative round as the Point-Man.

Improvement: If the Battle Brother is rank 3 or more, this ability works for two rounds instead of one.

SQUAD MODE DEFENSIVE STANCE

Obsidian Line

Chapter: Salamanders

Action: Full Action

Cost: 3

Sustained: Yes

A time honored defensive ability honed to perfection by the Firedrakes of the first company. An obsidian line is typically used as a last resort and turns even the most one sided battle in favor of the Salamander and his battle-brothers. While this ability is in effect, the Battle-Brother and those in support range of him may, as a free

action regroup himself and his battle brothers a number of meters equal to his agility bonus in order to form the firing line (this move is optional). This move may be taken without triggering overwatch or suppressive fire nor does it trigger the free attack from disengaging from melee combat range. Then, for the duration of the power, all recipients will gain +4 Armor Points, +2 to the Toughness bonus for damage reduction, +4 AP to any existing cover, +10 to Dodge, and +10 to Parry tests until the Salamander's next turn. The strength of will required to form the Obsidian Line is such that it can only be used once per game session.

Improvement: If the Battle Brother is rank 4 or more, he may initiate an Obsidian Line a number of times equal to half his fellowship bonus. At rank 7, the bonuses of the Obsidian Line are doubled.

PRIMARCH'S CURSE

Consuming Dedication

The tribal nature of the Salamanders may have benefitted them for the purposes of initiate selection and resource acquisition in the harsh Nocturne realm. However, the Salamanders, having interacted with the average civilian far more frequently are much more sympathetic to the safety of civilians. While this is rarely a problem for the mission, the prioritization of civilian targets increasingly narrows the scope and flexibility of the Killteam as the Salamander falls to the stress of combat.

Level 1 (Plan B) The battle brother will always choose a course of action that can minimize civilian casualties. If the Salamander is the squad leader, he must take a challenging (+0) willpower test or attempt to convince the group to alter the mission plan in order to account for (and protect) civilian assets. If the Salamander is not the squad leader, the leader may attempt a challenging (+0) fellowship test to convince the Salamander to accept the original plan. If the test fails and the group does not alter the plan, the killteam's cohesion is reduced by 1.

Level 2 (Unacceptable Casualties) The primordial and patriarchal nature of the Salamander can even override the bond created between brothers in combat. If any member of the kill team acts, fights, or decides in a way that (intentionally or unintentionally) results in civilian casualties, the Salamander will immediately resent the character. The kill team's cohesion is reduced by 1.

Level 3 (Unmitigated Sacrifice) The horrors of war have lead to this Salamander's insanity manifesting as an obsession. He is now obsessed with the protection of not only civilians, but allied elements which are insufficient to meet the challenge of battle (such as a squad of guardsmen under attack from a massive Tyranid swarm). The Salamander, upon witnessing or hearing of "humanity in need" must pass a challenging (-20) willpower test or immediately break into solo-mode and respond to protect them.

CHAPTER RELICS

Salamander-Scale Mantle

This relic can be acquired permanently with the purchase of the "Rite of the Forgefather" Talent. Alternatively, it can be requisitioned as a relic and has the following statistics

Tu'Shan's Inferno

This heavy flamer is a relic dating back to the Second War of Armageddon. This weapon, and many other immaculately-crafted arms, were used by Tu'Shan and his Fire-drakes to hold the Bridge over River Stygies; defeating an Ork Speed Freaks Army numbering over a thousand strong. The weapon has the following statistics

CHAPTER TRAPPINGS

Forgehammer

This one-handed hammer is useful for any Salamander who wishes to devote the extra time in order to keep his weapons fully maintained and working. Additionally, it replaces the combat knife as the last-measure close combat weapon. Forgehammers have the following statistics

Ceraous Ornamentation

Beautiful onyx ornamental designs have been integrated into the weaponry, a signature of your commitment to the forge and your own equipment. These ornaments are designed from Ceraous material directly from molten sources (stronger, even, than adamantine). You can only choose this trapping for one standard issue weapon with the following effects: a melee weapon with these ornaments gain +1 Impact damage and +2 kg weight. A ranged weapon with these ornaments can be used as a melee weapon with the following statistics: 1d10+2 I damage, 2 Pen, and +2 kg weight.

