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Space Marines PortalSalamanders Marine Basic Data Chapter Symbol - Salamanders - Legion Number: XVIII Primarch: Vulkan Chapter Master: Tu`Shan Homeworld: Nocturne Fortress-Monastery: Prometheus Known Descendants: Black Dragonspears, [53] Iron Drakes, [55] Storm Giants (rumoured), Disciples of the Flames (de facto)[57] Colours: Green, Black and Gold[34] Specialty: Close Combat, Flame Weaponry Battle Cry: Into the fires of battle, unto the space Marine Legion created by the Emperor of Mankind. Their Primarch was Vulkan. The legion remained loyal during the Horus Heresy, but were severely mauled in the first great opening battle, limiting the role they could play in the remainder of the war. Their primarch is never recorded as perishing, and in fact is believed simply to be missing; the search for him and his presumed great purpose is a defining trait of the Salamanders. Other aspects of the legion of Vulkan are their great hardiness as warriors and their equally strong constitutions, willpower and devotion to humanity. In some ways, they can be considered the ideal of what it means to be a Space Marine. Homeworld The Salamanders hail from the harsh and hot Nocturne, though are also based upon that world's moon, Prometheus. The moon occupies an erratic orbit, thus causing great seasons of severe tectonic activity and weather disruption on Nocturne. The moon passes so close that thousands of volcanoes erupt, their ash so thick it blots out the sun. With the ground gripped by constant earthquakes at the same time of Trial can be great; the tectonic upheavals bring materials and ores to the surface of great value, and the aftermaths of such altered geography usually reveal new pockets of natural resources to be explored, mined or siphoned. This translates to vast wealth by Imperial standards, meaning that Nocturne's supplies of livestock and the whatever items the forges of the Salamanders themselves cannot construct can be traded for with the Adeptus Mechanicus or other Imperial corporate bodies.[1a] The Salamanders' fortress-monastery is located upon the giant moon, Prometheus, acting as the elders of the settlements from which they came; the Salamanders maintain close contact with their origins and see watching over their homeworld's citizens - and by extension, all people of the Imperium - as part of their duty.[1a] Great Crusade-era Salamanders Space Marine[21d] History Formation Originally known as the XVIIIth Legion, the origins of what would become the Salamanders are largely shrouded in mystery. In order to protect the nascent Legiones Astartes from both hostile action and espionage, the origins and deployments of several early Legion gene-seeds are further classified beyond usual protocol. These Legion groups were formed and established largely in separation from the rest, and it is generally thought to a very specific end. The XVIIIth Legion, along with the VIth Legion and XXth Legion, comprised this group of proto-legions. That this 'trefoil' of three proto-Legions was something known only to a few. Deliberate effort was made to distance these three legions from the others. There are none save the Emperor and a handful of his aides who know what the exact purpose behind this policy was.[22] Sometime in its history the Legion was name few knew or spoke of.[38] The Legion's first recorded significant action was during the Assault on the Tempest Galleries against the Ethnarchy during the Unification Wars. Achieving victory against impossible odds, though the Legion's active strength was reduced from 26,000 to around 1,000. Nonetheless they achieved a place of glory in the Imperial military establishment, and this helped the Legion rapidly rebuild with new waves of recruits and wargear. But the losses from the Tempest Galleries battle still lingered, and as a result the Legion was often deployed piecemeal, with many Legionaries of the XVIIIth spread throughout numerous warzones. In particular, they were used to deal with sudden threats that may appear to the rear, such as Space Hulks or Xenos pirates. Seldom did the XVIIIth fight on a battlefield of its own choosing, but they nonetheless received extensive battle honors. Meanwhile, it is believed that the Legion's Primarch Vulkan did not immediately reunite with his forces upon his rediscovery, instead serving alongside the Emperor for several years. [21a] The Great Crusade A Salamanders legionary. [21b] When Vulkan came to his Legion, it was in the hour of their need. The XVIII, led by their Lord Commander Cassian Vaughn had become embroiled in the defence of a cluster of worlds near the Taras Division against a horde of Orks. The XVIII was the only Space Marine Legion able to respond to the crisis. Fighting against vast and overwhelming odds, 19,000 Space Marines held out against millions of Ork raiders and their fleet of Roks. The actions of the Legion had allowed the evacuations of three entire planetary populations to the nominal safety of the Taras System, but at a terrible cost. Their Primarch, however, learning of three entire planetary populations to the