



Codex Astartes – Salamanders



Space Marine armies have a strategy rating of 5. All Space Marine detachments and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+.

Detachments

Detachment	Units	Upgrades Allowed	Points Cost
Terminator	Four Salamanders Terminator units	Commander, Drop Pods, Dreadnought, Close Support, Helios, Heavy Transport	325 points
Tactical	Six Tactical units, three Rhinos	Commander, Salamanders Tactical, Drop Pods, Razorbacks, Dreadnought, Close Support	300 points
Devastator	Four Devastator units, two Rhinos	Commander, Salamanders Devastator, Drop Pods, Razorbacks, Dreadnought, Close Support	250 points
Land Raider	Four Land Raiders	Commander, Close Support, Helios	350 points
Whirlwinds	Four Whirlwinds	Commander, Close Support, Helios	300 points
Predators	Four Predators (any combination of Annihilators and Destructors)	Commander, Close Support	275 points
Vindicators	Four Vindicators	Commander, Close Support	250 points
Landing Craft	One landing Craft	None	425 points
Thunderhawk	One Thunderhawk	None	250 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points

Restricted Formations

Note: No more than 1/3 of the army's points may be spent on the following Salamanders, Aircraft and Titan formations. Upgrades to restricted formations count towards this total.

Formation	Units	Upgrades Allowed	Points Cost
Scout	Four Scout units	Commander, Razorbacks, Sniper	150 points
0-1 Assault	Four Assault units	Commander, Close Support	150 points
0-1 Fast Attack	Five Land Speeder OR five Bike units	Commander, Attack Bike	200 points

Imperial Navy Aircraft

Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

Titan Legion Battlegroups

One Warhound Titan	275 points
Two Warhound Titans	500 points
One Reaper Titan	650 points
One Warlord Titan	850 points

Upgrades

Note: Each upgrade may only be taken once per formation

Upgrade	Notes and	Points Cost
Attack Bike	Replace any number of Bike units with one Salamanders Attack Bike each	Free
Battle Barge	Replace the Strike Cruiser with a Battle Barge	125 points
Close Support	Add up to two (in total) of the following vehicles: Predator Incinerator at 50 points each, Hunter at 75 points each and Land Raider, Salamanders Land Raider Redeemer* and Land Raider Prometheus at 85 points each	50/75/85* points each
Commander	Add one Space Marine Commander Character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Captain in the army may be upgraded to a Salamanders Supreme Commander for additional 25 points	50 points +25 points
Dreadnought	Add up to two Vulcan or Hellfire Dreadnoughts or a combination of the two	50 points each
Drop Pods	All infantry and Dreadnought units are loaded into drop pods. Any other units are lost	Free
Heavy Transport	Add four transports which may be any mix of Land Raiders and Land Raider Redeemer*	325 points*
Helios	Replace any number of Redeemers and Prometheus with Land Raider Helios	25 points each
Razorback	Replace any number of Rhinos with 1-2 Razorbacks each	25 points each
Salamanders Devastator	Add two Salamander Devastator units and one Rhino	100 points
Salamanders Tactical	Add two Salamander Tactical units and one Rhino	75 points
Sniper	All Scouts in the formation add the Sniper ability to their Heavy Bolters	50 points

Special Rule – 5.1.1 They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- *It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).*
- *Space Marine formations are only broken if they have two Blast markers per unit in the formation.*
- *Space Marine formations only count half their number of blast markers in assault resolution (rounding down - note that assault resolution will not receive +1 for having no blast marker if the formation has 1 blast marker before rounding down).*
- *Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.*
- *When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than 1/2 this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.*

Note – The Land Raider redeemer is currently subject of some discussion and in the future its stats, availability and cost may change. This has been marked with an * in the relevant places.

Frequently Asked Questions

Army list

Space Marine transport rule – it is not included in the list and does not apply to it. Rather follow the list as written (so drop pods are an upgrade, one Razorback would replace one Rhino, a Land Raider would not replace a Rhino and so on).

Restricted Formations – Any upgrades taken count towards the 1/3 points limit for restricted Salamanders (Assault, Fast Attack and Scout), Air and Titan formations.

Fast Attack – Pick either five Bike units or five Land Speeder units before applying upgrades.

Dreadnought – A formation can take up to two Dreadnoughts. These may be any mix of ‘Hellfire’ (missile launcher and twin las cannon weapons fit) and ‘Vulcan’ (Multi Melta and Power Fist).

Razorback – It is quite deliberate that you can find yourself a transport space down. Salamander Rhinos come as part of formations. If that’s the case I recommend buying a Land Raider for the extra transport space, or just never fielding a stand of marines (perfectly allowable under the rules, you just can’t bring him on later in the game!).

Close Support – Yes it is two tanks total from the list. Prepare to agonise over whether to get Hunters, Land Raiders or Incinerators! Well over Hunters and Land Raiders. Well whether or not to get two hunters.

