

MACROMUNDA

SPACE MARINES

SALAMANDERS

HOUSE BOOK

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F A C T I O N

SPACE MARINES

The few, the dear, the superhuman

The Adeptus Astartes fight as the few, the dear, and the superhuman. A Chapter commits no horde to the field but a small strike force of transhuman warriors, each the equal of a squad of mortal soldiers. Their endurance is written into the flesh — the wide chest, the fused ribcage, the doubled hearts — so that a battle-brother weathers wounds that would fell any lesser fighter and never breaks under fire. Where other warhosts drown a foe in numbers, a Chapter answers with discipline: a gang-wide doctrine, declared afresh each round, that shifts the whole force from massed fire to swift advance to the closing charge as the battle demands. Every Chapter shares this spine — the transhuman body, the unbending nerve, the shifting doctrine — and expresses its own character through which end of that discipline it leans into and the relics its heroes carry. They are a strike force of demigods waging war across the galaxy, and each brother lost is a grievous loss to the Chapter.

☠ FACTION SPECIAL RULES

✧ COMBAT DOCTRINES

GANG RULE

Combat Doctrines. The disciplined heart of the Astartes way of war, and the mechanic that sets a Chapter apart from any warhost that merely brings guns to a fight. At the start of each round the controlling player declares the strike force's stance, which may shift one step along the ladder from Devastator to Tactical to Assault. Under the Devastator stance the gang fires with lethal precision, adding to its ranged Hit rolls or re-rolling misses. Under the Tactical stance the brethren move with purpose, gaining ground and seizing objectives. Under the Assault stance they close for the kill, striking harder on the charge and running down a fleeing foe. A Chapter cannot hold every advantage at once; it flows through the phases of battle as its commanders read the field, and each brotherhood leans toward the end of the ladder that suits its character.

✧ FINEST HOUR

GANG RULE

Finest Hour. Once in a battle, a commander seizes the moment the whole war seems to turn upon and drives his brethren to their greatest effort. Once per battle a Captain or Lieutenant may call upon it. Until the start of the next round the commander himself gains an additional Attack, and every friendly fighter within 6" re-rolls failed Wound rolls, the strike force striking as one at the instant it matters most. It is a single, decisive surge rather than a lasting boon — spent in the crisis of the fight, it does not come again. A wise commander holds it for the stroke that breaks the enemy rather than the one that merely bloodies him.

✧ AND THEY SHALL KNOW NO FEAR

SPECIAL RULE

And They Shall Know No Fear. The oldest and surest of the Astartes gifts: a battle-brother does not break. This rule is always in force. A fighter with it can never be Pinned by incoming fire, standing where a mortal soldier would throw himself flat. He automatically passes any Nerve test he is called to make, holding steady while lesser warriors rout around him. And once each round, should he be knocked Prone, he may Stand Up for free rather than spending an action to do so. Together these make the Marine a warrior who fights on through fire, terror and wounds that would shatter the will of anything less than transhuman — the durability of the Adeptus Astartes carried not in his armour but in his unbreakable mind.

Astartes Physiology. Beneath the plate a battle-brother is barely recognisable as a man. Two hearts, a lattice of grafted organs, ossified bone and skin cured against fire and blade make him a creature no unmodified human can match. So the line Marine stands at Toughness 5 with three Wounds, able to take blows that would kill a mortal outright and keep fighting. The Scout, whose implants are not yet complete, is the one exception, fielding the lighter Toughness 4 and two Wounds of a brother still in the making. The strength of a Chapter is written into its warriors' flesh: the body endures what the enemy cannot overcome.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
✦ Abhor The Witch Bolts	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) Rending re-rolls failed Wound rolls against a fighter with the Psyker keyword
✦ Astartes Shotgun	4	12	+1	-	4	-	2	4+	Scattershot
✦ Bolt Carbine	9	18	+1	-	4	-1	1	6+	Rapid Fire (2)
✦ Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1)
✦ Cursed Combi Volkite	12	24	-	-	5	-2	2	-	Cursed Deflagrate Rapid Fire (1)
✦ Gorgons Wrath	8"	24"	+1	-	4	-1	2	6+	Master-Crafted Rapid Fire (1) Relic
✦ Lions Roar	12	24	+1	-	5	-2	2	6+	Combi Master-Crafted Plasma Rapid Fire (2)
✦ Mastercrafted Bolt Rifle	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) the bearer re-rolls a single failed Hit roll with it each round
✦ Special Issue Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1) Special Ammo
✦ Stalker Pattern Boltgun	18	36	-	-	4	-1	2	6+	Rapid Fire (1) Special Ammo Telescopic Sight
✦ Storm Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Twin Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Volkite Charger	9	18	-	-	5	-2	1	-	Cursed Deflagrate Relic
✦ Angelus Boltgun	4"	12"	-	-	4	-1	2	6+	Hands-free (never occupies a hand; may be fired alongside a two-handed melee weapon) Pistol Rapid Fire (1)
✦ Bolt Of Artemis	8	16	+1	-	4	-1	2	6+	Master-Crafted Pistol Relic Special Ammo
✦ Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire (1)
✦ Hand Flamer	T	T	-	-	4	-1	1	5+	Blaze Pistol Template
✦ Inferno Pistol	3	6	+1	-	8	-4	3	6+	Melta Pistol

☠ Neo Volkite Pistol	3	9	-	-	5	-2	1	-	Cursed Deflagrate Pistol
☠ Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge Pistol Unstable
☠ Plasma Talon	6"	12"	+1	-	5/7	-1/-2	2/3	5+	Overcharge/Unstable Pistol Rapid Fire (1)
☠ Bolt Sniper Rifle	18	36	+2	+1	4	-1	2	6+	Marksman Silent
☠ Flamer	T	T	-	-	4	-1	1	5+	Blaze Template
☠ Frag Cannon	8	16	-	-	4/6	-1/-2	1/2	5+	Blast (frag) Rending (shell) Scarce
☠ Grav Gun	9	18	-	-	5	-2	2	5+	Graviton
☠ Grenade Launcher	12	24	-	-	4/9	-/-2	1/D3	6+	Blast Knockback
☠ Master Crafted Melta	6"	12"	+1	-	8	-4	3	6+	Master-Crafted Melta Relic
☠ Meltagun	6	12	+1	-	8	-4	3	6+	Melta Scarce
☠ Phalanx Grav Cannon	12	24	-	-	5	-2	2	4+	Graviton Heavy
☠ Plasma Gun	12	24	-	-	5/7	-1/-2	2/3	5+	Overcharge Unstable
☠ Assault Cannon	12	24	-	-	6	-1	2	6+	Rapid Fire (3) Rending Unwieldy
☠ Autocannon	18	36	-	-	8	-1	2	6+	Knockback Rapid Fire (1) Unwieldy
☠ Drakescale Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze Template Unwieldy
☠ Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire (2) Unwieldy
☠ Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze Template Unwieldy
☠ Infernus Heavy Bolter	18	36	-	-	5	-2	2	6+	Hellfire (poison) Rapid Fire (2) Unwieldy
☠ Lascannon	24	48	-	-	10	-4	D6	6+	Unwieldy
☠ Missile Launcher	24	48	-	-	4/8	-/-2	1/D3	6+	Blast Knockback Unwieldy
☠ Multi Melta	9	18	-	-	8	-4	D3+2	6+	Melta Unwieldy
☠ Plasma Cannon	18	36	-	-	6/8	-2/-3	D3	5+	Blast Overcharge Unwieldy
☠ The Spartan	18	36	-	-	5	-2	2	5+	Master-Crafted Rapid Fire (2) Relic Unwieldy
☠ Volkite Culverin	15	30	-	-	6	-2	2	-	Cursed Deflagrate Unwieldy
☠ Whirlwind Launcher	24	48	-	-	5	-1	1	4+	Blast (5") Indirect Fire Unwieldy
☠ Axe Morkai	-	E	-	-	+2	-3	3	-	Concussion Master-Crafted Melee Power Two-Handed
☠ Black Sword	-	E	-	-	+1	-3	2	-	Melee Parry Power Relic Two-Handed
☠ Blade Encarmine	-	E	-	-	+1	-3	2	-	Master-Crafted Melee Power
☠ Chainfist	-	E	-1	-	+2	-4	2	-	Melee Power Unwieldy
☠ Chainsword	-	E	+1	-	+1	-1	1	-	Melee Parry Rending
☠ Combat Knife	-	E	+1	-	+0	-	1	-	Backstab Melee
☠ Corvus Hammer	-	E	-	-	+1	-1	1	-	Melee Rending
☠ Crozius	-	E	-	-	+1	-1	2	-	Melee Power
☠ Crusader Power Maul	-	E	-	-	+1	-2	1	-	Concussion Melee Power