nominal safety of the Taras System, but at a terrible cost. Their Primarch, however, learning of three entire planetary populations to the nominal safety of the Taras System, but at a terrible cost. Their Primarch, however, learning of three entire planetary populations to the nominal safety of the Taras System, but at a terrible cost. equipment from Nocturne. The reinforcements brutally fell upon the Orks, spurring the surviving Space Marines to counterattack. Caught between this hammer and anvil of savagery that over-matched their own, the Ork horde was broken and put to flight, and the survivors were relentlessly pursued and consumed by fire. In the aftermath, the two halves of the XVIII Legion met and were unified when Vulkan finally revealed himself to his sons. The survivors of the XVIIIth Legion knelt immediately, but Vulkan bid them rise, saying that all his sons were equals and he was no petty king needing shows of obedience. Instead, it was he who knelt in honour of the lives they had saved and the price they had paid. Then, seeking out the mortally wounded Lord Commander Vaughn, he conferred the formal transfer of the Legion's mastery by presenting the fallen warrior with the broken power klaw of the slain Ork Warlord. [21a] The Salamanders were apparently reorganised by Vulkan upon his discovery and assumption of command, with that organisation said to still be in effect in their current form, with seven companies to a Chapter, each company being founded by the seven different great settlement. [1a] The number of Chapters in the Great Crusade era Legion is currently unknown, but they had at least 34 Companies. [10] The Salamanders are often said to have "always been" the smallest legion [1a] but how this claim stacks against the paucity of both Emperor's Children and Thousand Sons during the Great Crusade were the Compliance of Kharaatan and Conquest of One-Five-Four Four. Horus Heresy Heresy-Era Salamanders Space Marine The Salamander's role during the Horus Heresy is not well known to Imperial Scholars; what is for certain is that the legion, along with the Iron Hands and Raven Guard, was part of the first wave of attackers during the battle of Isstvan V. After the announcement of Horus's treachery and the destruction of Isstvan III, the Emperor ordered seven Legions of Space Marines to attack the forces serving his former son and friend. But among those seven Legions, four were already traitors.[11] The initial landing force fell into a trap and, despite their martial skills, the three loyal Legions were forced to begin a tactical withdrawal toward their landing site, which had been fortified by the four traitor legions forming the second wave opened fire on the retreating Marines, crushing them between the hammer of Horus's forces and the anvil of the fortified drop site. Despite a heroic defence, the three loyal Legions were practically destroyed; all but a handful of battle brothers fell on that fateful day. First Captain Artellus Numeon managed to leave a scattered group of survivors off the planet, but their Primarch was missing.[11] After this sad defeat the Salamanders, as well as the other two betrayed Legions were largely unable to perform any tasks the Emperor had planned for them and spent much of the rest of the time of the Heresy rebuilding their forces. Vulkan was able to escape, and along with scattered survivors of his Legion they reorganized in Imperium Secundus under Roboute Guilliman. There they came across the shattered body and mind of Vulkan, who had his sanity restored after being stabbed by John Grammaticus wielding the Fulgurite, but apparently died in the process. The Salamanders on Macragge thought Vulkan dead and placed him in the stasis-capsule Unbound Flame to lay in state, in preparation for funerary rites to be undertaken by his Legion. During this time, the casket was given an honour guard, which some of their number believed they heard a heartbeat from.[39] Later, the Salamanders led by Artellus Numeon brought Vulkan back to Nocturne but were pursued by the Death Guard. After a brief but fierce battle, the Salamanders were able to resurrect Vulkan after Numeon provided himself as the final sacrifice. [38] Following his resurrect Vulkan after Numeon provided himself as the final sacrifice. the three, dubbed his Draaksward, into the depths of Nocturne where they entered the Webway. During a perilous journey guided by the Talisman of Seven Hammers, Vulkan and the trio eventually arrived at the Imperial Palace. There, Vulkan met with the Emperor and learned of his purpose to oversee the activation of the Talisman, and the destruction of Terra it would bring, should Horus emerge victorious in the coming struggle.