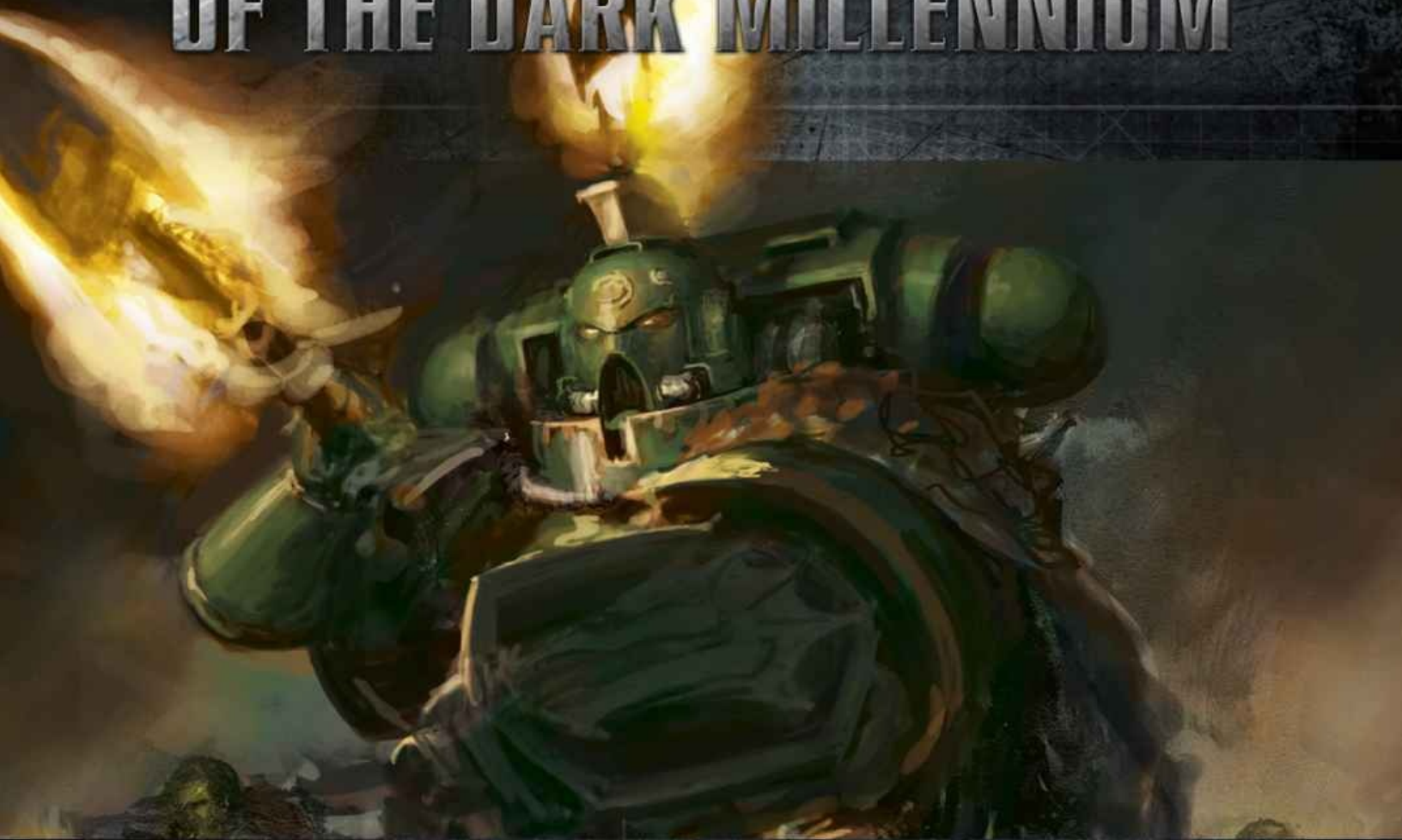


WARHAMMER
40,000

WARLORDS

OF THE DARK MILLENNIUM™



VULKAN HE'STAN™

VULKAN HE'STAN

FORGEFATHER OF THE SALAMANDERS



VULKAN HE'STAN



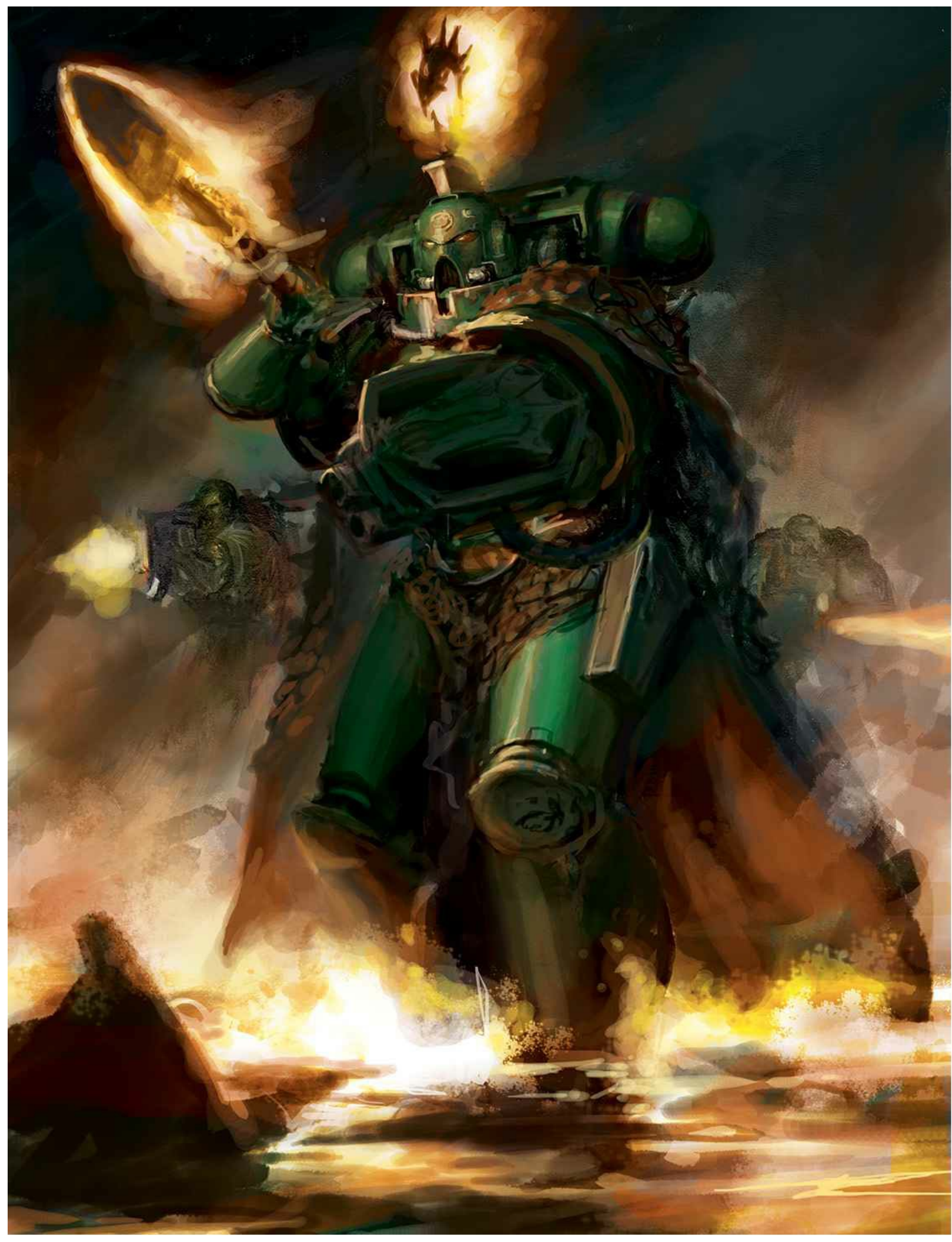
The hopes of the Salamanders Chapter rest upon one Space Marine – Vulkan He'stan. He is the most recent of that stalwart brotherhood to be named Forgefather. To be so honoured is to be tasked with an epic quest, a journey that has been handed down in turn to the greatest heroes of the Chapter since the mysterious disappearance of their beloved Primarch, Vulkan. For millennia the Forgefather of the Salamanders has led the search to recover legendary relics. At a simple request, the Forgefather can draw upon the full might of the Chapter – for they would go to any length, suffer any losses, in order to find all of the missing artefacts. It is a Salamanders legend, as told in ancient tales and inferred from the Tome of Fire, that when all nine of the Relics of Vulkan are recovered and returned once more to Nocturne, the Primarch himself will return to lead his sons to final victory.

Before one can fully understand Vulkan He'stan and his quest, one must first know the tale of the Salamanders.



'On the Anvil of War are the strong tempered and the weak made to perish. Thus are men's souls tested as metal in the forge's fire.'

- Vulkan, Primarch of the Salamanders



CHARACTER BACKGROUND



THE SALAMANDERS

The Salamanders are one of the first of the twenty Legions of Space Marines founded by the Emperor himself. They were the XVIII Legion until they were reunited with their Primarch, Vulkan, upon what would become their homeworld – the volcanic deathworld of Nocturne. At that point they took the name Salamanders, in tribute to the enormous reptilian drakes that were the apex predators of that harsh land.