✂ Dorns Teeth Siege Drill	-	E	-1	-	+2	-4	2	-	+1 Damage against a target that has not moved this round Melee Power Unwieldy
✂ Fenrisian Great Axe	-	E	-	-	+3	-2	2	-	Melee Power Rending Unwieldy
✂ Fist Of Dorn	-	E	-1	-	+2	-3	3	-	Concussion Melee Power Relic
✂ Force Weapon	-	E	-	-	+1	-1	2	-	Melee Power Psi
✂ Frost Weapon	-	E	-	-	+1	-2	2	-	Melee Power Relic
✂ Frostfang	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power
✂ Gauntlets Of Ultramar	-	E	-1	-	+2	-3	2	-	Master-Crafted Melee Power Unwieldy
✂ Glaive Encarmine	-	E	-	-	+1	-2	1	-	Charge (+1 Damage on the charge) Melee Parry Power Reach (+1" engagement range)
✂ Guardian Spear	12	24	-	-	+2/4	-2/-1	2	6+	Melee Power integral storm bolter
✂ Heavy Thunder Hammer	-	E	-	-	+3	-3	3	-	Concussion Melee Power Unwieldy
✂ Lightning Claws	-	E	+1	-	+0	-2	1	-	Melee Paired (+1A) Rending
✂ Mace Of Absolution	-	E	-	-	+2	-2	2	-	Concussion Melee Power Unwieldy
✂ Malefic Power Scythe	-	E	-	-	+1	-2	2	-	Cursed Melee Power Reach
✂ Medusan Lascutter	-	E	-	-	+2	-3	2	-	Melee Melta Power Unwieldy
✂ Moonfang	-	E	+1	-	+1	-2	2	-	Master-Crafted Melee Power Relic
✂ Paired Frost Claws	-	E	-	-	+0	-2	2	-	Melee Paired Rending
✂ Plainsrunner Goad	-	E	-	-	+1	-1	1	-	Melee Power Reach (+1" when charging)
✂ Power Fist	-	E	-1	-	+2	-3	2	-	Melee Power Unwieldy
✂ Power Sword	-	E	-	-	+0	-2	1	-	Melee Parry Power
✂ Power Tulwar	-	E	-	-	+1	-2	1	-	Melee Parry Power
✂ Pyre Blade	-	E	-	-	+0	-2	1	-	Blaze Melee Parry Power
✂ Raven Sword	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Parry Power
✂ Ravens Talons	-	E	+1	-	+0	-2	1	-	Master-Crafted Melee Paired (+1A) Relic Rending
✂ Spear Of Telesto	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Power Versatile
✂ Spear Of Vulkan	-	E	+1	-	+1	-3	2	-	Master-Crafted Melee Power Relic
✂ Sword Brothers Blade	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power Two-Handed
✂ Sword Of Secrets	-	E	-	-	+0	-2	2	-	Master-Crafted Melee Parry Power
✂ Sword Of The High Marshals	-	E	-	-	+0	-2	1	-	Master-Crafted Melee Parry Power Relic

✂ Tempest Blade	-	E	-	-	+1	-2	1	-	Melee	Parry	Power	Rending
✂ Thief Of Secrets	-	E	+1	-	+1	-2	2	-	Melee	Phase	Power	Relic
✂ Thunder Hammer	-	E	-1	-	+3	-2	3	-	Concussion	Melee	Power	Unwieldy
✂ Whisper Blade	-	E	-	-	+0	-1	1	-	Backstab	Melee	Silent	
✂ Xenophase Blade	-	E	+1	-	+1	-2	1	-	Melee	Phase	Power	
Frag Grenade	-	Sx2	-	-	3	-	1	4+	Blast			
Krak Grenade	-	Sx2	-	-	6	-1	2	4+	Knockback			
Siege Breaker Charge	-	Sx2	-	-	8	-4	D3	6+	+1 Damage against a target that did not move this round or against terrain			
									Blast (3")	Scarce		

✂ ASTARTES BIONICS

BIONICS

COST inherent

OFFSETS A LASTING INJURY

Astartes bionics are Mars-pattern augmetics — steel and servo grafted where flesh was ruined, serving as well as the limb they replace, or better. A brother fitted with them shrugs off the mark of a lasting injury and returns to the line as whole in function as he was before the wound. For warriors who fight across centuries, such augmetics are common. Unremarkable, even. The body remade around its own scars.

✂ AUSPEX

ACCESSORY

COST inherent

NEGATE HIDDEN SETUP / INFILTRATION NEARBY

The auspex is a hand-held scanner. It reads heat, motion and disturbance across the battlefield, stripping away the concealment an ambusher relies on. A brother sweeping it denies a nearby foe the advantage of a hidden setup or a stealthy infiltration — the unseen dragged into the open before it can strike. This is the strike force's answer to an enemy who would fight from the shadows: sight, where the foe counted on blindness.

✂ CHAPTER BANNER

STATUS/COMPANION

COST inherent

GANG ICON STEADIES NEARBY BROTHERS

The Chapter banner is the standard of a strike force — a hallowed icon of battle honours, borne aloft where every brother can see it. It marks the heart of the force. It steadies the warriors who fight in its shadow, a rallying point that stiffens resolve when the fighting turns grim. To lose it is a dishonour. To hold it high is to remind every brother whose colours he wears, and what is owed to them.

✧ CHAPTER RELIC

STATUS/COMPANION

COST inherent

NAMED RELIC SLOT

A Chapter relic is a treasure of the brotherhood — an ancient blade, a hallowed weapon, a suit of war-plate carried by heroes long dead. Each Chapter guards its own. What one relic does bears no resemblance to another's, and so these named treasures are set out in each Chapter's own entries rather than shared across the Adeptus Astartes. The relic a hero bears is a piece of his Chapter's history made manifest, entrusted to him for the battle to come.

✧ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT SURGE SPARSE BY IDENTITY

Combat stimms are a one-shot chemical surge, a jolt of battlefield pharmaceuticals that drives a fighter past the limits of even his transhuman frame for a moment of desperate effort. A brother triggers them when the fight hangs on a single burst of speed or fury. The superhuman rarely need such crutches, and few carry them — but in the crisis where flesh alone is not enough, the surge can be the margin between the objective taken and the objective lost.

✧ GRAV CHUTE GRAPNEL

MOBILITY

COST inherent

ASTARTES VERTICAL INSERTION DESCEND/ASCEND WITHOUT FALLING

The grav-chute and grapnel are the Reiver's tools for fighting in three dimensions. The grapnel hauls a brother swiftly up a sheer face, and the grav-chute lets him drop from any height and land ready to kill rather than broken at the foot of the fall. Together they turn walls, towers and the ruined heights of a battlefield into open roads, letting the Chapter's stealth brethren strike from angles the foe never thought to guard.

✧ IRON HALO

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (CHARACTER)

The iron halo, and the rosarius its chaplains bear, is a badge of honour that is also a life-saver — a compact generator throwing a protective energy field about its wearer. It grants a 4+ field save, a ward that has turned aside killing blows aimed at a Chapter's commanders time and again. Reserved for characters of standing, it is as much a mark of the Emperor's favour as a piece of war-gear.

✧ JUMP PACK

MOBILITY

COST inherent

GAIN FLY MAKE A JUMP MOVE

The jump pack is a back-mounted cluster of turbines that hurls a battle-brother into the air on a controlled arc of flame. It grants the Fly keyword and a powerful jump move. Walls, chasms, the enemy line — its wearer clears them all to fall upon a target from above. This is the tool of the assault brethren: verticality turned into a weapon, closing a distance that would leave a foot-brother still trudging forward.

✧ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE SCOUT ONLY

Scout carapace is the neophyte's armour — a suit of hardened plates, lighter than the full power plate of a made brother. It turns aside small-arms fire well enough, a solid 4+ save, but it leaves its wearer far more exposed than the line Marine at his shoulder. This is the harness of a warrior still earning his place. He wears it for the speed and the stealth a Scout's way of war depends on.

✧ MARK CENTURION WARSUIT

ARMOUR

COST inherent

2+ WARSUIT SAVE INTEGRAL TO THE CENTURION CHASSIS TWIN HEAVY WEAPONS / SIEGE DRILLS

The Centurion warsuit is not armour worn over a brother. It is a war-machine sealed around him — a man-portable siege frame that is one and the same as the Centurion himself. Its layered plating grants a 2+ save and lends its occupant the mass and endurance of a walker, and its hardpoints mount twin heavy weapons or siege drills. Where a mark is a suit a brother chooses, the warsuit is the fighter. Armour, frame and firepower, fused into a single advancing bastion.

✧ MARK GRAVIS

ARMOUR

COST 35

3+ SAVE +1 W -1" M UNLOCKS HEAVY/GRAVIS WEAPONS

Gravis armour is a heavier grade of power plate — a bulky suit that trades mobility for sheer resilience. Its wearer moves a touch slower but carries an extra measure of endurance, and the reinforced frame can bear the weight of gravis-pattern and heavy weapons that lighter plate cannot. This is the harness of a brother who means to stand and hold. An advancing bulwark, shrugging off fire while it brings the heavier guns to bear.