[43] Meanwhile, Salamanders (along with Iron Hands and Raven Guard) survivors of the Dropsite Massacre based on the Sisypheum began a campaign of vengeance against those who betrayed them, striking at Fulgrim and Perturabo on the Crone World of Iydris as well as Alpha Legion outposts. [36][37] Other Salamanders survivors began a similar guerrilla war against the traitors, pershaps most notably those under Shadrak Meduson. [43] One force of Salamanders survivors began a similar guerrilla war against the traitors, pershaps most notably those under Shadrak Meduson. [43] One force of Salamanders survivors began a similar guerrilla war against the traitors, pershaps most notably those under Shadrak Meduson. [43] One force of Salamanders survivors began a similar guerrilla war against the traitors, pershaps most notably those under Shadrak Meduson. [43] One force of Salamanders survivors began a similar guerrilla war against the traitors, pershaps most notably those under Shadrak Meduson. [43] One force of Salamanders survivors began a similar guerrilla war against the traitors, pershaps most notably those under Shadrak Meduson. [43] One force of Salamanders survivors began a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the traitors are survivors began as a similar guerrilla war against the survivors are survivors as a survivors and survivors are survivors as a survivors and survivors are survivors as a s as Cassian Dracos since being entombed in a Dreadnought). The former Lord Commander assumed command of the mixed band and reorganized them as Disciples went on to fight in the Mezoan Campaign, saving Mezoa from traitors and absorbing a large contingent of Iron Warriors. Having morphed into an almost religious cult, the Disciples of the Flames defended Mezoa and fought Horus' armies for the rest of the Heresy, but their ultimate fate remains unclear. [57] Post-Heresy Reforging Whilst the Salamanders altered their squad-level organisation to follow the strictures of the new Codex Astartes, they were able to retain much else of their Legion organisation - some say because there were too few of them to split into successor Chapters. Until the coming of Primaris Space Marines and the Ultima Founding of M42[53], the Salamanders were officially reckoned to have no descendants, though several Imperial scholars have pointed out various similarities in unit markings and tactical dogma in the Storm Giants and Black Dragons Chapters. It is possible that these Chapters were created at some unknown, later date from stockpiled gene-seed. [1a] According to the Dark Krakens member Patara, a large number of Salamanders Successor Chapters were created, during the Ultima Founding. His Ultima Chapter was not given the exact number of Salamanders Successor Chapters were created, during the Ultima Founding. His Ultima Chapter was not given the exact number of Salamanders Successor Chapters were created, during the Ultima Founding. of Successors, though, and he only knows of the Dragonspears and Iron Drakes.[55] Oft-considered the smallest Legion, the casualties of the Horus Heresy, plus their own highly stringent recruitment and indoctrination processes made not only their rebuilding seemingly glacial, but resulted in them coming in under Codex-approved strength for a single Codex Chapter. In accordance with Vulkan' original reorganisation of the Legion, the Salamanders Chapter is formed of only 7 permanent companies; each one nominally staffed at a little over the Codex-approved 100 Astartes. Nevertheless, the sons of Vulkan were able to forge themselves anew, and their steel has ever since been drawn in the defence of the Imperium of Man.[1a] In the absence of Vulkan, the Captain of the First Company is considered the Chapter Master. This position is seen as a regency, however, and is occupied in the belief that it will one day be relinquished to the true holder of the position.[1a] Recent Events ???.M31 - The Hunt For Bile. Vulkan himself leads a hunt for Fabius Bile after learning of the horrors inflicted upon the civilians of Terra by the Emperor's Children during the final stages of the Heresy. [47c] 544.M32 - The War of Flames. The Salamanders battle Perigno, the right-hand man of Goge Vandire. [47l] M38 - repelling of Daemon incursion on a Shrine World Innocence III. Daemons were successfully purged. 533.M39 - The Fires of Phaistos. The entire Salamanders chapter mobilizes to defend the Cardinal World of Phaistos Osiris from Ork invasion. Together with an army of trained scholars, the Salamanders set an intricate and subtle series of traps and ambushes to destroy the Ork force, culminating in the Ork assault on the capital city Sanctis's Great Basilica, which was countered by flooding the city with promethium, which was subsequently set alight, destroying the majority of the Ork invasion.[6a] ???.M40 - The Battle of Parshamesh.[47l] 793.M40 - The Battle of Parshamesh.[47l] 793.M40 - The Salamanders aid of Orbulac ???.M41 - Vulkan He'stan leads half of the Ork invasion.[6a] ???.M40 - The Battle of Parshamesh.[47l] 793.M40 - The Battle of Parshamesh.[47l] 793.M40 - The Salamanders aid of Orbulac ???.M41 - Vulkan He'stan leads half of the Ork invasion.[6a] ???.M40 - The Battle of Parshamesh.[47l] 793.M40 - The Bat third company aboard the Space Hulk Grim Scythe 754-756.M41 - The Purging of the Ymgarl Moons. As the Tyranids were first encountered, and began to invade the Imperium, the Genestealer species was tentatively linked to the Tyranids, and the Salamanders 2nd Company[4b] were given the duty by the High Lords of Terra themselves to purge the moons of Ymgarl of a suspected Genestealer infestation. After fighting a deadly campaign of attrition for 2 years, the Magos Biologis declared Ymgarl free of the Xenos taint.