In the roll of the Imperium's forces, the Salamanders have earned their rightful place amongst the finest ever to have served. Time and again they have thrown themselves into the fires of war, holding their ground or pressing the assault with a fierce determination. Over their long history, there are many examples of the Salamanders withstanding terrible odds, tenaciously waging war until they alone emerge triumphant. Since the massive battles of the Unification Wars, the Salamanders have sustained 90% or more casualties over a dozen times – bleeding themselves dry to preserve needed victory. Always, they rise again.

When the original Legions were split during the Second Founding, there was no need to break up the Salamanders. They had sustained so many losses during the fighting of the Horus Heresy that their reduced strength would not warrant such measures – or so argued Vulkan. Soon afterwards Roboute Guilliman, the Ultramarines Primarch, laid down the standards for the Adeptus Astartes in the Codex Astartes. The Salamanders simply rebuilt to Chapter strength, rather than to the vast numbers of a Legion.

The Salamanders follow most of the guidelines prescribed by the Codex Astartes, although there are some noticeable differences. The most obvious of these are the number and size of their companies, their adherence to the Promethean Cult, and the unique rank known as the Forgefather. According to their ancient lore, their Primarch Vulkan left behind nine artefacts – nine technological relics of incredible craftsmanship wrought by his own hand. These he left for his sons to find, and wield if they should prove worthy enough to discover them. The Primarch scattered these wonders across the galaxy, both to prevent Mankind's enemies from winning a great store of matchless artefacts and also because he knew that even the grandest prize is worth nothing if it is seized without challenge equal to its worth. Since Vulkan's mysterious disappearance, thousands of years ago, the Salamanders have appointed one of their number to serve as Forgefather.



THE FORGEFATHER

It is a great honour for any Salamander to be chosen as Forgefather, for the title is only given to the most heroic exemplar of the Chapter. To be so named, the Space Marine in question must be a great warrior, skilled in battle – but this alone is not enough. The Forgefather must excel in the qualities that the Salamanders themselves esteem most highly – self-reliance, fierce loyalty, sacrifice, uncompromising determination and tenacity. No matter the odds, a Salamander does not relent. These are the hallmarks of the Chapter and have been since the days when their Primarch first walked amongst them.

The Forgefather is often chosen from a leadership position – typically, but not always, one of the captains of the companies. Upon becoming Forgefather, the individual renounces his old position, title and name and takes on a new role and the name of Vulkan. The Primarch of the Salamanders was named Vulkan, for that was the name given to the greatest of the salamanders, the giant lizards that roam the volcanic mountains of Nocturne.

It is the Forgefather's task to seek out and find the artefacts left by the Primarch – five of which have already been found. It is his role to sacrifice the solace of brotherhood for a life lived mostly in solitude and duties yet more perilous.





VULKAN HE'STAN

As the close of the 41st Millennium approaches, the current Forgefather of the Salamanders is Vulkan He'stan.

Since his earliest days as a Scout, He'stan had been a much-noted warrior. He alone of his recruiting class captured a unique beast. For his mantle he slew a mottled tri-horn, amongst the most vicious and cunning of their reptilian breed. Even teams of veteran drake-hunters might struggle to accomplish such a deed. He'stan skills as a smith – working his hammer upon the anvil – were such that the master artificers stopped over his works and admired them. The sentiment was expressed in a number of ways, but all amounted to the same: truly did the blood of Vulkan himself run in the novice.

The Salamanders' fortress monastery is not upon Nocturne itself, but instead resides upon its giant moon, Prometheus. In the halls of that edifice can still be found trophies of war brought back by He'stan from his time serving in the Battle Companies. When he was promoted to the 1st Company – the Firedrakes – He'stan's ability with bolter and flamer saved his squad more than once, his bold actions and great hardiness winning him many accolades. But it was his leadership, stamina and sheer determination that truly sealed He'stan's meteoric rise to captain. During the Ork raids and resultant seismic activity of the awful time known as the Fire Year, it was He'stan's inspired and tireless defence that saved so many of Nocturne's citizens.

He'stan had served the Salamanders with great distinction for nearly a century when the Pantheon Council commanded he set down his burdens of as commander of the 4th Company and don the mantle of Forgefather. In solemn and proscribed ceremony, He'stan relinquished his old titles and duties and emerged out of the same flames and in the same manner as their Primarch. He would follow Vulkan's trail – searching for details of the Primarch's lone ventures about the galaxy and searching for clues about the hidden relics. It would be an isolated existence, as cut off from others as Nocturne had been from the rest of Humanity. As Forgefather, He'stan would maintain his seat upon the Pantheon Council. However, his post would ensure that he was an irregular attendant at best, for his travels were to be long and perilous.

