



CODEX SUPPLEMENT: SALAMANDERS

Indomitus Version 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

DESIGNER'S NOTES

CODEX SPACE MARINES – SUPPLEMENT UPDATES

*With the release of the 2020 edition of Codex: Space Marines, it is necessary to update the Codex supplements that were written to work alongside its predecessor. These updates ensure that the rules presented in this supplement work smoothly and 'as intended' with the latest Codex. They involve such things as adding the **CORE** keyword in the appropriate places and attaching appropriate labels and categories to psychic powers and Stratagems. They also include updating certain weapon profiles to match changes in Codex: Space Marines, and readjusting certain other rules to take into account their altered efficacy when used in conjunction with the new units and rules presented in Codex: Space Marines.*

UPDATES & ERRATA

Page 53 – Vulkan He'stan, Abilities, Forgefather

Change to read:

'In your Command phase, select one friendly **SALAMANDERS CORE** or **SALAMANDERS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack with a flame or melta weapon (see *Codex: Space Marines*), you can re-roll that attack's hit roll and you can re-roll that attack's wound roll.'

Page 53 – Vulkan He'stan, Abilities, Rites of Battle

Change ability name and rules text to read:

'**Rites of Battle (Aura)**: While a friendly **SALAMANDERS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

Page 53 – Adrax Agatone, Abilities, Unto the Anvil

Change ability name and rules text to read:

'**Unto the Anvil (Aura)**: While a friendly **SALAMANDERS CORE** unit is within 6" of this model, each time a model in that unit makes a melee attack, if its unit made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.'

Page 53 – Adrax Agatone, Abilities, Rites of Battle

Change ability name and rules text to read:

'**Rites of Battle (Aura)**: While a friendly **SALAMANDERS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

Page 57 – Warlord Traits, Never Give Up

Change to read:

'At the end of your Command phase, you can select one friendly **SALAMANDERS CORE** or **SALAMANDERS CHARACTER** unit within 6" of this **WARLORD**. Until the end of your next Command phase, that unit has the Objective Secured ability (see the *Warhammer 40,000 Core Book*).'

Page 57 – Warlord Traits, Lord of Fire

Change Warlord Trait name to read:

'**Lord of Fire (Aura)**'

Page 58 – Relics of Nocturne, Vulkan's Sigil, rules text

Change to read:

- Add 1 to the bearer's Attacks characteristic.
- Once per battle, at the start of the Fight phase, the bearer can hold aloft Vulkan's Sigil. Until the end of the phase:
 - Add 1 to the bearer's Attacks characteristic (for a cumulative total of +2 Attacks).
 - The bearer gains the following ability: '**Vulkan's Sigil(Aura)**: While a friendly **SALAMANDERS CORE** unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.'

Page 58 – Relics of Nocturne, Helm of Draklos, rules text

Change last sentence to read:

'The bearer has the following ability: '**Helm of Draklos (Aura)**: While an enemy unit is within 6" of the bearer, subtract 1 from the Leadership characteristic of models in that unit.'

Page 59 – Special-issue Wargear, Obsidian Aquila, rules text of Prescience

Change to read:

'The bearer has the following ability: '**Obsidian Aquila (Aura)**: While a friendly **SALAMANDERS CORE** unit is within 6" of the bearer, roll one D6 each time a model in that unit would lose a wound: on a 6, that wound is not lost.'

Page 59 – Special-issue Wargear, Drakeblade, weapon profile

Change the Strength characteristic to read '+1'.

Pages 60-61 – Stratagems

The following categories apply:

BATTLE TACTIC	EPIC DEED	STRATEGIC PLOY	REQUISITION
Flamecraft	Rise from the Ashes	The Fires of Battle	Exemplar of the Promethean Creed
The Crucible of Battle		Despite the Odds	Master Artisans
Strength of the Primarch		Immolation Protocols	Trust of Prometheus
Rites of Vulkan		Self Sacrifice	
Vengeance for Istvan V		Born Protectors	
Stand Your Ground		Relentless Determination	

Page 60 – Stratagems, The Crucible of Battle

Change the first sentence to read:

‘Use this Stratagem in the Shooting or Fight phase, when a **SALAMANDERS CORE** or **SALAMANDERS CHARACTER** unit from your army is chosen to shoot or fight with.’

Page 60 – Stratagems, The Fires of Battle

Change the last sentence to read:

‘Until the end of that phase, when resolving an attack made with that weapon, on an unmodified wound roll of 4+ the target suffers 1 mortal wound in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).’

IMPERIAL ARMOUR INDEX: FORCES OF THE ADEPTUS ASTARTES

Designer’s Note: *The following weapons should also be considered to be flame weapons, as described in Codex: Space Marines.*

- Infernus cannon
- Dreadnought inferno cannon
- Burning Wrath

Page 60 – Self Sacrifice

Change this Stratagem to read:

‘Use this Stratagem at the start of your opponent’s Shooting phase. Select one **SALAMANDERS INFANTRY** unit that contains 5 or more models from your army that is not within 1" of any enemy units, and then select one other **INFANTRY** unit from your army that is wholly within 6" of the selected unit. Until the end of the phase, your opponent cannot target the second unit you selected unless that unit is the closest enemy unit to the firing model and visible to it, or it is no longer wholly within 6" of the first unit you selected. In addition, until the end of the phase, the first unit you selected is always an eligible target for enemy shooting attacks provided it is within range and is visible to the firing model (i.e. it can be targeted even whilst under the effects of any rules that would prevent it from being targeted, such as the Shrouding psychic power).’

Page 60 – Stratagems, Relentless Determination

Change the second sentence to read:

‘Select one **SALAMANDERS** unit from your army that did not Advance or Fall Back this phase.’

Page 61 – Stand Your Ground

Change the last sentence to read:

‘This does not affect invulnerable saving throws.’

Page 62 – Promethean Discipline, psychic powers

The following categories apply:

BLESSING	WITCHFIRE
2. Fire Shield	1. Flaming Blast
3. Burning Hands	5. Fury of Nocturne
4. Drakeskin	
6. Draconic Aspect	

Page 62 – Burning Hands

Change the second sentence to read:

‘If manifested, then until the start of your next Psychic phase, each time this **PSYKER** makes a melee attack, you can select for it to use the close combat weapon profile (see the Warhammer 40,000 Core Book) instead of a melee weapon it is equipped with. Each time this **PSYKER** makes an attack with the close combat weapon profile, if a hit is scored, the target suffers 1 mortal wound and the attack sequence ends.’

FAQS

Q: Can I use the Born Protectors Stratagem to fire Overwatch with another unit if the unit being charged is unable to do so?

A: Yes.

Q: If I use the Strength of the Primarch Stratagem to affect a model equipped with the Drake-smiter Relic, what is the Damage characteristic of this weapon if I make an unmodified wound roll of 6?

A: The Damage characteristic would be 9

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlet of the Forge	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.