[6] 761.M41 - Nocturne is invaded by an army of Daemon Engines under the command of Soulsmelter. The Daemon Engines are defeated by the Firedrakes and the Soulsmelter's remains are launched into Nocturnes sun.[32] ???.M41 - Casvsarae Insurrection. Salamanders fought with the Black Legion and abhuman rebels. Bray'arth Ashmantle took part in this war.[6g] 905.M41 - The Badab War. The 2nd Company took part in the Badab War fighting against the Astral Claws. 910.M41 - Siege of Xaros – Nearly hundred days battle between armies of the Salamanders and the Imperial Guard against the Necrons of Sautekh Dynasty at the awakened tomb world of Zykorak. Eventually the Strike Force Ultra of Salamanders Chapter managed to destroy the xenos horde and the Necron Overlord, Aramakh was smashed to pieces. [26] ???.M41 - Following the assassination of the planetary governor of the monsoon world Vaporis, and a subsequent secessionist rebellion, the Salamanders are deployed to assist the bogged down 135th Phalanx in retaking the planet's capital, Aphium.[15] ???.M41 - The Salamanders battle an uprising on the Mining World of Stratos. However the uprising is a distraction orchestrated by the Dragon Warriors led by the Sorcerer Nihilan in order to steal an artifact known as the decyphrex from the floating cities of the planet.[3] 941.M41 - Second War for Armageddon. Led by Chapter Master Tu'Shan, whose tenure as Chapter Master had begun only 3 years previously, the Salamanders fought with distinction. Among other feats, they managed to defend the bridge over the River Stygies from a thousand-strong Speed Freeks Army and prevented the Orks from destroying a water purification plant, thus saving Hive Tempestora from a slow death by dehydration. Although the hive eventually fell, their efforts allowed it to be evacuated before the Orks could capture the hive. The Salamanders have been involved in many magnificent wars and conquests, but in recent times even these great achievements have been eclipsed by their stalwart fighting during the Second Armageddon War. While the Blood Angels set about destroying the Ork horde, and the Ultramarines bent their strength to the defense of the surviving hive cities, the Salamanders took upon themselves the essential but neglected task of protecting the supply convoys, fighting rearguard actions against the Ork advances and escorting refugee columns. So unstinting were they in these arduous duties, the Salamanders became renowned amongst the human defenders of Armageddon as sturdy and dependable allies; a reputation not shared by other, more unpredictable, Chapters. [Needs Citation] ???.M41 - The Legion of the Damned appear on Luna freeing a Salamanders kill team from the vacuum traps of the renegade Draco Clan. This act allowed the Space Marines to intercept a transfer shuttle that had been wired to detonate upon landing within the Great Terran Autoarchive. If the Autoarchive had been lost, the Adeptus Administratum would have compromised their logic engines across the galaxy, and possibly even prevented the Imperium from coordinating its military actions for the best part of a century.[33] ???.M41 - Flame Wars. Battles between the Salamanders and the Orks of the Arch-Arsonist of Charadon[35] ???.M41 - The Battle of Shen'tzi Vo[47l] ???.M41 - The Battle of Shen'tzi Vo[4 into a trap by Trazyn the Infinite, who seeks the Spear of Vulkan. 955.M41 - The Promethean War 988.M41 - The Defense of Nocturne. 980.M41 - The Promethean War 988.M41 - The Defense of Nocturne. 980.M41 - The Defense of Nocturne. and-destroy missions against several worlds in the Heracles sub-sector suspected of being Necron Tomb Worlds.[2b] 999.M41 - Third War for Armageddon, the Salamanders were one of the first Chapters to respond, sending six Companies to combat the Orks, including Chapter Master Tu'Shan personally leading his Firedrakes.[52] 70 Salamanders of the 6th Company, under the command of Sergeant V'reth, were deployed to Hive Helsreach in support of the Black Templars.[13] The Salamanders launched several counter-attacks against the rock-forts landed by the Orks along the Hemlock river. Preferring the close-quarter fighting within the maze of crudely carved tunnels within the Roks to the long-range duels in the desert, the Salamanders made the Orks pay a high price for their audacity. By the Season of Fire at least nine Roks were destroyed by the Salamanders made the Orks pay a high price for their audacity. By the Season of Fire at least nine Roks were destroyed by the Salamanders made the Orks pay a high price for their audacity. By the Season of Fire at least nine Roks were destroyed by the Salamanders made the Orks pay a high price for their audacity. fought in the name of the Emperor, or for personal glory. Of the fully twenty chapters, only the Salamanders fought for the people of Armageddon. According to rumors, Tu'Shan himself came to blows with Captain Vinyar is said to have left the civilians to die because he "hadn't time" to defend them, a notion which greatly angered the Chapter Master.