

# Turnirska keka salamandera (Warhammer 40,000 9th Edition) [56 PL, 4CP, 1,000pts]

## Patrol Detachment OCP (Imperium - Adeptus Astartes - Salamanders) [56 PL, 4CP, 1,000pts]

Rules: Angels of Death, Bolter Discipline, Shock Assault

### Configuration [6CP]

#### \*\*Chapter Selector\*\*

**Selections:** Salamanders  
**Categories:** PC: SA, CONFIGURATION  
**Rules:** Forged in Battle

#### Battle Size [6CP]

**Selections:** 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]  
**Categories:** CONFIGURATION

#### Detachment Command Cost

**Categories:** CONFIGURATION

### No Force Org Slot [8 PL, -1CP, 154pts]

#### Apothecary [5 PL, -1CP, 110pts]

**Selections:** Astartes Chainsword, Bolt pistol, Chapter Command: Chief Apothecary [1 PL, 35pts], Frag & Krak grenades, Lord of Fire (Aura), Selfless Healer, Stratagem: Exemplar of the Promethean Creed [-1CP], Warlord

**Categories:** FACTION: ADEPTUS ASTARTES, APOTHECARY, CHARACTER, FACTION: IMPERIUM, INFANTRY, COMMAND SQUAD, NO FORCE ORG SLOT, CHIEF APOTHECARY, WARLORD

**Rules:** Angels of Death

**Abilities:** Chief Apothecary, Combat Restoratives, Command Squad, Lord of Fire (Aura), Narthecium [Aura], Selfless Healer, **Unit:** Apothecary, **Weapon:** Astartes Chainsword, Bolt pistol, Frag grenades, Krak grenades

Abilities	Description	Ref
<b>Chief Apothecary</b>	At the end of your Movement phase this model can use its Combat Restoratives ability twice instead of once.	
<b>Combat Restoratives</b>	At the end of your Movement phase, this model can heal one friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.	
<b>Command Squad</b>	For each <CHAPTER> COMPANY VETERANS units included in a Detachment, one <CHAPTER> COMMAND SQUAD APOTHECARY unit can be included in that detachment without taking up a Battlefield Role slot.	
<b>Lord of Fire (Aura)</b>	You can re-roll the dice to determine the number of attacks made with flame weapons (see Codex: Space Marines) by friendly SALAMANDERS models whilst their unit is within 6" of this Warlord.	
<b>Narthecium [Aura]</b>	While a friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.	
<b>Selfless Healer</b>	Each time this WARLORD uses its Combat Restoratives ability, the model being healed regains up to 3 lost wounds instead of D3 Each time this WARLORD is selected to return a destroyed model to a unit by using the Combat Revival Stratagem, that Stratagem costs 0 command points	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Apothecary	6"	3+	3+	4	4	4	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Astartes Chainsword</b>	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

### Company Veterans [3 PL, 44pts]

**Categories:** FACTION: ADEPTUS ASTARTES, COMPANY VETERANS, FACTION: IMPERIUM, INFANTRY, COMMAND SQUAD, CORE, NO FORCE ORG SLOT

**Rules:** *Angels of Death*

**Abilities:** *Bodyguard*

### Company Veteran [24pts]

**Selections:** Boltgun, Frag & Krak grenades, Storm shield [4pts]

**Abilities:** *Storm shield*, **Unit:** *Company Veteran*, **Weapon:** *Boltgun, Frag grenades, Krak grenades*

### Company Veteran Sergeant [20pts]

**Selections:** Astartes Chainsword, Boltgun, Frag & Krak grenades

**Unit:** *Company Veteran Sergeant*, **Weapon:** *Astartes Chainsword, Boltgun, Frag grenades, Krak grenades*

Abilities	Description	Ref
<b>Bodyguard</b>	While a friendly <CHAPTER> CHARACTER unit that has a wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that CHARACTER unit with ranged attacks.	
<b>Storm shield</b>	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Company Veteran</b>	6"	3+	3+	4	4	2	2	8	3+	
<b>Company Veteran Sergeant</b>	6"	3+	3+	4	4	2	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Astartes Chainsword</b>	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.	
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