In the pursuance of his quest, He'stan has walked a crooked and winding path across the galaxy. He has been guided from system to system by clues inked within the Tome of Fire. These are the texts that their Primarch left behind before his last and final disappearance. In them are words of wisdom and guidance for his sons, but there is more besides. Within those many volumes, secrets were revealed. Prophecies, clues and references were left for the wise to decipher. For the Salamanders know, as their Primarch taught, that the forged blade must be tested and retested, as the strongest metals are folded in upon themselves over and over again until, at last, they find their utmost strength. So did Vulkan leave behind the answers, buried in hidden sigils, disguised as not-yet-deciphered code.

More than anyone in the Chapter, the Forgefather knows the Tome of Fire expertly. He, more than any other, calls upon its guidance to lead him on its trail. It is as if, across millennia and the depths of space, the will of the Primarch Vulkan still moves the warriors that bear his genetic legacy. He'stan's knowledge of the Tome of Fire and his ability to navigate its

labyrinthine chapters are unrivalled. He has spent years studying its pages, committing their wordings to memory. On his long and lonely voyages, this is how He'stan spends his time – in constant reflection, poring over each word, studying each symbol for a secret meaning. Once, perhaps, He'stan had been bold and outgoing – now, he is more thoughtful and reflective than ever.

Although alone, detached from the Salamanders' chain of command, the Forgefather can call upon his battle-brothers as needed and direct their actions to aid in securing any clues. To the rest of the Chapter, even those who knew him previously, the Forgefather has become a figure of legend and utmost respect. In the Forgefather, they see reflected aspects of their Primarch himself – for the Forgefather follows in his footsteps and carries about him artefacts forged by Vulkan's own hands. Indeed, amongst He'stan's gear is equipment borne to battle by Vulkan during the Primarch's days fighting beside the Emperor at the birth of the Imperium.



THE NINE ARTEFACTS OF VULKAN

As the close of the 41 Millennium approaches, five of the nine hidden artefacts of Vulkan have been recovered, three of which are personally born by Vulkan He'stan. The Forgefather is protected by Kesare's Mantle – the legendary scaled cloak taken from the skin of a drake slain by the Primarch. In his right hand, he carries the Spear of Vulkan – a weapon forged by Vulkan himself, its incandescent blade so powerful it can set even ceramite ablaze. He'stan's other hand is encased within the Gauntlet of the Forge, a mailed fist cunningly wrought to summon fire at need. This is the one artefact that He'stan is most proud of – for he himself recovered it. The tale of how he took it from the Eldar Pirate, Lord Iath Bloodweaver, after defeating his warhost in battle is just one of the dozens that are now told about He'stan.

Inexorably linked to the Primarch, and bearing his own weapons of war, the Forgefather is the closest connection to the Chapter's long-lost progenitor. There has always been a palpable aura of power and legend about the Chapter's Forgefathers. It is a deep-rooted respect equal to that afforded to the Chapter Master, known to them as the Regent of Prometheus. He'stan is making his mark, however, ranking him high amongst the greatest of the Forgefathers. Yet still his task remains incomplete.

In addition to the three items carried by He'stan, two others have been found. One is the forgeship, the *Chalice of Fire*. Within that vast craft are manufactorums that provide the Salamanders with their weapons of war. The second item is the Eye of Vulkan, a spacebound defence laser assembly that stands eternal vigil over the Salamanders' fortress monastery.

Of the remaining artefacts, the Engine of Woes, the Obsidian Chariot, the Unbound Flame and the Song of Entropy, only the names are known. Size, form, and location are locked hidden away in code within the Tome of Fire, there to be uncovered as the Primarch's teachings, wisdom and prophecies reveal themselves.

THE FINAL QUEST OF VULKAN HE'STAN

Vulkan He'stan devotes his every hour towards the recovery of the final four relics and the completion of the quest. It is written in the Tome of Fire that only when all nine artefacts have been recovered and returned to Nocturne will Vulkan judge the Salamanders to be sufficiently tempered; only then will he return to lead his sons to battle.

Hunting for the relics is dangerous work. So far, the quest has claimed the lives of each Forgefather that came before He'stan. It seems an impossible task, for the Forgefathers have been hard at work searching for many thousands of years – but the Salamanders do not begrudge this challenge. Rather they accept it with the same stoic pragmatism with which they go about all their duties.