✧ MARK POWER

ARMOUR

COST inherent

3+ SAVE DEFAULT MARK

Power armour is the birthright plate of a battle-brother, a suit of ceramite fused to fibre-bundle musculature that moves as the wearer wills. It grants a dependable 3+ save and bears the weight of war without slowing the Marine within. It is not a super-heavy shell but a good, honest suit of armour — the standard against which every heavier mark is set, and the plate every made brother wears as a matter of course.

✧ MARK TERMINATOR

ARMOUR

COST 135

2+ SAVE +1 W -1" M DEEP STRIKE 5+ FIELD SAVE UNLOCKS TERMINATOR WEAPONS

Terminator plate is the finest armour a Chapter fields — a colossal suit of layered ceramite and adamantine that only the veteran elite are permitted to wear. It grants an unmatched 2+ save and a field save besides. It adds to its wearer's endurance and slows his stride. Sealed within it, a brother may teleport into the fray by Deep Strike and wield the heaviest terminator arms: storm bolter, power fist, thunder hammer. This is the panoply of the first company, worn where the fighting is deadliest.

✧ MELTA BOMBS

GRENADES

COST inherent

PLANTED ANTI-ARMOUR CHARGE DEVASTATING VS VEHICLES/WALKERS

Melta bombs are shaped thermal charges — planted, not thrown, releasing a burst of atomic heat fierce enough to gut a war-engine from within. A brother sets one against a hull, a hatch, a monster's flank, and withdraws. What the charge touches is reduced to slag. They are cumbersome, and they are close work. But against a vehicle or a walker that no bolt could scratch, few things a brother carries are so surely lethal.

✧ NARTHECIUM

MEDICAL

COST inherent

FEEL NO PAIN 6+ AURA TO NEARBY BROTHERS

IMPROVES POST-BATTLE RECOVERY

NO IN-GAME REVIVE

The narthecium is the Apothecary's gauntlet of surgical tools — worn to keep the Chapter's brothers in the fight and their gene-seed out of the enemy's hands. Nearby brethren draw a Feel No Pain 6+ from his presence, shrugging off wounds that would fell them, and those who do fall recover the faster for his care once the battle ends. It works no miracle revival mid-fight. But the brother it steadies now, and the one it returns to muster later — that is its worth made plain.

✧ PURITY SEALS

STATUS/COMPANION

COST inherent

RE-ROLL A NERVE OR COOL TEST

Purity seals are strips of blessed parchment, each an oath or a benediction pressed to a brother's armour in wax and ribbon. They are worn as a covenant made visible, and in the moment a warrior's nerve might waver they steady him — letting a brother re-roll a failed Nerve or Cool test, faith answering fear. A brother wreathed in seals carries the weight of his vows where all can see them, and fights the surer for it.

✧ REDUCTOR

MEDICAL

COST inherent

POST-BATTLE GENE-SEED RECOVERY

The reductor is the grim heart of the Apothecary's craft — an extraction tool for recovering the progenoid gene-seed from a fallen brother before it is lost. In the heat of the fight it changes nothing. Its work comes after, when the Apothecary kneels by the dead and secures the seed of future battle-brothers. To a Chapter that measures its strength in a slow harvest of such seed, no tool is more quietly vital.

✧ SERVO SKULL

STATUS/COMPANION

COST inherent

COMPANION DRONE

SCOUTING / RELAY

The servo-skull is a relic of the honoured dead pressed into service — a real skull, sanctified and set with anti-grav motors and a bound machine-spirit, drifting at its master's side. It scouts ahead, relays what it sees and carries the auspex-cant of the strike force, a silent companion that extends a brother's awareness beyond his own eyes. Part reliquary, part instrument, it is the Chapter's reverence for its fallen turned to practical use.

✕ SIGNUM

ACCESSORY

COST inherent

TECHMARINE: GRANT A NEARBY BROTHER A FREE AIM

The signum is a targeting relay slaved to a Techmarine's servo-harness, feeding firing solutions and range-data to the brethren around him. With it he grants a nearby brother a free Aim — a comrade's next shot sharpened into a certain one. This is the Techmarine's gift to a firing line: the machine-spirit's cold precision, lent to a brother's eye, turning good marksmanship into unerring aim.

✕ SMOKE

GRENADES

COST inherent

THROW A SMOKE SCREEN BLOCKS LINE OF SIGHT

Smoke grenades throw up a dense, drifting bank of concealment rather than a killing blast. A brother pitches one to raise a screen that blocks line of sight, covering an advance across open ground or breaking the aim of an enemy gunline. It kills nothing on its own, but the ground it lets the strike force cross unseen — and the shots it spoils — can decide a fight as surely as any weapon.

✕ SPECIAL ISSUE AMMO

ACCESSORY

COST inherent

PICK: KRAKEN (+AP) HELLFIRE (POISON) DRAGONFIRE (IGNORE COVER) VENGEANCE (RENDING)

Special-issue bolt ammunition is the veteran's edge — a selection of specialised rounds a brother may load in place of standard shells. Kraken rounds bite deeper into armour. Hellfire rounds carry a killing venom against massed flesh. Dragonfire rounds seek out a foe hiding in cover; Vengeance rounds are cut to tear and rend. A brother chooses the round the battle calls for, and a single bolt weapon becomes the answer to many different foes.

✕ STORM SHIELD

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (MELEE)

The storm shield is a slab of armour crowned with a projected energy field, carried into the press of melee by brothers who mean to hold the line. It grants a 4+ field save against the blows of close combat — strikes that would punch clean through plate, turned aside. The brother who bears one gives up a hand that might have held a second weapon. He chooses instead to become an immovable point, the place the enemy breaks upon.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores** the target's armour save entirely (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6** to wound, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SCATTERSHOT

WEAPON TRAIT

A short-range spray (e.g. scatter shotgun shells). Typically grants extra hit dice at close range / hits more reliably up close, representing a shotgun cone. Often pairs with poor long-range Acc.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ VERSATILE

WEAPON TRAIT

The melee weapon has ****reach****: the wielder can fight in close combat from slightly further away (e.g. up to 1–2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✧ BOLTER DISCIPLINE

ASTARTES SET

Bolter Discipline. The battle-brother's mastery of the bolt weapon, drilled until firing is as sure as breathing. When this fighter makes a Shoot action with a bolt weapon against a target within half that weapon's long range, the shot rings out a second time, granting one extra shot. Discipline rewards patience: the brother who lets the foe close to killing range rather than loosing at distance is answered with a heavier volley. In the massed-fire phase of the battle it turns a firing line of Marines into a wall of detonating rounds.

✧ COMBAT SQUADS

ASTARTES SET

Combat Squads. The doctrine of dividing and redeploying, so no brother is ever caught out of the fight for long. Once per battle, this fighter may break free: if he is Pinned or engaged in combat, he is freed from that state and immediately makes a free Move. It is the strike force's refusal to be fixed in place — a squad peeling away from a stalled engagement to strike where it is needed, turning a brother the enemy thought pinned down into one already gone.

✧ OATH OF MOMENT

ASTARTES SET

Oath of Moment. A brother swears a battlefield oath to see one foe dead above all others, and the whole strike force bends its aim to fulfil it. When this fighter uses the skill, mark a single enemy fighter. Until that mark is slain or the battle ends, friendly fighters re-roll a failed Hit roll against it, and re-roll 1s when rolling to Wound it. It is the Chapter turning its discipline to a single purpose — a champion, a beast, a warlord singled out and hunted down by every gun and blade in the force at once.

✧ RITES OF BATTLE

ASTARTES SET

Rites of Battle. The quiet authority of a leader whose brethren fight the better for his presence. While this fighter is on the field, any friendly fighter beginning an activation within 6" of him may re-roll a single failed Hit roll during that activation. There is no fury to it and no flourish — only the steadying certainty of a command well kept, the strike force fighting with the precision of warriors who trust the brother beside them. An aura that makes a good position deadly and a firing line relentless.

✧ TACTICAL INFILTRATION

ASTARTES SET

Tactical Infiltration. The strike force's gift for being where the enemy least expects it. When the battle begins, this fighter may set up by Infiltrate — placed more than 6" from any enemy and out of their line of sight — or instead make a free move before the first round. Either way, a brother who does so may not charge in the opening round; the advantage gained is position, not an instant kill. It is the Chapter arriving on its own terms, seizing the ground that decides the fight before a shot is fired.