### HQ [13 PL, -1CP, 255pts]

## Primaris Librarian [6 PL, -1CP, 120pts]

**Selections:** 2) Fire Shield, 3) Burning Hands, 4) Drakeskin, Bolt pistol, Chapter Command: Chief Librarian [1 PL, 25pts], Force sword, Frag & Krak grenades, Psychic Mastery, Stratagem: Hero of the Chapter [-1CP], Vulkan's Sigil

**Categories:** FACTION: ADEPTUS ASTARTES, CHARACTER, FACTION: IMPERIUM, INFANTRY, LIBRARIAN, PRIMARIS, PSYKER, HQ, CHIEF LIBRARIAN

**Rules:** *Angels of Death*

**Abilities:** *Chief Librarian, Psychic Hood, Psychic Mastery, Vulkan's Sigil*, **Psychic Power:** 2) *Fire Shield*, 3) *Burning Hands*, 4) *Drakeskin*, **Psyker:** *Primaris Librarian*, **Unit:** *Primaris Librarian*, **Weapon:** *Bolt pistol, Force sword, Frag grenades, Krak grenades*

Abilities	Description	Ref
<b>Chief Librarian</b>	This model knows one additional psychic power from their chosen discipline and can attempt to Deny one additional psychic power in your opponent's Psychic phase.	
<b>Psychic Hood</b>	Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test	
<b>Psychic Mastery</b>	Add 1 to psychic tests taken for this WARLORD <ul style="list-style-type: none"> <li>• Add 1 to the bearer's Attacks characteristic.</li> <li>• Once per battle, at the start of the Fight phase, the bearer can hold aloft Vulkan's Sigil. Until the end of the phase: <ul style="list-style-type: none"> <li>◦ Add 1 to the bearer's Attacks characteristic (for a cumulative total of +2 Attacks).</li> <li>◦ 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.</li> </ul> </li> </ul>	
<b>Vulkan's Sigil</b>		

Psychic Power	Warp Charge	Range	Details	Ref
2) <b>Fire Shield</b>	6	18"	Fire Shield has a warp charge value of 6. If manifested, select one friendly SALAMANDERS unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made with a ranged weapon against that unit, subtract 1 from the hit roll. In addition, when a charge roll is made for a charge that unit is a target of, subtract 1 from the result.	
3) <b>Burning Hands</b>	6	-	Burning Hands has a warp charge value of 6. If manifested, then until the start of your next Psychic phase, when resolving an attack made with a close combat weapon (the profile for which can be found in the Warhammer 40,000 core rules) by this psyker, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.	
4) <b>Drakeskin</b>	6	12"	Drakeskin has a warp charge value of 6. If manifested, select one friendly SALAMANDERS unit within 12" of this psyker. Until the start of your next Psychic phase, add 1 to the Toughness characteristic of models in that unit.	

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Primaris Librarian</b>	2	1	Smite, 2 Librarius	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Primaris Librarian</b>	6"	3+	3+	4	4	5	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Force sword</b>	Melee	Melee	+1	-3	D3	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

### Vulkan He'stan [7 PL, 135pts]

**Selections:** Bolt pistol, Frag & Krak grenades, Gauntlet of the Forge, Spear of Vulkan

**Categories:** FACTION: ADEPTUS ASTARTES, CAPTAIN, CHARACTER, FACTION: IMPERIUM, INFANTRY, FACTION: SALAMANDERS, VULKAN HE'STAN, HQ

**Abilities:** *Forgefather, Kesare's Mantle, Rites of Battle*, **Unit:** *Vulkan He'stan*, **Weapon:** *Bolt pistol, Frag grenades, Gauntlet of the Forge, Krak grenades, Spear of Vulkan*

Abilities	Description	Ref
<b>Forgefather</b>	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.	
<b>Kesare's Mantle</b>	Vulkan He'stan has a 3+ invulnerable save.	
<b>Rites of Battle</b>	While a friendly <CHAPTER> 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	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Vulkan He'stan</b>	6"	2+	2+	4	4	5	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Gauntlet of the Forge</b>	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	
<b>Spear of Vulkan</b>	Melee	Melee	+2	-2	D3	-	