Helios – Obviously you cannot apply this to a Terminator transport for two reasons. One the Land Raiders upgrade is applied after all other upgrades and two you won’t have enough space for Terminators as well as all those missiles! Instead you have to use one of your two Close Support choices to get a Land Raider that you can then upgrade. Unless of course you wish to leave one out of the game!

Weapons

Heavy Flamers – If a unit has one or more Heavy Flamers when it makes a firefight attack, that attack has Ignore Cover. That means you can burn enemy infantry out of their holes, denying them a cover save! It does not give you an extra attack. Note there is no additional firefight bonus for being armed with more than one Heavy Flamer (for instance the Predator Incinerator). If the opponent assigns these hits to units in the open and normal hits to ones in cover, tough luck for you. Next time take more melta weapons!

Multi-Meltas – If a unit has one or more Multi-Meltas when it makes a firefight attack that attack is a Macro Weapon attack. That means only units with reinforced armour or an invulnerable save have a chance of surviving! It does not give you an extra attack. Note there is no additional firefight bonus for being armed with more than one Multi-Melta (for instance Salamander Devastators).

Units

Land Raider Prometheus – The Prometheus is packed full of command and control gear. What this means in game is that if you add a Captain or Supreme Commander to the same formation as the tank he may ignore the 5cm restriction when he uses the ‘Commander’ special ability. Two other formations from anywhere on the tabletop (not off table so no ordering in Thunderhawks) may be ordered to join the assault, but all other rules apply i.e. the effect of Blastmarkers on the activation roll, the effects of failing the roll and that formations **must be in coherency after the engage move**, etc, etc.

The Land Raider Crusader has been ejected from the list, to be replaced by the inferior Redeemer. It’s a hard universe for the Salamanders!

Note – The Land Raider redeemer is currently subject of some discussion and in the future its stats, availability and cost may change. This has been marked with an * in the relevant places.

New Units

Salamanders Supreme Commander				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Thunder Hammer	(base contact)	Assault Weapon	Macro-weapon Extra Attack (+1)	

Notes: *Invulnerable Save, Supreme Commander*

Please note this is not a new unit as such. Rather it makes clear that the Supreme Commander has one instance of *Leader*.

Salamanders Terminators				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Thunder Hammers 2 x Heavy Flamers	(base contact) 15cm AND (15cm)	Assault Weapons AP4+ Small Arms	Macro-weapon Extra Attack (+1) Ignore Cover Ignore Cover	

Notes: *Reinforced Armour, Teleport, Thick Rear Armour. The Heavy Flamers can shoot and be used to confer the Ignore Cover ability to the unit's firefight value.*

Salamanders Tactical Marines				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm AND (15cm)	MW5+ Small Arms	Macro-weapon Macro-weapon	

Notes: *The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

Salamanders Devastator Marines				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
2 x Multi-melta	15cm AND (15cm)	MW5+ Small Arms	Macro-weapon Macro-weapon	

Notes: *The Multi-meltas can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

Salamanders Attack Bike				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm AND (15cm)	MW5+ Small Arms	Macro-weapon Macro-weapon	

Notes: *The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

Vulcan Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Power Fist Multi-melta	(base contact) 15cm AND (15cm)	Assault Weapon MW5+ Small Arms	Macro-weapon, Extra Attack (+1) Macro-weapon Macro-weapon	

Notes: *Walker. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.*

Hellfire Dreadnought				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Twin Lascannon Missile Launcher	45cm 45cm	AT4+ AP5+/AT6+	- -	

Notes: *Walker.*

Please note this is not a new unit as such. Rather it makes clear that the Salamander list has the above two choices of Dreadnought.

Predator Incinerator				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Autocannon 2 x Heavy Flamer	45cm 15cm AND (15cm)	AP5+/AT6+ AP4+ Small Arms	- Ignore Cover Ignore Cover	

Notes: *The Heavy Flamers can shoot and be used to confer the Ignore Cover ability to the unit's firefight value.*

Salamanders Land Raider Redeemer*				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Frag Launchers	(base contact)	Assault Weapons	-	
Twin assault cannon	30cm	AP4+/AT4+	-	
Flamestorm Cannons	30cm	AP3+	Ignore Cover	
Multi-melta	15cm	MW5+	Macro-weapon	
	AND (15cm)	Small Arms	Macro-weapon	
Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Tactical, Devastator & Scout). The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.				

Land Raider Helios				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	-	
Whirlwind Launcher	45cm	1BP	Indirect Fire	
Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one of the following units: Tactical, Devastator & Scout units).				

Land Raider Prometheus				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
4 x Twin Heavy Bolters	30cm	AP4+	-	
Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Tactical, Devastator & Scout units), any unit in the same formation as the Prometheus may ignore the 5cm restriction when using the commander special ability.				

Designers notes

This list is a combination of two Salamanders fan lists. One by BlackLegion and the other by The Real Chris. The originals and the discussions around them can be found on the Tactical Wargames and Specialist Games internet forums.