✧ TELEPORT ASSAULT

ASTARTES SET

Teleport Assault. The prerogative of the Terminator-armoured elite, who strike from the warp itself into the heart of the foe. A fighter in Terminator plate may be held in reserve rather than deployed. From the second round on, he teleports in by Deep Strike, set up more than 6" from any enemy — and unlike a brother who infiltrates, he may charge in the very round he arrives. It is the hammer-blow of the Adeptus Astartes: armour that shrugs off return fire, arriving without warning exactly where the enemy line is weakest, and falling upon it at once.



SPACE MARINES · HOUSE DOSSIER

SALAMANDERS

The patient forge-fire

The Salamanders are the patient forge-fire. They field the standard Astartes line and fight it as a short-range war of the forge — a slow, unbreakable line that walks into melta distance, saturates the kill-zone with flame, and refuses to fall. Where the Imperial Fists hold a wall with bolt fire and the Iron Hands endure through augmetics, the Sons of Vulkan endure through stoic craft and faith, and burn the enemy out at the range other Chapters fear to close. This is not the Codex perfected but the Codex tempered: artisan, merciful to the innocent, pitiless to the foe. Every brother carries the Promethean endurance of the forge-tempered body, and every flame and melta weapon burns hotter as the line closes. Their war is a deliberate, deathless advance — a strike force of smith-warriors that saturates the near ground with fire and outlasts whatever the enemy can spend. They are slow, and they are certain, and the fire always arrives.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter fights under Combat Doctrines, overlaid by the Promethean Cult: inherent Promethean-endurance and a flame/melta short-range beat
- ♦ Exactly 1 Leader (Captain, the Chapter Master or Forgefather); 0-2 Champions (Lieutenant / artisan Techmarine / Librarian / Chaplain / Apothecary); each specialist 0-1
- ♦ Backbone: Marines + Scouts $\geq$ Leaders + Champions (the line is battle-brothers and neophytes, not command)
- ♦ Marines bulk; Scouts cheap and plentiful; Firedrake (Terminator-mark), Champion and Brute slots unlock with Reputation; Centurion 0-1; Cavalry 0 (the forge walks, it does not run)
- ♦ 0-1 §5c Vehicle (Dreadnought or Redeptor Dreadnought — reckoned through the Ash-Wastes vehicle rules, §Vehicles, not the Brute grid)
- ♦ Into the Fire: flame and melta weapons saturate the line and gain a short-range burn; every fighter carries Promethean endurance (Feel No Pain 6+, inherent) and the chapter takes the Gravis mark for a slow, unbreakable advance. No chassis bans

A Salamanders strike force is built from 1500 credits. It must field exactly one Leader — a Captain, the Chapter Master or the Forgefather — and may take up to two Champions from the Lieutenant, artisan Techmarine, Librarian, Chaplain and Apothecary, each of those specialists limited to one. The backbone is the line and the neophytes: Marines and Scouts together must at least equal the number of Leaders and Champions, so the gang is battle-brothers and recruits, not a huddle of officers. Marines bulk out the force and Scouts come cheap and plentiful. A single §5c vehicle — a Dreadnought or Redeptor Dreadnought, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the Brute grid — may be interred among them, and a Centurion is limited to one; Firedrake, Champion and Brute slots open as the gang earns Reputation across a campaign. Cavalry are absent by identity — the forge walks, it does not run. The Salamanders lean their line hard into flame and melta and take the Gravis mark for a slow, unbreakable advance, with no chassis barred to them.

GANG RULES

✕ THE PROMETHEAN CULT

GANG RULE

The Promethean Cult: the burn-and-endure creed the whole gang fights under. At the start of each round the gang declares a Combat Doctrine and shifts one step along the ladder as any Astartes force does — Devastator, Tactical, Assault. Over that engine, two riders run permanently and cost nothing to keep. First, every living Salamander carries the Promethean endurance of the forge-tempered body: a Feel No Pain 6+ save that ignores a wound after all others have failed, inherent on the neophyte Scout and the Chapter Master alike. Second, every Salamander's flame and melta weapons burn hotter as the enemy nears — when such a weapon fires at a target within half its long range, it strikes with the deeper bite of Nocturnean fire. To carry the creed further, the Chapter leans the Gravis mark, trading a step of movement for another wound and the slow, unbreakable walk into contact. There are no tokens and nothing to spend: the endurance is simply borne, and the burn simply reads the range. This is what makes the Sons of Vulkan close where others hold, and stand where others break.

FIGHTERS

CAPTAIN

LEADER

✖ 330 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-save feel-no-pain

PRIMARY

Brawn

Combat

Leadership

SECONDARY

Ferocity

Savant

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

Inferno Pistol 90 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

Master Crafted Melta

in kit

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

✧ *Pyre Blade* 65 credits

Kitbashed Nocturne-forged master-crafted power blade wreathed in a promethean flame-sheath (Salamanders artificer relic-craft) - not a stock datasheet profile. Priced above the stock power sword 45.

Spear Of Vulkan

in kit

GRENADE		WARGEAR
Frag Grenade	30 credits	Salamander Mantle
Krak Grenade	45 credits	<i>in kit</i>
Melta Bombs		ACCESSORY
<i>in kit</i>		Master Crafted
ARMOUR		<i>in kit</i>
Mark Gravis	35 credits	STATUS
Mark Terminator	135 credits	Forgefather Relics
Mark Power		<i>in kit</i>
<i>included</i>		

The Captain is the Chapter Master at the head of the burning advance. On the Salamanders roster he is the Leader who bears the Forgefather's office, and he leads from the front of the fire. His statline is the finest the strike force fields: WS and BS 2+, four Wounds, three Attacks, and the command to hold a line that will not move until the enemy is ash. And They Shall Know No Fear. The Promethean endurance of the forge-tempered body lays Feel No Pain 6+ over those four transhuman wounds, and between them they make him the anvil the whole gang forms behind. Once per battle he calls Finest Hour, gaining an extra Attack while friendlies within 6" re-roll failed Wound rolls until the next round. He fights to the declared Doctrine, and under the Promethean Cult his flame and melta weapons burn hotter at close range. He carries a power fist and boltgun by default. But the bearer of the office may take the Spear of Vulkan and lead the slow, deathless walk into melta distance.

APOTHECARY

CHAMPION

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Nartheicum

in kit

The Apothecary is the Chapter's healer — the brother who keeps the burning line on its feet and recovers the gene-seed of those it cannot save. He fights as a Champion at T5 and three Wounds, a chainsword and boltgun in hand, but his nartheicum is his purpose. And They Shall Know No Fear and the Promethean endurance carry him, Feel No Pain 6+ over the transhuman body, and he fights to the declared Doctrine like any son of Vulkan. Under the Promethean Cult his flame and melta weapons burn hotter within half range. The nartheicum projects a Feel No Pain 6+ aura to the brothers near him and improves their recovery once the battle is done, so a line already tempered to endure endures longer still with him among it. Field him behind the slow advance, close enough to steady the fighters holding under fire — the hand that decides which fallen brother rises to fight again.

CHAPLAIN

CHAMPION

× 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Chaplain is the spiritual iron of the Chapter — the keeper of the Promethean creed who drives the line forward with faith as much as fire. He fights as a Champion at T5 and three Wounds, the crozius arcanum in his fist and a bolt pistol at his side, a zealot in the front rank where the advance is hardest. And They Shall Know No Fear and the Promethean endurance make him a stubborn thing to kill, Feel No Pain 6+ over the transhuman body, and he fights to the declared Doctrine with the gang. Under the Promethean Cult his flame and melta weapons burn hotter at close range. His true worth is the creed he carries: the brothers around him stand and endure because he stands and endures, and the crozius answers the enemy that closes on him. Field him at the heart of the slow walk, the voice that keeps the burning host moving through fire that would break lesser resolve.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Savant

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Librarian is the Chapter's psyker — a battle-brother whose mind is a weapon as sure as the flame the line carries. He fights as a Champion at T5 and three Wounds, a force weapon in hand and a bolt pistol at his hip, his psychic powers resolved apart from his skill access. And They Shall Know No Fear and the Promethean endurance hold him, Feel No Pain 6+ over the transhuman body, and he fights to the declared Doctrine like any son of Vulkan. Under the Promethean Cult his flame and melta weapons burn hotter within half range. His force weapon cuts where mortal steel cannot, and his witchfire adds a lever the flame-line lacks — reaching a target behind cover the slow advance has not yet closed on. Field him as the mind of the burning host: a killer at the front of the line whose sanctioned gift bends a battle the guns alone cannot.

LIEUTENANT

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-save feel-no-pain

PRIMARY

Brawn

Leadership

Shooting

Signature

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Inferno Pistol 90 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bombs

in kit

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Salamander Mantle

in kit

The Lieutenant is the second command tier — the officer who carries the Captain's will to the far end of the line and holds a flank the Chapter Master cannot. At WS 2+, three Wounds and three Attacks he is a killer in his own right, a half-step below the Captain and a clear cut above the battle-line. And They Shall Know No Fear and the Promethean endurance make him as hard to put down as any son of Vulkan, Feel No Pain 6+ over three transhuman wounds. Like the Captain he may call Finest Hour once per battle, lending an extra Attack and letting friendlies within 6" re-roll failed Wound rolls until the next round. He fights to the declared Doctrine, and his flame and melta weapons burn hotter within half range under the Promethean Cult. He carries a power sword and boltgun into the advance. Field him to split the gang into two burning fists, each with a command that will not break.