	Class	Damage	Pen	Special	Wt	Req.	Renown				
Forger Hammer	Melee	1d10+2 I	2	Unbalanced, Special	5	--	--				
	Class	Range	RoF	Damage	Pen	Clip	Rld	Special	Wt.	Req.	Renown
Tu'Shan's Inferno	Heavy	35m	S/-/-	2d10+16E	8	12	2Full	Special†	65	70	Hero

† Flame, Felling (2), Twin-Linked, Attached Suspensor - The Twin-Linked quality of this weapon simply makes the target's agility tests to avoid damage and avoid catching on fire Difficult (-20).

RAVEN GUARD

The Raven Guard specializes in devastating strikes behind enemy lines, guerrilla warfare, and rapid reactions to enemy maneuvers. During the Great Crusade, the Raven Guard conquered countless worlds that were thought impregnable. The Guard did so through the precise application of force at an enemy's weakest point. At the outbreak of the Horus Heresy, the Raven Guard was almost destroyed, and only by employing the most desperate of measures was the Legion saved.

COMBAT DOCTRINE

"Knowing where to land your blow, so that it achieves the greatest damage with the minimum force, is the key to victory in war."

Instructor Sergeant Alenpo, 4th Company

The above quote represents the combat doctrine of the Raven Guard perfectly. Covert warfare and guerrilla tactics are well known to the Raven Guard. The very skills that made them legendary during the Great Crusade, and allowed them to survive the fires of the Horus Heresy now make up the greater part of the chapter's combat doctrine. While the Raven Guard are fully capable of deploying in force when necessary, recruitment is still slow and dangerous and as such the chapter still relies on sabotage and stealth to a large extent. Captain Kayvaan Shrike is the pure embodiment of these tactics and his campaign against the Orks of Targus VIII has become legendary.

The Raven Guard are also famed for their ease of deployment, the Chapter's forces are often highly mobile or will deploy in Drop Pods. This allows the fighting forces of the Raven Guard to quickly assess and adapt to a rapidly changing battlefield. Furthermore the Raven Guard are exemplars of squad level tactics and rapid deployment and these aspects of the Chapter are closely studied and have even been incorporated into the doctrines of other Chapters. Sharing experience and knowledge is not necessarily uncommon, but the extent to which the Raven Guard's skill in these areas is acknowledged is impressive.

RAVEN GAURD CHARACTERS

The degeneration of the Raven Guard gene-seed means several of the unique organs of the Space Marines no longer function or work improperly. A Raven Guard has an inactive Mucranoid and Betcher's Gland. The Melanchromic Organ has a unique mutation that causes the skin of the Space Marine to grow paler. Eventually each Marine's skin becomes pure white while their hair and eyes darken, becoming black as coal. The Raven Guard adhere fairly close to the Codex; there are no Specialty restrictions. Raven Guard Characters receive +5 Intelligence and +5 Agility