In his searchings, He'stan has visited alien planets, the abodes of traitors and even the Immaterium, searching that nether-realm for traces and hints of his lost Primarch. Often, clues are only revealed once such places have been scoured clean, and if the task is too large for He'stan alone, he will call for the aid of his battle-brothers. The Salamanders do not hesitate to bring their full might to bear at He'stan's command. They too would endure any woe and suffer any loss to retrieve the Primarch's gifts. For it was in his teachings that through hardships would come deliverance – the tempered blade is strongest.

'Into the fires of battle! Unto the anvil of war!'

- Battle cry of the Salamanders Chapter

Thus far on He'stan's epic journey there have been more false trails, more misreadings than successes. So it has been for every Forgefather before him. Yet, piece by piece, He'stan Vulkan has built upon the knowledge and findings of his predecessors, and has further interpreted the Tome of Fire. He knows that he is on the right track and that revelations are not given, but earned.

The path is not without pitfalls, and sometimes leads away from the quest itself. Whilst searching for clues in the Ultima Segmentum, He'stan ran afoul of the Arch-Arsonist of Charadon. This began what the Salamanders call the Flame Wars – a running series of engagements that, by its conclusion, required the efforts of two full companies of Salamanders. Early on, He'stan had concluded that the trail was false, but by his actions an Ork Waaagh! was broken, and the lives of many Imperial civilians saved. Vulkan himself would not be displeased with such a result – indeed, it was as if that was, in itself, part of the test.

Not all the wars that He'stan has been involved in have been of his own choosing. Twice now, the Necron Overlord Trazyn the Infinite has instigated attacks upon He'stan. The Necron attempted to wrest the Spear of Vulkan from He'stan's hands, for he covets that technological marvel greatly. Indeed, it is widely guessed that Trazyn was behind the demise of several Forgefathers in the past – although this has never been proven. In a later plot, the ancient

Necron had attempted to lure He'stan into a trap, during the Tochrán Crusade, but the stalwart Forgefather thwarted his plans.



Aboard the Grim Scythe

Vulkan He'stan's path had led him from a world in the midst of the Zombie Plague, through the Black Nebula and finally to the space hulk codenamed the *Grim Scythe*. He'stan had needed help in tracking the derelict space hulk, for it had a disturbing habit of sliding into the Warp only to reappear hundreds or thousands of light years away.

Answering his call for aid came *Vulkan's Wrath*, a Salamanders Strike Cruiser. Aboard was half of the Salamanders 3rd Company and a supporting squad of Terminators – enough troops to risk boarding the drifting space hulk. Led by He'stan, it was not long before a single boarding torpedo smashed through the hull. Although now aboard, they were trapped in the twisted wreckage – hunks of metal hull and bulkhead wrapped around their reinforced tube.

With a hiss and flare, the multi-melta ate through beams and bulkhead alike, opening a vent into the darkness beyond. Waiting only long enough for the melted metal to solidify, Vulkan He'stan was the first through. The Terminators behind were revving their chainfists, ready to enlarge the gap so their massive frames could fit through. Although he and the Space Marines that followed him could see in the dark with their auto-senses, it was out of habit that He'stan led the way with the glowing blade of the Spear of Vulkan.

The only sound was their ceramite boots echoing on the grated decking. Before long, the boarding party had broken into a long corridor stretching into darkness. They advanced cautiously, for there were signs that the space hulk was not empty. For one, so much Warp-contamination clung about the vessel that the auspex gave no readings, showing only a single pulsing heartbeat, as if the hulk itself was alive. He'stan had seen too much to believe that this was happenstance or coincidence. A thick, viscous substance dripped down the walls, and disturbing gurgles of sludge-like liquid could be heard moving in the network of pipes that ran along the hall's ceiling. He'stan recalled the horrors of the Zombie Plague and he warned his comrades of his fears: Plague Marines, or at least renegades in service to the foul Lord of Decay.

He'stan was searching for the *Chthonic Hammer* – a mining ship that had been lost in the Warp at about the time of Vulkan's disappearance. He had reason to believe the Primarch had spent time aboard that ship, perhaps even aiding its search for rare metals. After much tracking, the Forgefather had reason to believe that ship formed part of the conglomerate of hulls that made up this enormous space hulk. What else he might find, He'stan did not rightfully know... but the profusion of pestilent moulds growing on the walls gave him strong indications.

He halted before a heavily sealed blastdoor. Using hand signals only, he set the squads

in fire-breather formation – a tactical deployment that led with a heavy flamer and kept strong fire support to the front and rear. At his signal, the Terminators stepped forward, chainfists sending up sparks as they cut into the solid ceramite. It was, thought He'stan, the perfect place for an ambush.