TECHMARINE

CHAMPION

× 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Brawn

Savant

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Servo Skull

in kit

ACCESSORY

✦ Forge Relic Brazier 40 credits

Kitbashed censer-brazier on a backpack/vambrace mount (Salamanders forge-shrine iconography) - a portable Sanctuary-Forge brazier bonded to a fighter, once per round re-rolling a single failed flame or melta To-Hit within 3". Not a stock datasheet profile; priced at the companion floor.

Flame Gauntlet

in kit

Master Crafted

in kit

Signum

in kit

The Techmarine is the artisan of the Chapter, the forge-wright of the Promethean cult whose craft arms the whole strike force. On Nocturne every son of Vulkan is a smith. The Techmarine is the master of that tradition, the hand

that tempers a relic weapon and mends armour mid-war. He fights as a Champion at T5 and three Wounds, holding the line with a power fist and boltgun while his true work is the forge. And They Shall Know No Fear and the Promethean endurance carry him, Feel No Pain 6+ over the transhuman body. He fights to the declared Doctrine, and under the Promethean Cult his flame and melta weapons burn hotter at close range. His deeper worth is master-crafting: a chosen weapon in the gang re-rolls a failed Hit each battle, the edge of a Nocturnean forge walking with the strike force. Field him where the advance grinds slow and the guns must not fail.

MARINE

GANGER

✖ 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fight to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun	55 credits
Storm Bolter	65 credits

PISTOL

Bolt Pistol	45 credits
Inferno Pistol	90 credits

SPECIAL

Plasma Gun	100 credits
Meltagun	135 credits
Flamer	140 credits

HEAVY

Heavy Bolter	160 credits
Multi Melta	165 credits
✦ Drakescale Heavy Flamer	215 credits

Kitbashed drake-scale nozzle and wider promethium reservoir on a heavy-flamer frame, after the Salamanders Pyroclast's pyroclastic flame-cannon - not a stock datasheet profile. Priced above the stock heavy flamer 195 and the multi-melta 165.

Heavy Flamer

in kit

CLOSE-COMBAT

Chainsword	25 credits
Power Fist	60 credits

GRENADE

Frag Grenade	30 credits
Krak Grenade	45 credits
Melta Bombs	

in kit

ARMOUR	WARGEAR
Mark Gravis	Salamander Mantle
Mark Terminator	<i>in kit</i>
Mark Power	
<i>included</i>	

The Marine is the burning heart of a Salamanders strike force — a T5, three-wound battle-brother who walks into the range other Chapters fear and lets the fire do the rest. And They Shall Know No Fear holds him steady where lesser troops break, and the Promethean endurance of the forge-tempered body grants him Feel No Pain 6+, so the line grinds forward through punishment that would scatter a mortal squad. His boltgun and chainsword are the Codex standard, but the Sons of Vulkan arm him for the close war: meltagun and flamer saturate the kill-zone, and under the Promethean Cult his flame and melta weapons burn hotter within half range. He fights to the declared Doctrine like any Astartes, shifting one step each round as the advance closes. Field him in bulk behind the Gravis-marked heavies — not fast and not subtle, but the anvil that endures and the torch that arrives, the brother who holds his ground and burns the enemy out.

SCOUT

JUVE

× 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Scout is the neophyte of the Chapter — the cheap, plentiful entry body that fills out a Salamanders line before a brother earns his power plate. Lighter than a full Marine at T4 and two Wounds, he wears a 4+ carapace and carries a boltgun and combat knife, trading the bulk of the line for numbers and a forward position. Even untempered by the full rites, he already bears the creed: And They Shall Know No Fear keeps his nerve, and the Promethean endurance grants him Feel No Pain 6+, so the youngest son of Nocturne still refuses to fall. He fights to the declared Doctrine with the rest of the gang. Field Scouts to screen the slow advance, hold ground the heavies are still walking toward, and put early fire on a target the flame-line will finish. He is expendable in a way no battle-brother is — and he knows it, and he stands anyway.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Savant

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Heavy Flamer

in kit

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is the man-portable siege anvil — a battle-brother sealed into a heavy warsuit that sits between the Gravis line and the Dreadnought. Slow at M4" but armoured to a 2+ warsuit save over T6 and four Wounds, he is a walking strongpoint built to soak fire and grind forward under the weight of a heavy weapon. And They Shall Know No Fear steadies the pilot within, and the Promethean endurance layers Feel No Pain 6+ over that already-punishing body, making him one of the hardest things in the gang to put down. He fights to the declared Doctrine, and under the Promethean Cult his flame and melta weapons burn hotter at close range. His heavy bolter anchors the advance, and siege drills answer whatever survives to reach him. Field him as the immovable centre of the slow walk — the piece the enemy must break and cannot, while the flame-line closes past him into range.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Dreadnought is the revered war-engine of the forge — an interred hero of Nocturne woken from the sarcophagus to walk the line one more war, no longer a Brute on the 12-stat grid but a \$5c Walker resolved through the Ash-Wastes vehicle rules. Sv 3+ dreadnought plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Movement 5" — a machine-tomb that anchors the slow walk rather than leads a charge. An assault cannon saturates the ground ahead while the Dreadnought's great fist tears apart anything that closes; both are fixed Front hardpoints, so the sacred engine must face its prey to bring gun or fist to bear. He is not flesh to temper, so the Promethean endurance passes him by — he needs it least, for a machine-tomb shrugs blows the living line cannot, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Field him as the immovable heart of the advance: a sacred engine the enemy must destroy outright, priced provisionally from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Redeptor Dreadnought is the greatest war-engine the strike force can field — a towering Walker of thick front armour (Toughness 9) and eight Hull Points, faster than the ancient patterns at Movement 6", an interred hero housed in a frame built to end battles and now resolved through the Ash-Wastes vehicle rules rather than the fighter line. Sv 3+ over eight Hull Points makes it the top of the Salamanders roster and its 450-credit calibration gatekeeper — the sanity band the whole vehicle track is measured against. Macro-scaled guns saturate the ground ahead — an assault cannon and a lascannon on fixed Front hardpoints — while the Redeptor fist tears open anything that reaches it. Machine and tomb rather than flesh, it takes no Promethean endurance and needs none; the frame endures punishment the living brothers never could, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Field it where the fight must be broken open: a sacred colossus that costs a fortune and earns it, priced provisionally from the profile, never ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Into The Fire. Play this before the battle. Up to two friendly fighters carrying flame or melta weapons may deploy up to 3" further forward than their zone allows — the burning advance begins closer to the kill, hungry for the near fight.	PRE-BATTLE
12	Melta Kiss. Play this when a friendly fighter fires a melta weapon at a target within half its long range. That shot gains +1 Damage. The melta-kiss of the close war, delivered at the range the Salamanders live for.	ANY TIME
13	Stand And Endure. Play this at the start of the round. Choose a friendly fighter; if it makes no Move this round, it counts as being in partial cover and improves its Feel No Pain to 5+ until its next activation — the planted brother makes a fortress of open ground.	START OF ROUND
14	The Slow Advance. Play this before the battle. Deploy your fighters within 3" of one another; in the first round they may not be targeted by Overwatch — the massed line advances as one behind its own smoke and heat, and the enemy cannot pick a moment to loose.	PRE-BATTLE