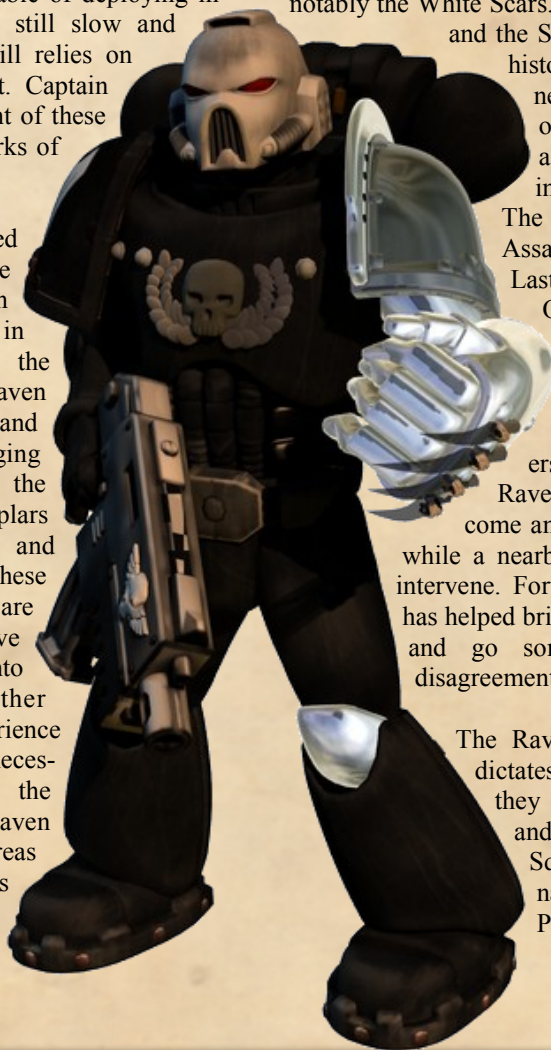
RAVEN'S GAZE

Raven Guard Marines tend to be independent, calm, introvert and quiet, yet alert observers. They don't talk much but analyze a situation for themselves very closely and wait for the right moment to seize the initiative with decisive force. When Raven Guard's strike, it's either because they have located the weak point in the enemy or because they are forced to by circumstances. No Raven Guard marines can be rushed into action unless it's a pressing emergency as they are all independent thinkers.

The Chapter's combat doctrine has led the Raven Guard into contention with fellow Astartes from time to time, most notably the White Scars. The dour warriors from Chogoris and the Sons of Corax have had a troubled history of botched operations and nearly coming to blows in numerous warzones and battlefields across the galaxy. Among these incidents are The Fall of Kordon, The Battle for the Ring of Night, the Assault on Hive Lin-Mei and the Last March on the Sapphire Worlds.

One of the most egregious conflicts arose during the disastrous Operation Chronos, where the two Chapters were deployed to face an incursion by the Enslavers, during the fighting a celebrated Raven Guard Chaplain was overcome and enslaved by the vile xenos while a nearby band of White Scars failed to intervene. Fortunately the Hunt for Voldorious has helped bring the two ancient Chapters closer and go some way towards healing old disagreements.

The Raven Guard adhere closely to the dictates of the Codex Astartes, however they rely heavily on Assault Squads and independently operating Scout Squads and the Chapter's Dreadnaughts commonly deploy via Drop Pod.



- 1 **Veteran of Targus VIII** – You served with Captain Shrike and an elite team of infiltrators that was cut off behind the Ork lines when your pick-up Thunderhawk was shot down. For more than two years you and you fought a guerrilla war deep in Ork held territory, stealing supplies and munitions, sabotaging Ork installations, ambushing and slaughtering the greenskins whenever they could, as well as relaying vital intelligence to the Imperium’s forces fighting in the campaign. You and your brothers’ actions brought the campaign to a successful conclusion decades earlier than predicted.
- 2 **Chaos Incursion into Ultramar** – You were part of the Raven Guard squad that fought alongside the Ultramarines. Your squad proved to be an invaluable asset, turning the tide of battle multiple times when it swung against the forces of the Ultramarines and their allies. Most impressive was the destruction of the terrible Black Basilica, a massive mobile fortress of the arch-enemy. Your squad infiltrated deep behind the lines and scaled the sides of the horrific mobile weapon and shrine to the dark gods. Your squad planted demolition charges within the mobile fortress’ primary munitions room. The destruction of the fortress broke the back of the invaders.
- 3 **Nimbosa** - The planet of Nimbosa is a hotly contested world on the Eastern Fringe, where the Tau Empire and the Imperium have clashed on numerous occasions. Several Space Marine chapters are reputed to have fought the Tau on the planet at one time or another and the world has changed hands many times. You were a part of the Raven Guard force that assaulted the Tau positions on the planet and forced the xenos to retreat during the Campaign.
- 4 **The Downfall of the Megarchy** - In 748.M41 the Hive World of Thruskus denounced the Imperial Creed. The stirring oratories of the local ruling council of elders known as the Megarchy whose charismatic and persuasive oratory held the hives of Thruskus in their thrall. However their rule was short lived. You were with the Raven Guard who struck like lightning, defeating the Megarchs and hanging them from their own hive spires. Within a day of the Megarch’s death the world of Thruskus was brought back to compliance.
- 5 **Defense of Ammoriss** – You fought with the Raven Guard forces that responded to the distress call from Ammoriss when the Tyranids invaded that world. The splinter of Hive Fleet Behemoth was defeated by the Imperium in no small part thanks to the deep strikes carried out by you and your Battle Brothers.

