



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, Dreadnought, Close Support, Helios, Heavy Transport	325 points
Tactical	Six Tactical units, three Rhinos	Commander, Salamanders Tactical, Drop Pods, Razorbacks, Dreadnought, Close Support	275 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	250 points
Vindicators	Four Vindicators	Commander, Close Support	225 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 Salamander, 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	175 points
Two Marauder Bombers	250 points

Titan Legion Battlegroups

One Warhound Titan	275 points
Two Warhound Titans	500 points
One Reaver Titan	650 points
One Warlord Titan	825 points

Upgrades

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, Land Raider and Land Raider Redeemer at 75 points each and/or Land Raider Prometheus at 85 points each.	50/75/85points 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 Supreme Commander	50 points +50 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 Redeemers	325 points
Helios	Replace any number of Redeemers or Prometheus with one Land Raider Helios each	25 points each
Razorback	Replace any number of Rhinos with 1-2 Razorbacks each	25 points each
Salamanders Devastator	Add two Salamanders Devastator units and one Rhino	100 points
Salamanders Tactical	Add two Salamanders 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.

New Units

Note: All units which can transport Terminator, Tactical and Devastator units can also transport Salamanders Terminator, Salamanders Tactical and Salamanders Devastator units.

Salamanders Terminator				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Thunder Hammers 2 x Heavy Flamers	(base contact) 15cm	Assault Weapons AP4+ <i>and</i> 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				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm	MW5+ and 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				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
2 x Multi-melta	15cm	MW5+ and 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	MW5+ <i>and</i> 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	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	
Multi-melta	15cm	MW5+ and Small Arms	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	45cm	AT4+	-	
Missile Launcher	45cm	AP5+/AT6+	-	
Notes: Walker.				

Predator Incinerator				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	- Ignore Cover Ignore Cover	
2 x Heavy Flamer	15cm	AP4+ <i>and</i> Small Arms		
Notes: The Heavy Flamers can shoot and be used to confer the Ignore Cover ability to the unit's firefight value.				

Land Raider Redeemer				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Frag Launchers	(base contact)	Assault Weapons	- - Ignore Cover	
Twin Assault Cannon	30cm	AP4+/AT4+		
2 x Flamestorm Cannon	15cm	AP3+		
Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Tactical, Salamanders Tactical, Devastator , Salamanders Devastator & Scout).				

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+	- Indirect Fire	
Whirlwind Launcher	45cm	1BP		
Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one of the following units: Tactical, Salamanders Tactical, Devastator , Salamanders 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, Salamanders Tactical, Devastator, Salamanders Devastator & Scout units), any unit in the same formation as the Prometheus may ignore the 5cm restriction when using the Commander special ability.				