15	Master Of The Forge. Play this before the battle if your gang includes a Techmarine. One weapon it tends is master-crafted for the battle, and one friendly fighter repairs a Flesh Wound carried from a previous fight — the master of the forge readies the strike force for war.	PRE-BATTLE
16	Protect The Innocent. Play this as a Reaction when an enemy targets a friendly fighter within 2" of a non-combatant objective. A friendly fighter within 3" may immediately move into base contact to shield the threatened ground, interposing itself as the Sons of Vulkan swore to do.	REACTION
21	Drake Fire. Play this when a friendly fighter fires a flame or melta weapon. Until the end of that action the weapon gains +1 Damage — the drake-fire of Nocturne runs hot, and what it touches does not walk away.	ANY TIME
22	Tempered Resolve. Play this at the start of the battle. Until the end of the second round, friendly fighters re-roll failed Nerve tests — the creed steadies the whole line early, before the enemy's opening can shake it.	START OF BATTLE
23	The Forgefathers Eye. Play this before the battle. Nominate one of the scenario's objectives; if your gang holds that objective at the battle's end, it gains bonus Reputation — the Forgefather's eye is on the prize, and the strike force fights to claim it.	PRE-BATTLE
24	Firedrake Muster. Play this before the battle. One eligible Marine in your crew may take the Terminator mark of the Firedrakes for this battle at no cost, deploying in the honoured plate of the First Company and striking with its deep-strike reach.	PRE-BATTLE
25	Burn Them Out. Play this at the end of the round. Each enemy fighter in cover within 6" of a friendly that fired a flame or melta weapon this round must pass an Initiative check or suffer a Strength 3 hit — there is no hiding from the fire, only burning slower.	END OF ROUND
26	The Anvil Holds. Play this as a Reaction when a friendly fighter is charged. It may make a free Reaction attack before blows are struck, and does not become Pinned by the charge — the anvil holds against the hammer, and it is the hammer that breaks.	REACTION
31	Nocturnes Patience. Play this at the end of a battle in which a friendly fighter was Seriously Injured but not taken Out of Action. That fighter gains 1 bonus XP. Patience under the fire is its own tempering, and the son of Vulkan who endures learns from it.	END OF BATTLE
32	Wall Of Flame. Play this when a friendly fighter fires a flame weapon with the Template trait. The ground under the template becomes a wall of flame until the start of the next round; any fighter that moves through it suffers a Strength 3 hit — a burning line the enemy must go around or through.	ANY TIME
33	The Sanctuary Forge. Play this in the post-battle sequence. One weapon in your gang gains a permanent master-crafted upgrade at no cost, or one fighter In Recovery has its recovery shortened by one battle — the forge-shrine mends what the war has broken.	POST-BATTLE
34	Unbroken Line. Play this at the start of the round. This round, while a friendly fighter remains within 3" of at least one other friendly, it improves its Feel No Pain to 5+ — the unbroken line shares its endurance, and no brother stands alone.	START OF ROUND
35	Molten Fury. Play this when a friendly fighter fights in melee while carrying a flame or melta weapon. It gains +1 Strength for that combat — the molten fury of the forge behind every blow, close enough now to feel the heat.	MELEE
36	Relic Recovered. Play this at the end of a battle your gang won while holding an objective. You recover a relic of the hunt: gain a permanent master-crafted upgrade for one weapon, or advance your artefact-hunt two steps — the forge's lost work reclaimed from the field.	END OF BATTLE

41	Into The Kill Zone. Play this before the battle. One friendly Firedrake or Marine may deploy anywhere on the field more than 6" from an enemy fighter, seizing the near ground before the first shot — inside the distance where the fire is lethal from the opening round.	PRE-BATTLE
42	Heat Haze. Play this when an enemy targets a friendly fighter at long range. The shimmering heat thrown off by massed flame weapons wrecks the shot: the attacker suffers -1 to hit until the end of the action.	ANY TIME
43	Endure The Storm. Play this as a Reaction when a friendly Salamander suffers a wound. Until the end of the round that fighter improves its Feel No Pain to 5+ — the forge-tempered body sets itself against the blow and weathers what would fell a lesser warrior.	REACTION
44	The Draconis Charge. Play this when a friendly fighter declares a charge while carrying a flame or melta weapon. It may fire that weapon at the target as part of the charge, before blows are struck — the Draconis charge arrives wreathed in fire and closes on what is left.	CHARGE
45	Forge Tempered. Play this at the start of the battle. One friendly fighter's chosen weapon is master-crafted for this battle, re-rolling a failed Hit — the forge worked through the night, and its edge holds true when the fight comes.	START OF BATTLE
46	Melta Saturation. Play this when two or more friendly fighters shoot the same target with melta weapons in the same round. The second and any further melta hits ignore the target's field save. Whatever turned the first shot aside, the saturation burns through it.	ANY TIME
51	Shield Of Vulkan. Play this as a Reaction when a friendly fighter would be taken Out of Action. It counts as Seriously Injured instead, this once — the shield of Vulkan turns the killing blow aside and leaves a brother down but not lost.	REACTION
52	The Long Burn. Play this at the end of the round. Any enemy fighter that was hit by a friendly flame weapon this round and is not standing in the open suffers a further Strength 3 hit — the long burn does not go out, it only waits among the cover.	END OF ROUND
53	Master Craft. Play this before the battle. One chosen weapon in your gang is master-crafted for this battle, re-rolling a single failed Hit each round — the artisan's edge steadying it every time it is raised.	PRE-BATTLE
54	Vengeance Of Prometheus. Play this when a friendly fighter is taken Out of Action. One friendly fighter within 12" that has not yet activated this round may immediately make a free Shoot or Charge action against the enemy responsible — the forge answers for its own.	WHEN A FRIENDLY GOES OUT OF ACTION
55	Stoic Advance. Play this at the start of the round. Friendly fighters that make only a single Move toward the nearest enemy this round cannot be Pinned by ranged attacks until the next round — the slow advance does not falter under fire, it only closes.	START OF ROUND
56	The Artisans Gift. Play this before the battle if your gang includes a Techmarine or a Master-Smith. One friendly fighter's weapon is master-crafted for the battle at no cost, re-rolling a failed Hit — the artisan's gift, laid in a brother's hands before the war.	PRE-BATTLE
61	Fires Of Nocturne. Play this when a friendly fighter fires a flame or melta weapon. Re-roll one failed Hit or Wound roll for that attack — the fires of Nocturne find their mark when the son of Vulkan wills it.	ANY TIME
62	The Unyielding. Play this as a Reaction when a friendly fighter fails a test that would force it to fall back or flee. The test is passed instead. Whatever fear or fire presses him, the unyielding brother does not give ground.	REACTION

63	Forgefathers Quest. Play this at the end of a battle in which your gang held an objective or took an enemy Leader Out of Action. The search for Vulkan's works draws a little nearer its end. Your artefact-hunt sub-plot advances one additional step.	END OF BATTLE
64	Burn The Horde. Play this when a friendly fighter fires a flame weapon with the Template trait. Any enemy hit that is within 1" of another enemy is caught in the spreading fire and suffers -1 to its save this turn — packed close, the horde burns as one.	ANY TIME
65	Salamanders Endurance. Play this at the start of the battle. Until the end of the first round, every friendly Salamander improves its Feel No Pain to 5+ — the whole line sets its feet and refuses the opening blow, as the creed demands.	START OF BATTLE
66	The Fire Endures. Play this at the end of a battle in which a chosen friendly fighter fired a flame or melta weapon every round and was not taken Out of Action. It gains 1 bonus XP — the fire endures where the brother endures, and both are marked by it.	END OF BATTLE

ALLIANCES

THE ARTISAN PROTECTORS

ALLIANCE

WHO	the artisan-protectors (the Adeptus Ministorum and the civilian-defence forces of the worlds the Salamanders shield - an Ecclesiarchy war-shrine, a Planetary Defence Force line, a forge-town militia, any Imperial power that stands to protect its people and honours the Salamanders' vow to shield the innocent)
TERMS	campaign-level alliance: while it holds, the protectors keep the Salamanders supplied and shielded in turn - the ally garrisons one friendly territory for free each post-battle phase (no defence needed), furnishes promethium (a discount on flame/melta ammunition or one free master-crafted upgrade per campaign phase), and once per campaign phase lends a defensive asset (a fortified emplacement or a free non-combatant objective-holder in one battle). In return the Salamanders stand between the ally's people and the dark; the alliance runs until the vow is broken or the war moves on

The artisan-protectors are the peoples the Salamanders have sworn to shield — an Ecclesiarchy war-shrine, a Planetary Defence Force line, a forge-town militia, any Imperial power that stands to guard its own and honours the Chapter's vow to defend the innocent. While the alliance holds, the protectors keep the strike force supplied and covered in turn. They garrison one friendly territory for free each post-battle phase, asking no defence for it; they furnish promethium, granting a discount on flame and melta ammunition or one free master-crafted upgrade each campaign phase; and once per phase they lend a defensive asset — a fortified emplacement, or a non-combatant objective-holder for a single battle. In return the Salamanders stand between the ally's people and the dark. The pact runs until the vow is broken or the war moves on.