The intention is to capture the feel of the chapter (and we outline how we see the Salamanders below) through several new units and the structure of the army list. No new rules are needed. A complication for this is the rules review for the Space Marines as a whole. We have incorporated these potential changes into the army list and unit datafaxes, but are aware these could change. Our time table is to get fan testing for the list until the expected marine changes are announced, go into the vault whilst these changes are officially tested and then have the list published in Fanatic and made official alongside the revised 'core' marine list. In addition to these notes and army list a 'complete' codex is being put together consisting of Salamanders background, how to use the list, a complete listing of every Salamanders unit with pictures and relevant Space Marine special rules, reference sheet and possibly special scenario and painting guide.

So to summarise our view of the Chapter (please write and tell us if you feel this is wrong) Salamanders have a non-codex company structure, a preponderance of flamer and melta weaponry, favour close range fire fights, have limited fast attack options (the chapter possesses 6 assault squads, cross trained on bikes and land speeders), a higher level of technology than most other chapters (many Techmarine artificers and a greater ability to maintain equipment among the brethren) and finally physically slower reactions and a 'more measured' response than marines from other legions.

The army list represents a typical Salamanders task force. The chapter however can adapt as the situation requires and so you may use any other 'codex' marine list to represent a Salamanders army. For instance during the Amerits crusade the requirements for rapid strike forces could only be met by cross training tactical marines to use Land Speeder Typhoons and Tornados and massing the chapters available assault troops. This would be represented by using the Codex marine list found in the main Epic rulebook.

This is all represented by:

Non-codex company structure – Salamanders prefer larger formations than their codex brothers regardless of the tactical situation. Represented by allowing the enlargement of tactical and devastator formations, limiting rarer troop types. Scouts are moved to the restricted section of the list.

Preponderance of flamer and melta weaponry – Represented by weapons swaps on some units and arming the infantry formation upgrades with alternative weapons.

Close range fire fights – Availability of heavy armour transports (Land Raiders and variants), short range of Multi melta and heavy flamers, combined with limited 'elite' (3+) close combat troops encourages short range engagement and facilitates closing with enemy. The Heavy transports are required for tactical flexibility as Air Assault options are more expensive in an attempt to counteract a one dimensional use of the additional Multi-Melta armed squads.

Limited fast attack options – Limiting these formations in the army list both with maximum numbers and joining the restricted section of the list, as well as removing very rare options such as Typhoons. In testing allowing them as 0-1 but

in the main body of the list, instead of the 1/3 restricted part, made things 'too easy' for the marines and they behaved too flexibly.

Higher level of technology – Allowing the use of restricted armour by more formations (e.g. Land Raiders as transports for tactical marines, expanded presence of variants).

Slower reactions and a 'more measured' approach – Basically Salamanders aren't as snappy as regular marines. This is reflected by encouraging the use of larger (and therefore less) formations, limiting fast attack options and altering points costs to change the value of different strategies.

An example of how the army list has changed to incorporate the new 'signature' units would be the following. The new Melta armed squads need to get up to the enemy quickly, to stop this being an air assaulters dream list transports have increased in price, but to give them a chance and reflect higher levels of technological skill Land Raiders are more widely available. Something like the Predator Incinerator is even easier as it has simply replaced the Vindicator as an upgrade for marine detachments.

General Notes

Why Close Support?

This is something of a departure from the 'core' marine list. Rather than allowing up to 4-6 different armour units to be added to a formation the Salamanders have a wider choice but limited number. The wider choice is a consequence of flavour decisions made above, the limited number though is to ensure things don't get out of hand. This is intended to be an infantry based list, with of course varied means of delivery and support, but still infantry at its core. 'Heavy' mechanised formations are fine, they get the men into position, but detachments resembling tank formations with attached infantry are not and aren't the intention of the list.

Prometheus

Discussion and testing came up with a neat ability. It's of limited use in this list though (lacking as it does fast attack choices) and this neatly side steps any additional restrictions needed. Likely only to be seen in wider games or in a list built around the presence of one.

Vulcan Dreadnought

Games to date suggest that FF 5+ is too weak and the weapon makes it very, very one dimensional (airdrop assault unit). FF4+ is fine considering the low mobility of the weapons platform and the short range of the gun.

Salamanders Supreme Commander

Listed as a 'new' unit to avoid having the problem of two instances of leader on a unit and any resulting future rulings. Subsequently found that in a low activation marine army a supreme commander is high compulsory!

Thunderhawk price increase

See worries below. In essence to ensure that with the Melta armed units air assault is not a default choice and ground options are more attractive.

Restrict 'fast attack' options

As mentioned there are a maximum of 60 marines in the whole chapter specialised in this. Upgrades such as Typhoons are dropped as time for further specialisation isn't there, plus with this limited number of formations (one assault, one bike/speeder) you get the full chapter allowance at above 5000 points (as 0-x restrictions double over 5000 points), which fits as you can field the whole chapter for about 10,000 points. Allowing a bigger concentration of assault troops isn't justified with no reserve assault company and the above intention to represent a typical task force.

Other points have been raised and either answered online as the result of play testing.

Worries

Please post any problems or imbalances on the Tac-Coms forum.