SOLO MODE ABILITY

Raven’s Stealth

Required Rank: 1

Effects: While for most chapters the need for stealth ends when a scout is promoted to Battle-Brother and receives his power armour for a Raven Guard the stealth training has just begun. Whenever a Battle-Brother of the Raven Guards Chapter is in Solo Mode he may re-roll any failed Concealment, Shadowing and Silent Move Tests. This ability cannot be used if the character is wearing Terminator armor.

Improvement: At Rank 3 the Battle-Brother ignores 10 points of the penalty on Concealment and Silent Move Tests when wearing Astartes power armour. This increases to 20 points on Rank 5 and to 30 on Rank 7. At Rank 7 the character also is able to accomplish a “quiet kill” on an individual target that is unaware of his presence. To do a “quiet kill” the character must pass a Challenging (+0) Move Silently Test, this is a Free Action. The character may then attack his unsuspecting target with a quiet weapon (the GM adjudicates what counts as a quiet weapon; it normally includes such things as unarmed attacks, bladed or silenced weapons). Any attacks made in this manner will cause no perceptible noise. Note, that during the surprise round the character can make multiple attacks against this specific target as long as he is otherwise allowed to and all of the attacks are carried out with “quiet” weapons.

SQUAD MODE ATTACK PATTERN

Exploit Weakness

Action: Free Action

Cost: 2

Sustained: No

The Raven Guards are masters of exploiting the weakest spot in their enemies’ defenses. The Raven Guard can observe his enemy and often determine where this weakness lies. When this ability is activated the Battle Brother and all of those within support range add +5 to their WS or BS against the specified foe (which can be a Horde) for each additional Battle Brother who attacks that target. This is cumulative so for example, if four Raven Guard fire their Bolters at the same target each will gain a +15 bonus to their WS for that attack. *Improvement:* At rank 3 and above each Battle Brother can also add +2 Penetration to their attacks against that target, this benefit is tripled (+6 Penetration) against vehicles or static targets (buildings, bunkers, etc.). At Rank 5 if a Horde is attacked in this manner and suffers enough magnitude loss to incur a WP test the Horde suffers a -10 penalty to WP Tests to avoid breaking, due to the speed and effectiveness of the attack.

RAVEN GUARD CHAPTER ADVANCES

Concealment	400	S	
Concealment +10	400	S	Concealment
Concealment +20	400	S	Concealment +10
Evaluate	200	S	
Evaluate +10	200	S	Evaluate
Evaluate +20	200	S	Evaluate +10
Move Silently	200	S	
Move Silently +10	400	S	Move Silently
Move Silently +20	400	S	Move Silently +10
Tactics (Recon & Stealth)	300	S	
Tactics (Recon & Stealth) +10	300	S	Tactics (Recon & Stealth)
Tactics (Recon & Stealth) +20	300	S	Tactics (Recon & Stealth) +10
Hatred (Orks)	500	T	
Sure Strike	500	T	WS 30
Hard Target	600	T	Ag 40
Sprint	500	T	

SQUAD MODE DEFENSIVE STANCE

Merge Into Cover

Action: Free Action

Cost: 2

Sustained: No

The Raven Guards are masters of scouting and infiltration and so move with a keen awareness of the available cover in their proximity. Whenever any member of the Kill-Team is fired on and this Stance is activated then any Battle Brother in Support Range can make an immediate movement to any available cover within Agility Bonus meters. In addition the Battle Brothers may ignore any Pinning effects from the attack until they reach cover.