WHO	the long-range kite (a fast or long-ranged force built to fight at distance - a mobile raiding gang, a sniper-and-heavy shooting line, any enemy whose whole game is staying beyond the Salamanders' reach; the one matchup that beats the forge chapter by never letting the fire close, kiting the deliberately slow line and picking it apart in the open)
TERMS	campaign-level feud: while it stands, the Salamanders gain bonus Reputation for a decisive win in which they forced the fight to half range and burned the kiting force out (proving the fire will always arrive); but the enemy gains Reputation for every battle in which it held the Salamanders at long range and off the objective for the whole game, whatever the result - proving the forge-fire can be denied. The feud runs until one side is driven off the contested world

Some enemies are built to beat the forge chapter, and the long-range kite is the worst of them. It is fast, or it shoots far, and its whole game is one idea: stay past the Salamanders' reach. A mobile raiding gang. A sniper-and-heavy shooting line. Any foe that refuses the near fight, kites the deliberately slow advance, and picks it apart in the open. This is no alliance but a campaign feud. While it holds, the Salamanders gain bonus Reputation for any decisive win in which they forced the fight to half range and burned the kiting force out, proving the fire will always arrive. But the enemy gains Reputation of its own for every battle in which it held the Salamanders at long range and off the objective the whole game, whatever the result, proving the forge-fire can be denied. The feud runs until one side is driven from the contested world.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Kin Of Nocturne. A brother of the wider Nocturnean line answers your call. A warrior of a Salamanders successor Chapter, maybe — a Black Dragon, a Storm Giant, a son of Vulkan under whatever name he wears. Add one Marine to your crew for the coming battle at no cost; he fights as one of your own and returns to his own Chapter when the war is done.	A BROTHER OF A SALAMANDERS SUCCESSOR CHAPTER OR A SON OF NOCTURNE HIMSELF (A WARRIOR OF THE BLACK DRAGONS, THE STORM GIANTS, OR A PROMETHEAN-CREED SUCCESSOR)

3	The Promethean Brotherhood. The Promethean creed itself steels your gang — the shared oaths that bind the Salamanders and their successors to endure and to shield. For the first round of the coming battle, every friendly Salamander improves its Feel No Pain to 5+, the whole line setting its feet and refusing the opening blow as the brotherhood swore it always would.	THE PROMETHEAN CREED ITSELF - THE SHARED OATHS THAT BIND THE SALAMANDERS AND THEIR SUCCESSORS TO ENDURE AND TO SHIELD
4	The Sanctuary Forge. The Chapter's home forge-shrine on Nocturne, where the artisans work the drake-fire, tends your gear before the war. In the post-battle sequence you may repair one weapon or armour piece damaged in a previous fight at no cost, or reduce by one battle the recovery time of a fighter In Recovery — the forge mends what the war has broken.	THE CHAPTER'S HOME FORGE-SHRINE ON NOCTURNE, WHERE THE ARTISANS WORK THE DRAKE-FIRE
5	The Ecclesiarchy Blessing. The priests and confessors of the Adeptus Ministorum march with the shield of the innocent and bless your war. For the coming battle, friendly fighters re-roll the first failed Nerve or Cool check each makes — the litany of the faithful steadies the line as it walks into the fire.	THE PRIESTS AND CONFESSORS OF THE ADEPTUS MINISTORUM WHO MARCH WITH THE SHIELD OF THE INNOCENT
6	The Draconis Guard. A brother Chapter of the Salamanders lineage keeps the honour-vigil of Nocturne at your side. Add one veteran Marine, bearing the Gravis mark, to your crew for the coming battle at no cost — a warrior of the vigil who stands the slow line with you and departs when the battle ends.	A BROTHER CHAPTER OF THE SALAMANDERS LINEAGE KEEPING THE HONOUR-VIGIL OF NOCTURNE
7	The Firedrake Honour Guard. The Firedrakes are the Chapter's First Company, Terminator-armoured and few, and they have sent one of their number to honour your muster. Add a Marine bearing the Terminator mark of the Firedrakes to your crew for the coming battle at no cost. He deep-strikes into the near fight as the First Company does and returns to the First Company when it is won.	THE FIREDRAKES - THE CHAPTER'S TERMINATOR-ARMOURED FIRST COMPANY ELITE
8	The Artisans Of Prometheus. The Techmarines and forge-wrights of the Promethean cult work your armoury through the night. Choose one weapon in your gang; for the coming battle it is master-crafted, re-rolling a single failed Hit each round. When the fighting is done the edge cools and the boon is spent, but the war it was forged for is yours to win.	THE TECHMARINES AND FORGE-WRIGHTS OF THE CHAPTER'S PROMETHEAN CULT

9

Vulkans Lineage. The deeds and relics of Vulkan He'stan's artefact-hunt draw your gang toward the Primarch's lost works. Your artefact-hunt sub-plot advances one step at once, and should you hold an objective in the coming battle it advances a further step — the lineage of Vulkan pulling the search forward toward the relics it is owed.

THE DEEDS AND
RELICS OF
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HE'STAN'S
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HUNT, DRAWING
THE GANG
TOWARD THE
PRIMARCH'S
LOST WORKS

SUB-PLOTS

THE FORGEFATHERS QUEST

SUB-PLOT

Reward: The quest completed: the gang gains a permanent master-crafted relic weapon of its choice (added to the roster free) and a lasting Reputation bonus as the bearer of a recovered Primarch's artefact. Should the Forgefather be killed outright and no fighter take up the role for a full campaign phase, the hunt stalls but is not lost - it may resume when the office is filled again. Claimable once per campaign.

Trigger. Declare the artefact-hunt at the campaign's start; your gang must field a Leader bearing the Forgefather's role or the Forgefather's Relics. The sub-plot advances one step whenever your gang wins a battle while holding an objective, or takes a notable enemy Leader Out of Action. It resolves when the hunt reaches nine steps — the nine relics of Vulkan recovered across the campaign.

Reward. With the quest completed, your gang gains a permanent master-crafted relic weapon of your choice, added to the roster free, and a lasting Reputation bonus as the bearer of a recovered Primarch's artefact. Should the Forgefather be killed outright and no fighter take up the role for a full campaign phase, the hunt stalls but is not lost — it may resume when the office is filled again. Claimable once per campaign.

THE SHIELD OF THE INNOCENT

SUB-PLOT

Reward: The vow honoured: the gang gains a permanent Reputation bonus as a defender of the innocent, and the protected settlement becomes a friendly territory that furnishes promethium (a recurring flame/melta discount) or a free garrison. Should the nominated innocents be lost - overrun in a battle the gang failed to hold - the sub-plot is lost and the gang suffers a Reputation penalty, the vow broken. Claimable once per campaign.

Trigger. Nominate a civilian settlement or non-combatant objective at the campaign's start — the people your gang has sworn to protect. The sub-plot advances whenever your gang wins or holds a battle in which the nominated innocents were on the field and survived unharmed. It resolves when they have been shielded through three separate battles, the vow kept across the season.

Reward. With the vow honoured, your gang gains a permanent Reputation bonus as a defender of the innocent, and the protected settlement becomes a friendly territory that furnishes promethium — a recurring flame and melta discount — or a free garrison. Should the nominated innocents be lost, overrun in a battle you failed to hold, the sub-plot is lost and your gang suffers a Reputation penalty, the vow broken. Claimable once per campaign.

LEGENDARY NAMES

✧ FORGEFATHER

LEADER

XP cost (random): 6

XP cost (chosen): 12

The Forgefather is the searching soul of the Chapter — a Leader in the tradition of Vulkan He'stan, a Captain or artisan charged with recovering the Primarch's lost artefacts. While this fighter stands on the field, the gang advances its artefact-hunt on any battle it holds an objective, and once per campaign the Forgefather grants a free master-crafted upgrade: a weapon gains the re-roll permanently, or a recovered relic joins the roster. He bears the Spear of Vulkan and leads the burning advance from its front. But his worth is also his weakness. If the Forgefather is taken Out of Action, the artefact-hunt stalls for the rest of the campaign phase, and the gang suffers a Reputation penalty — a foe who kills him at range strikes the whole quest, not merely the man.

✧ THE MASTER SMITH

CHAMPION

XP cost (random): 6

XP cost (chosen): 12

The Master-Smith is the artisan whose craft arms the whole gang — a Techmarine or veteran who master-crafts a relic in the heat of a campaign. While this fighter stands on the field, one chosen weapon in the gang is master-crafted each battle for free, re-rolling a failed Hit, and in each post-battle sequence the Master-Smith may forge one permanent master-crafted upgrade at half the usual cost. The forge of Nocturne walks with the strike force wherever he goes. Yet the craft is bound to his hands: if the Master-Smith is taken Out of Action, the gang loses its free battle master-craft for the rest of that fight, and no half-cost forging is possible until he recovers. The enemy that fells the smith unarms the forge.

✧ THE UNBROKEN

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Unbroken is the stoic proof of the Promethean creed — a Salamander who endured a whole war without falling. While this fighter stands on the field, it improves its Promethean endurance to Feel No Pain 5+, or 4+ against fire, flame and melta, and once per battle it automatically passes a Feel No Pain roll it would otherwise fail. Friendly fighters within 3" re-roll failed Nerve tests, steadied by the brother who will not break. But the creed is a weight as much as a shield. The Unbroken may never voluntarily retreat or fall back while an enemy is within 12" — it stands and endures — and a canny foe can use that to pin and surround it. Pride in never falling is also a leash.