Soon the ancient ship was filled with the sound of bolter fire and the sibilant hissing of heavy flamers. The battle of the *Grim Scythe* was begun...

'We are born of fire, but we shall not die of it – instead we will emerge re-born.'

- Vulkan He'stan, before leading the 3rd Company through volcanic plains during the
Flame Wars.

RULES



VULKAN HE'STAN

	WS	BS	S	T	W	I	A	Ld	Sv
Vulkan He'stan	6	5	4	4	3	5	3	10	2+

UNIT TYPE: Infantry (Character).

WARGEAR: Artificer armour, bolt pistol, frag grenades, krak grenades.

Artificer Armour: Artificer armour confers a 2+ Armour Save.

Bolt Pistol

RANGE: 12"

STRENGTH: 4

AP: 5

TYPE: Pistol

Pistol: All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (see the *Warhammer 40,000* rulebook).

Gunslinger: All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

Frag grenades: Frag grenades are assault grenades.

Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

RANGE: 8"

STRENGTH: 3

AP: -

TYPE: Assault 1, Blast

Assault: Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.

Blast: A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Krak grenades

Krak grenades are shaped charges, excellent for cracking the armour on light vehicles.

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

RANGE: 8"

STRENGTH: 6

AP: 4

TYPE: Assault 1

Assault

Unless used in assaults against vehicles or Monstrous Creatures, Krak grenades have no effect. When they are used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

RANGE: -

STRENGTH: 6

AP: 4

TYPE: -

The Forgefather: If He'stan is your Warlord, all meltaguns, combi-meltas and multi-meltas wielded by models in his detachment have the Master-crafted special rule.

SPECIAL RULES:

And They Shall Know No Fear: A unit that contains at least one model with this special rule automatically passes tests to Regroup. The unit can move, shoot (or Run) and declare charges normally in the turn in which it Regroups (in addition to the 3" Regroup move). If a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead. Additionally, a unit that contains at least one model with this special rule is immune to Fear.

Salamanders Chapter Tactics

Holding to the teachings of their Primarch Vulkan, the Salamanders are peerless craftsmen. Their heroes stride through the fires of battle wielding masterwork weapons, and their strike forces sport multitudinous flame weapons.

Flamecraft: Models in this detachment can re-roll their saving throws against Wounds caused by flamer weapons (as defined in the *Warhammer 40,000* rulebook). Furthermore, flamer weapons used by models in this detachment may re-roll failed To Wound rolls and Armour Penetration rolls that do not result in glancing or penetrating hits.

Master Artisans: During army selection, each character in this detachment may upgrade one of his weapons (even one purchased as an upgrade) to have the Master-crafted special rule at no additional cost.

Independent Characters: Independent Characters can join other units. They cannot,

however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further than Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the

character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

CHAPTER RELICS



GAUNTLET OF THE FORGE

The Gauntlet of the Forge is a heavy flamer that incorporates a set of digital weapons

