



FORGEFATHER'S SEEKERS

The Forgefathers of the Salamanders have quested for millennia to find their Primarch's scattered relics. The incumbent Seeker, Vulkan He'stan, will stop at nothing to see his task done. The battle-brothers who fight at their side are masters of short-ranged firefights and close-quarters engagements. These warriors stride into the midst of their foes, immolating them in tempests of flame or blasting them apart with volleys of bolter fire. Only once the enemy have been reduced to ashes does the Forgefather's search truly begin.

DETACHMENT RULE



VULKAN'S QUEST

Tireless in his pursuit of the Primarch's legacy, Forgefather Vulkan He'stan annihilates any who impede his quest. Favouring swift, aggressive assaults, he and his warriors close rapidly with the enemy, destroying them at close range with ruthless efficiency.

Ranged weapons equipped by **ADEPTUS ASTARTES** models from your army have the **[ASSAULT]** ability, and each time an attack made with such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

SEEKER'S COMPANIONS

If your army includes **VULKAN HE'STAN**, during your turn, each **INFERNUS SQUAD** unit from your army is eligible to do one of the following:

- Start to perform an Action in a turn in which it Advanced.
- Shoot in a turn in which it started to perform an Action.

RESTRICTIONS



Your army can include **SALAMANDERS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.

ENHANCEMENTS



IMMOLATOR

Steepled in the Promethean Cult, this battle-brother wields the flamer with unparalleled mastery, turning the battlefield into a burning pyre for the corpses of his foes.

ADEPTUS ASTARTES model only. Add 1 to the Attacks characteristics of Torrent weapons equipped by models in the bearer's unit.

WAR-TEMPERED ARTIFICE

Having laboured long in the Chapter's forges, this warrior smith has crafted his personal armaments. Each weapon is a masterwork tool of death-dealing, wrought with care and strength, and embellished with the icons of their maker's brotherhood.

ADEPTUS ASTARTES INFANTRY model only. Add 3 to the Strength characteristic of the bearer's melee weapons.

FORGED IN BATTLE

To this Angel of Death, war is the anvil upon which their strength is wrought. Every battle is seen as a test in which they and their battle-brothers can prove themselves, and the superior craftsmanship of their weapons and armour.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

ADAMANTINE MANTLE

This flowing cloak or finely wrought tabard is laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

ADEPTUS ASTARTES model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.



ARMOUR OF CONTEMPT

FORGEFATHER'S SEEKERS – BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.



CRUCIBLE OF BATTLE

FORGEFATHER'S SEEKERS – BATTLE TACTIC STRATAGEM

Only where the enemy can be faced eye to eye can a Space Marine be truly tested.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ASTARTES INFANTRY** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.



WRATHFUL INFERNO

FORGEFATHER'S SEEKERS – STRATEGIC PLOY STRATAGEM

The enemy has closed with your warriors. Now you have them precisely where you want them. Unleash upon them the fires of damnation.

WHEN: Your Movement phase, just after an **ADEPTUS ASTARTES INFANTRY** unit from your army Falls Back.

TARGET: That unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back.



IMMOLATION PROTOCOLS

FORGEFATHER'S SEEKERS – BATTLE TACTIC STRATAGEM

Salvo after salvo of burning promethium unleashed in synchronised waves will leave almost any foe as smouldering ash.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, Torrent weapons equipped by models in your unit have the [DEVASTATING WOUNDS] ability.



BURNING VENGEANCE

FORGEFATHER'S SEEKERS – BATTLE TACTIC STRATAGEM

To open fire on warriors of the Salamanders is merely to invite one's own swift destruction.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **ADEPTUS ASTARTES TRANSPORT** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: One unit embarked within that **TRANSPORT** can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



BLAZING EARTH

FORGEFATHER'S SEEKERS – STRATEGIC PLOY STRATAGEM

When faced with an onrushing horde, the Forgefather's warriors set fire to the earth beneath their feet, impeding their advance and throwing them into confusion.

WHEN: Start of your opponent's Charge phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army equipped with one or more Torrent weapons.

EFFECT: Select one enemy unit (excluding **MONSTERS** and **VEHICLES** and units with the **FLY** keyword) within 12" of and visible to your unit. Until the end of the phase, each time that enemy unit declares a charge, subtract 2 from the Charge roll [this is not cumulative with any other negative modifiers to that Charge roll].