Improvement: at rank 4 and above each Battle Brother may move double their Agility Bonus in meters and they add +4 AP to any cover that they reach.

CHAPTER TRAPPINGS

The Raven Guard often wear the skulls of the large raven-like raptors who are native to the moon Deliverance, the moon on which the Ravenspire resides. These Raven Skulls are often etched with battle hymns and codex passages on the underside and act as battle tokens.



Eyes of Ravens Token: +3 to Awareness Tests.

Strike of Ravens Token: Add +1 Damage if the character hits with his attack, during a Charge action.

Conspiracy of Ravens Token: Add +3 to Tactics (any) Tests made by the character.

Corvus Beaked Helmet: Many of the Raven Guards wear helmets of the older Mk. IV-VI armor and some have been cosmetically modified to more closely match the beak of a giant raven. These helmets make the Raven Guard Battle Brother appear even more frightening than normal. Add +2 to Intimidate Tests.

RELIC

The Raven's Wings: This is a highly ornate Astartes Jump Pack that was used by Captain Valagria during his tour with the Deathwatch. Raven wings are molded in deep relief on the sides of the jump pack and the shape of a raven skull adorns the top. This Jump Pack allows a character to multiply their movement distance by two and a half time (base move x2½). If this Jump Pack is used in the maximal thrust mode it gives the wearer Flyer (15) instead of the normal 12 of other Jump Packs. In addition if the user is called upon to make a Pilot-

ing (Personal) Test when operating the Jump Pack he will gain a +10 bonus to any such test.

PRIMARCH'S CURSE

Shadow of the Raven

The Raven Guard have always been masters of stealth and other unique tactics, such as sabotage and assassination. While other Chapters might consider anything but a massive use of force to be a waste of time, the Marines of the Raven Guard know full well how much damage a single Meltabomb can cause, if it is used in the right place and at the right time.

Level 1 (See, but don't be seen) The tendency for Marines from the Raven Guard Chapter to always think "outside the box" can have its drawbacks. While the "direct approach" might be more advantageous at times, Marines of the Raven Guard tend to think of such tactics as heavy-handed and limited. For the Raven Guard, only missions that rely heavily on stealth and the precise application of force are ever truly successful.

Level 2 (Birds of a feather...) The Raven Guard are used to the high degree of freedom and independence that their Chapter's organization grants their commanders. In fact, even Raven Guard Scout Squads are expected to be innovative and free thinking.

This notion of independence from a conventional command structure can manifest in Raven Guard Marines as an inability to follow the orders issued from a Marine of a different chapter. In this case, a Raven Guard Battle Brother will not openly disagree with an issued order, but will simply do what they feel is necessary once the mission has begun. If the order just happens to be in line with what the Raven Guard Battle Brother believes to be the most applicable course of action at the time, then the Raven Guard Marine will follow the order.

Level 3 (A Murder of Crows) Raven Guard Marines spend years, if not decades, away from their Chapter on protracted missions behind enemy lines. During this time, Raven Guard Battle Brothers learn to work together almost instinctively, and can perform complex maneuvers without a word passing between them. This is not only to maximize surprise and stealth, but also because each Battle Brother has learned to work together as a small unit, rather than as part of a massive formation. Unless the Killteam is comprised of only Raven Guard Battle Brothers, then the Killteam's Cohesion is reduced by 2, as the disruption in communication and coordination proves to be disruptive in the field.





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