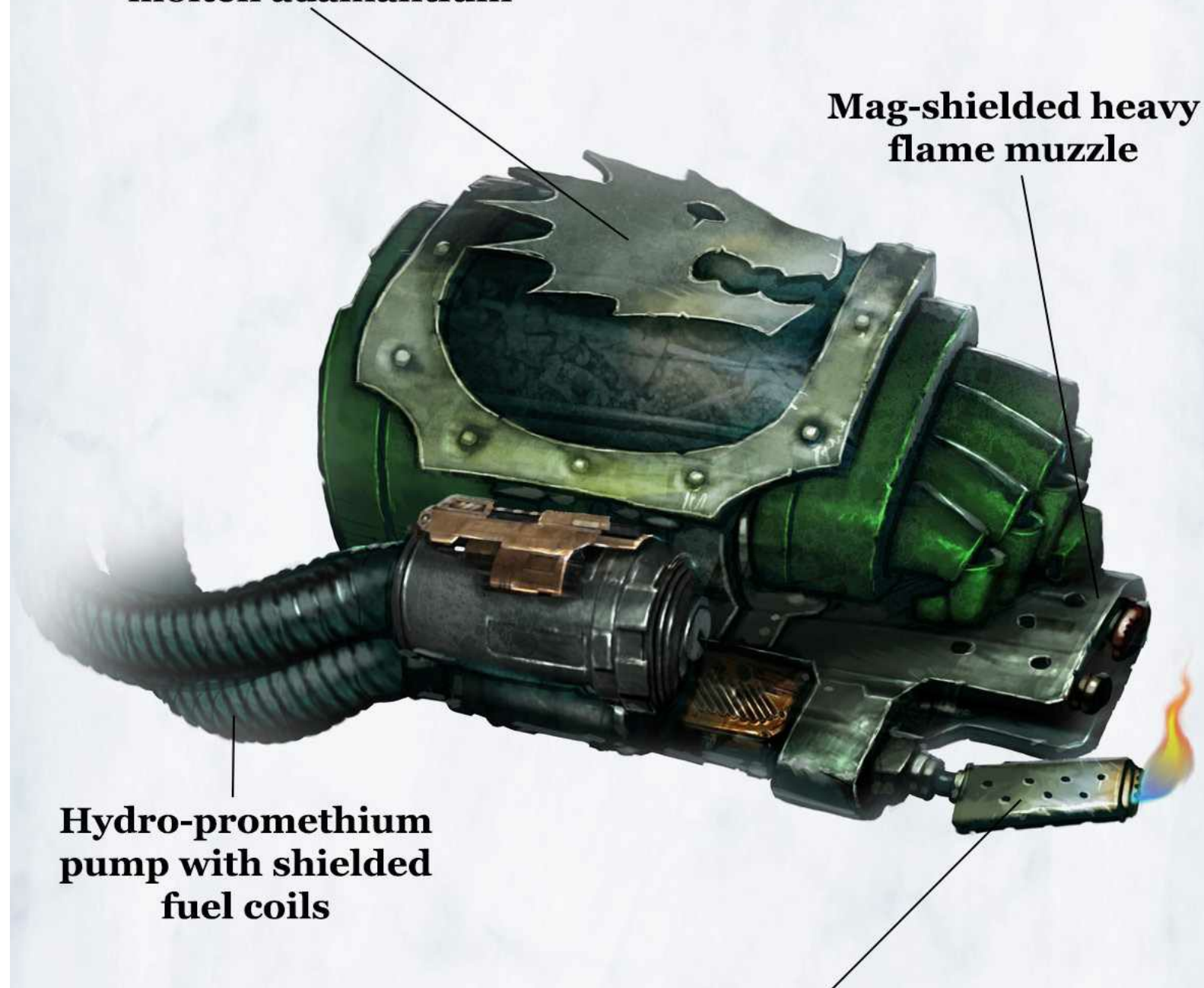
GAUNTLET OF THE FORGE

**Mark of the Forgefather
shaped barehanded from
molten adamantium**

**Mag-shielded heavy
flame muzzle**

**Hydro-promethium
pump with shielded
fuel coils**

**Balefire ignition light
for hotter, faster
burning flame**



KESARE'S MANTLE

Kesare's Mantle: *This drakescale cloak was made from the near-impenetrable hide of the infamous salamander Sho'Valla.*

Kesare's Mantle confers a 3+ invulnerable save.

KESARE'S MANTLE

**Acid-sealed leather
for clean seal against
ceramite armour**

**Drake scale mantle
skinned from the
beast Kesare**



**Heat and kinetic reflective scales
almost impervious to penetration**

SPEAR OF VULKAN

Spear of Vulkan: *This incandescent blade of this polearm can set even ceramite ablaze.*

Range -

S - +2

AP - 3

Type - Melee, Master-crafted, Two-handed

Melee

Weapons with the Melee type can only be used in close combat.