TERRAIN

✧ THE DROP POD

TERRAIN

The Drop Pod is a Salamanders assault pod slammed into the battlefield — the burning advance's way of putting fire where it is needed before the slow line arrives. It is placed after deployment, anywhere more than 6" from an enemy. One friendly fighter, or a Firedrake wedge, may begin the battle embarked and disembark within 3" of the Pod at the start of the first round, deploying the fire forward. The Pod itself is impassable terrain that blocks line of sight — a burning anchor the slow advance can form up behind.

✧ THE SANCTUARY FORGE

TERRAIN

The Sanctuary Forge is a drop-shrine forge-bay of Nocturne's artisans deployed to the battlefield — part firing anchor, part workshop, where the Salamanders temper weapons and mend armour mid-war. It is placed as impassable terrain during set-up, in or adjacent to the Salamanders deployment zone. A friendly fighter that begins its activation within 3" of the Forge may re-ignite a flame or melta weapon, so its next Shoot with that weapon re-rolls a failed Wound, or repair one Flesh Wound. As a territory, controlling the Sanctuary Forge grants one free master-crafted upgrade each campaign phase — the forge-shrine's standing boon to the gang that holds it.

✂ HOLD THE RANGE

SCENARIO

ATTACKER	the opposing gang (a mobile or long-range force pressing its one advantage over the Salamanders - it sets the tempo, opens at distance, and tries to break or bypass the slow burn before it can close)
DEFENDER	the Salamanders (the slow, short-range chapter forced to react - it must weather the opening at range, refuse to be scattered, and drag the fight down to the half distance where its fire finally tells)
DEPLOY	the enemy deploys with the initiative and the open ground, spread to keep its distance; the Salamanders deploy compact around a strong terrain anchor, ready to endure the approach and grind toward contact
OBJECTIVE	the enemy wins by whittling the Salamanders down at range and controlling the field at the end of round six without ever being caught in the near fight; the Salamanders win by surviving the kiting intact and closing to half range on the enemy's main body, forcing the burn the enemy tried to avoid
VICTORY	the enemy wins if it holds the Salamanders at long range and controls more of the field at round six (the slow burn held off and worn down); the Salamanders win if they reach and hold half range on the enemy's main force for two consecutive rounds while still fielding half their starting fighters (the near fight forced, the fire arrived)
REWARDS	an enemy win grants it bonus Reputation for proving the forge-fire can be kited and denied; a Salamanders win grants bonus Reputation and a Control-Track step for forcing the near fight against a foe built to refuse it; a Salamanders fighter that endured every round and still closed earns 1 bonus XP toward The Unbroken
CONTROL TRACK	an enemy win (the Salamanders held at range all game) advances the ENEMY's Control-Track claim by one step - the slow chapter denied its fight; a Salamanders win (half range forced and held) advances the SALAMANDERS' claim by one step, the burn dragged onto the enemy despite its every effort to stay clear

Hold the Range is the Salamanders' hardest fight. The enemy sets the tempo and the distance. The slow chapter must weather that opening and drag the battle down to the range where its fire finally tells.

ATTACKER The opposing gang. A mobile or long-range force pressing its one advantage over the Salamanders. It sets the tempo, opens at distance, and tries to break or bypass the slow burn before it can close.

DEFENDER The Salamanders. The slow, short-range chapter forced to react. It must weather the opening at range, refuse to be scattered, and drag the fight down to the half distance where its fire finally tells.

BATTLEFIELD Open ground favours the attacker's distance. A strong terrain anchor breaks it, and the Salamanders can form up behind that.

DEPLOYMENT The enemy deploys with the initiative and the open ground, spread to keep its distance. The Salamanders deploy compact around the terrain anchor. They mean to endure the approach and grind toward contact.

ENDING THE BATTLE The battle runs to the end of round six, or until one gang bottles out.

VICTORY The enemy wins if it holds the Salamanders at long range and controls more of the field at round six — the slow burn held off and worn down. The Salamanders win if they reach and hold half range on the enemy's

main force for two consecutive rounds while still fielding half their starting fighters — the near fight forced, the fire arrived.

REWARDS An enemy win grants it bonus Reputation for proving the forge-fire can be kited and denied. A Salamanders win grants bonus Reputation and a Control-Track step for forcing the near fight against a foe built to refuse it, and a Salamanders fighter that endured every round and still closed earns 1 bonus XP toward becoming one of The Unbroken.

CONTROL TRACK An enemy win, with the Salamanders held at range all game, advances the enemy's claim by one step — the slow chapter denied its fight. A Salamanders win, with half range forced and held, advances the Salamanders' claim by one step, the burn dragged onto the enemy despite its every effort to stay clear.

ATTACKER	the Salamanders (a short-range burn force that wants the near fight - deploy the flame-and-melta line and the revered walkers, close deliberately to half range, and saturate the kill-zone while the Promethean-endurance keeps the slow advance walking through fire)
DEFENDER	the opposing gang (a force that must keep the Salamanders at arm's length - stay at long range, deny the objectives, and never let a deliberately slow, short-range chapter close to the distance where its fire is lethal)
DEPLOY	both gangs deploy across a central objective the Salamanders have come to hold and burn from; the Salamanders set up their flame-line and walkers to advance on it, the enemy deploys at range to hold the distance and pick the slow line apart before it arrives
OBJECTIVE	the Salamanders win by controlling the central ground at the end of round six with the fire still saturating it; the enemy wins by keeping the Salamanders off the objective for the whole battle, or by breaking their advance in the open before it reaches half range (kiting the slow burn to death)
VICTORY	the Salamanders win if they control the objective through round six AND fielded flame/melta fire within half range of the enemy for the final three rounds (the burn arrived and held); the enemy wins if it holds the Salamanders at long range and off the objective, denying the near fight the whole game
REWARDS	a Salamanders win grants bonus Reputation and a Control-Track step for ground held and burned; a fighter that dealt flame or meltta damage within half range every round it fired earns 1 bonus XP toward The Unbroken; an enemy win by successful kiting grants the enemy bonus Reputation for proving the forge-fire can be held off
CONTROL TRACK	a Salamanders win advances their Control-Track claim on the district by one step (the near ground taken and held under fire); an enemy win holds the marker; an enemy kiting win (the Salamanders never reached half range and never held the objective) advances the ENEMY's claim by one step - the slow burn held off and worn down in the open

Into the Fire is the battle the Salamanders want — the near fight, ground held and burned from close range while a deliberately slow line walks through the enemy's fire to reach it.

ATTACKER The Salamanders. A short-range burn force built to take the near fight — deploy the flame-and-melta line and the revered walkers, close deliberately to half range, and saturate the kill-zone while the Promethean endurance keeps the slow advance walking through fire.

DEFENDER The opposing gang. A force that must keep the Salamanders at arm's length — stay at long range, deny the objectives, and never let a deliberately slow, short-range chapter close to the distance where its fire turns lethal.

BATTLEFIELD A central objective the Salamanders have come to hold and burn from dominates the field, with open ground around it for the enemy to work.

DEPLOYMENT Both gangs deploy across the central objective. The Salamanders set up their flame-line and walkers to advance on it; the enemy deploys at range to hold the distance and pick the slow line apart before it arrives.

ENDING THE BATTLE The battle runs to the end of round six, or until one gang bottles out.

VICTORY The Salamanders win if they control the objective through round six and fielded flame or meltta fire within half range of the enemy for the final three rounds — the burn arrived and held. The enemy wins if it holds

the Salamanders at long range and off the objective, denying the near fight the whole game.

REWARDS A Salamanders win grants bonus Reputation and a Control-Track step for ground held and burned. A fighter that dealt flame or melta damage within half range every round it fired earns 1 bonus XP toward becoming one of The Unbroken. An enemy win by successful kiting grants the enemy bonus Reputation for proving the forge-fire can be held off.

CONTROL TRACK A Salamanders win advances their claim on the district by one step — the near ground taken and held under fire. An enemy win holds the marker; an enemy kiting win, in which the Salamanders never reached half range and never held the objective, advances the enemy's claim by one step, the slow burn worn down in the open.

☠ SPECIAL RULES

⚔ PROMETHEAN ENDURANCE - THE ✂ FORGE-TEMPERED RULE BODY THAT WILL NOT FALL

Promethean Endurance: the mark of the forge-tempered body, borne by every living son of Vulkan. This fighter has a Feel No Pain 6+ save — after every other save has failed and a wound would be taken, roll a D6, and on a 6 the wound is ignored. The endurance is inherent, free and universal: the neophyte Scout carries it as surely as the Chapter Master, and it needs no purchase and no upkeep. It is the tempering of the flesh, not a device, so the revered war-engines take no part in it — a Dreadnought is a machine-tomb, not a body to steel. On everything that still lives, though, it is the quiet floor beneath the whole slow advance: the reason a Salamanders line grinds forward through punishment that would scatter a mortal squad, and the reason it so rarely falls.