### Troops [5 PL, 100pts]

#### Intercessor Squad [5 PL, 100pts]

**Selections:** Bolt rifle

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, INTERCESSOR SQUAD, PRIMARIS, CORE, INTERCESSORS, TROOPS

**Rules:** *Angels of Death, Combat Squads*

**Weapon:** *Bolt rifle*

#### 4x Intercessor [80pts]

**Selections:** 4x Bolt pistol, 4x Frag & Krak grenades

**Unit:** *Intercessor*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

#### Intercessor Sergeant [20pts]

**Selections:** Bolt pistol, Frag & Krak grenades

**Unit:** *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenades, Krak grenades*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Intercessor</b>	6"	3+	3+	4	4	2	2	7	3+	
<b>Intercessor Sergeant</b>	6"	3+	3+	4	4	2	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-	
<b>Bolt rifle</b>	30"	Rapid Fire 1	4	-1	1	-	
<b>Frag grenades</b>	6"	Grenade D6	3	0	1	Blast.	
<b>Krak grenades</b>	6"	Grenade 1	6	-1	D3	-	

### Elites [30 PL, 491pts]

### Aggressor Squad [12 PL, 200pts]

**Selections:** 2x Flamestorm Gauntlets, 4x Aggressor [160pts], Aggressor Sergeant [40pts]

**Categories:** FACTION: ADEPTUS ASTARTES, AGGRESSOR SQUAD, FACTION: IMPERIUM, INFANTRY, MK X GRAVIS, PRIMARIS, CORE, ELITES

**Rules:** Angels of Death, Combat Squads

**Unit:** Aggressor, Aggressor Sergeant, **Weapon:** Flamestorm Gauntlets (Melee), Flamestorm Gauntlets (Shooting)

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Aggressor	5"	3+	3+	4	5	3	3	7	3+	
Aggressor Sergeant	5"	3+	3+	4	5	3	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flamestorm Gauntlets (Melee)	Melee	Melee	x2	-3	2	When attacking with this weapon, you must subtract 1 from the hit rolls.	
Flamestorm Gauntlets (Shooting)	12"	Assault D6	4	0	1	This weapon automatically hits its target.	

### Terminator Assault Squad [18 PL, 291pts]

**Categories:** FACTION: ADEPTUS ASTARTES, FACTION: IMPERIUM, INFANTRY, TERMINATOR ASSAULT SQUAD, TERMINATOR, CORE, ELITES

**Rules:** Angels of Death, Combat Squads, Teleport Strike

**Abilities:** Crux Terminatus, **Unit:** Assault Terminator, Assault Terminator Sergeant

#### Assault Terminator Sergeant [43pts]

##### Thunder Hammer & Storm Shield [10pts]

**Selections:** Storm shield, Thunder hammer [10pts]

**Abilities:** Storm shield, **Weapon:** Thunder hammer

#### 5x Assault Terminator w/THSS [215pts]

**Selections:** 5x Storm shield, 5x Thunder hammer [50pts]

**Abilities:** Storm shield, **Weapon:** Thunder hammer

#### Assault Terminator w/x2LC [33pts]

**Selections:** Lightning Claw (Pair)

**Weapon:** Lightning claw

Abilities	Description	Ref
Crux Terminatus	This model has a 5+ invulnerable save.	
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Assault Terminator	5"	3+	3+	4	4	3	2	8	2+	
Assault Terminator Sergeant	5"	3+	3+	4	4	3	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.	
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack roll is made with this weapon, subtract 1 from the attack's hit roll	

## Force Rules

**Angels of Death:** This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

**Bolter Discipline:** Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply

- The shooting model's target is within half the weapon's range
- The shooting model is Infantry (excluding Centurion models) and it's unit Remained Stationary in your previous Movement Phase.
- The shooting model is a Terminator or Biker

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (see page 195) with the Rapid Fire type. ()

**Shock Assault:** Each time this unit fights if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. ()

## Selection Rules

**Angels of Death:** This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines. ()

**Combat Squads:** Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models. ()

**Forged in Battle:** - Each time a unit with this tactic is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.  
- Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this tactic, that attack has an Armour Penetration characteristic of 0 instead. ()

**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" away from any enemy models. ()

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