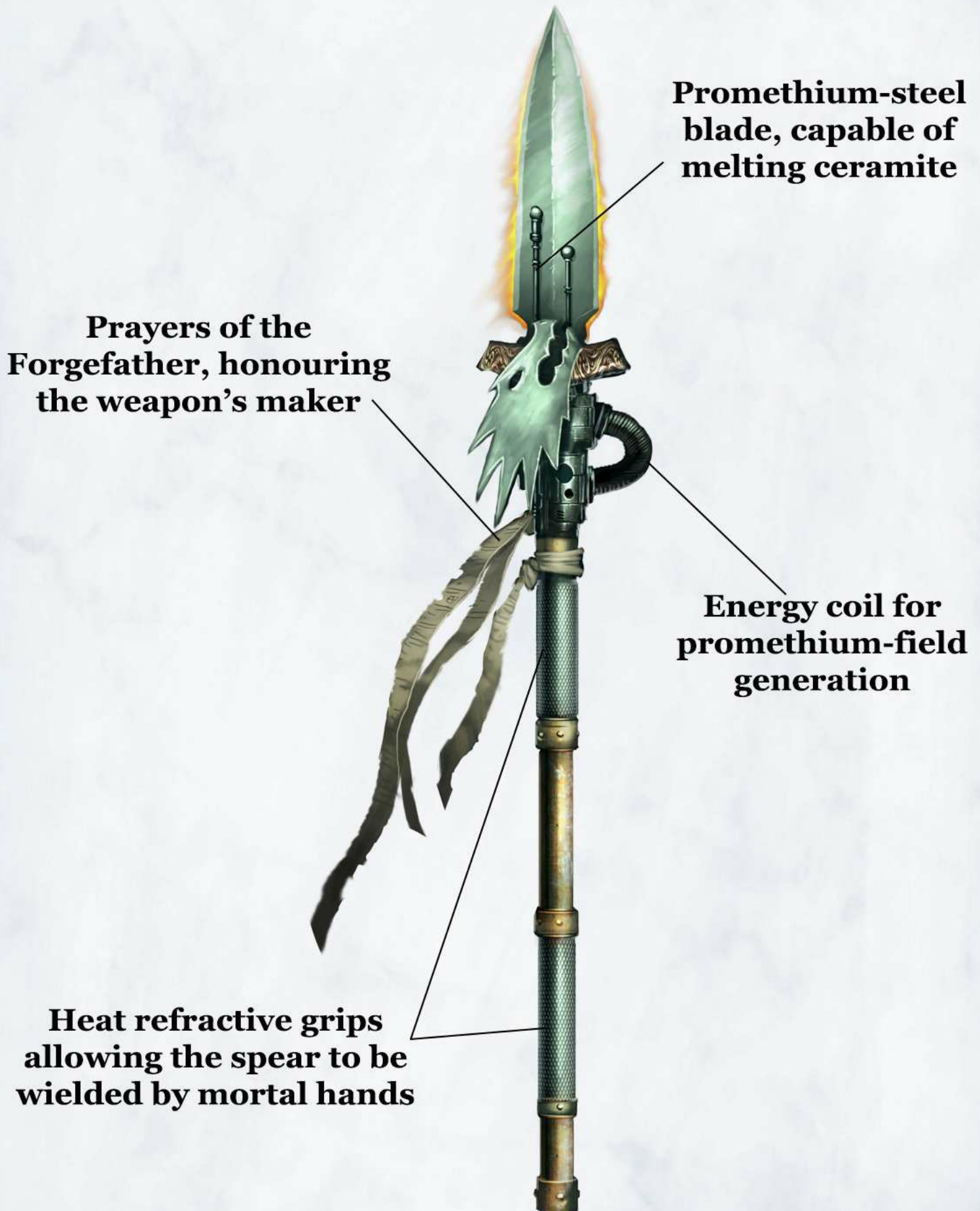
Master-crafted

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

Two-handed

A model attacking with this weapon can never gain bonus Attacks for fighting with two weapons (pg 24 of the *Warhammer 40,000* rulebook).

SPEAR OF VULKAN



VULKAN'S ARTIFICER ARMOUR

**Layered ceramite
refractive plates,
resistant to
exceptional heat**

**Promethium Standard,
eternally aflame in
atmosphere or void**



**Deep drake icon of the Chapter
forged by Vulkan's own hand**

MINIATURE SHOWCASE



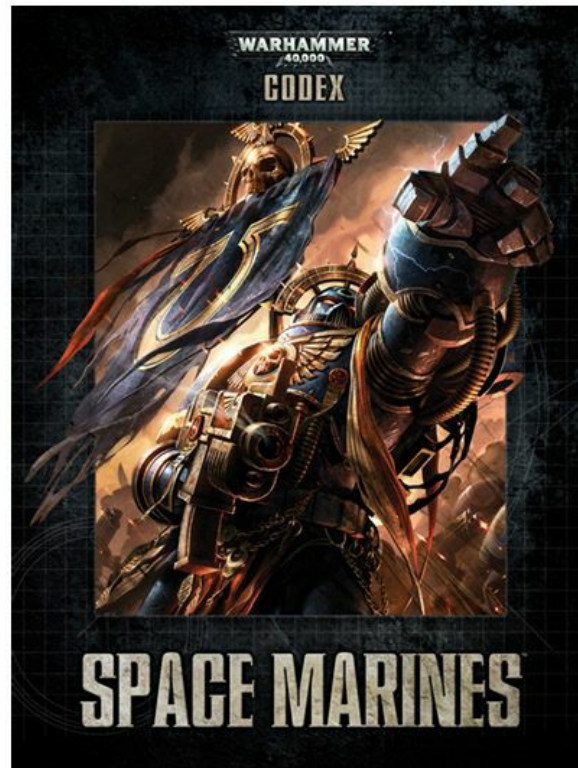


Forgefather Vulkan He'stan

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