[3] After the Season of Fire, only two Companies were left to protect the major population centers, while the Chapter's Techmarines busied themselves rebuilding the destroyed infrastructure. Tu'Shan also left a squad of Firedrakes with the Blood Angels as an honour guard for the fallen Captain Tycho.[7] The war raged into the period known as the Noctis Aeterna where many of the Salamanders and elements from 8 other Chapters found that nearly half of Armageddon had been transformed into a Daemon World. The Salamanders led an effort that succeeded in halting a Daemonic ritual that would have summoned Angron to Armageddon.[42] M42 - The Indomitus Crusade and take part in the Crusade and take part in the battles such as on Feldros[50]. ???.M42 - The Battle of Lagros against Khaz'khul. Tu'Shan himself leads Salamanders forces against the Rage Legion.[47k] ???.M42 - The Battle of Warsylask[47l] ???.M42 - The Battle on Torquar[47n] ???.M42 - Battle on Torquar[47n] ???.M42 - Battle on Torquar[47n] ???.M42 - The Battle of Warsylask[47l] ???.M42 - The Talledus War[48] ???.M42 - The Third War for Damnos, the Salamanders and their allies against the Necrons[54] ???.M42 - The Nachmund Rift War[56] Year Unknown - Using Land Raider Redeemers, the Salamanders spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamander without his helmet, showing his coal-black skin[12] Salamanders Gene-Seed is highly unique and mysterious in origin. Along with the Space Wolves and Alpha Legion, the Salamanders had unique gene-seed created for a specific purpose by the Emperor. This "Trefoil" were all kept apart and distinct from the other Legions during the Unification Wars and Great Crusade. There are none save the Emperor and a handful of his aides who know what the exact purpose behind this policy was.[38] As far as can be determined by the Magos Biologis of the Adeptus Mechanicus, the Salamander's gene-seed appears to be both stable and as yet uncorrupted. An unusual trait of the Adeptus Mechanicus, the Salamander's gene-seed appears to be both stable and as yet uncorrupted. Salamanders is that their Battle-Brothers tend to be slower in reflex reaction than other Chapters, though the origin of this factor is debated; it is unknown whether this defect is due to a problem with the gene-seed that manifested as a result of most Salamanders being raised on their high-gravity world, or the psychological result of the Chapter's doctrines and psycho-conditioning against hastiness and impetuosity. However, it has been noted that a Salamanders Space Marine can move just as quickly as any Astartes equipped with Power Armour, and are still significantly faster than those of a normal human.[1a] Also, as a result of a reaction between their genetics and the high levels of radiation on Nocturne, Salamanders battle brothers have dark or jet black skin and bright, burning eyes. This frightening appearance is entirely superficial, but has intimidated more than one rebellion into submission without firing a shot. [2a] Fire-Sight A unique genetic trait given by the Salamanders gene-seed is known as Fire-Sight. This visual sensitivity to infrared emissions allows Salamanders to focus on particular heat signatures. Millennia ago, Salamanders Artificers perfected the manufacture of a material has been layered into the dermis of their ceramite armour and woven in electro-tapestral strands through the fabric of robes and standards. This substance is even applied to the flanks of Salamanders while remaining unseen by those not attuned to its presence. With this artifice, sub-levels of strategic designation can be communicated and hidden tactical markings trace the air with fire. [47e] For more precise and broad visual perception, the Salamanders continue to rely on their Power Armour systems. Imperium and as defenders of the weak. While some decry this as a weakness, the Salamanders for this. Similarly the Salamanders for this as a weakness, the Salamanders for this as a weakness, the Salamanders for this as a strength. Even the High Lords of Terra have in the past condemned the Salamanders for this as a strength. Even the High Lords of Terra have in the past condemned the Salamanders for this as a weakness, the Salamanders for this as a strength. Even the High Lords of Terra have in the past condemned the Salamanders for this as a weakness, the Salamanders for this as a weakness, the Salamanders for this as a strength. Even the High Lords of Terra have in the past condemned the Salamanders for this as a weakness, the Salamanders for the Salamanders for this as a weakness. Chapter to extend diplomatic overtures [47f] Although the Salamanders follow the Codex Astartes, they nonetheless also follow the doctrines of their own Promethean Cult. The Promethean Cult places high emphasis on self-reliance, self-sacrifice and loyalty. Symbols of the forge - such as fire and hammers - are prominent throughout Promethean Cult. iconography. As such, Flamers, Melta Weapons and Thunder Hammers are widely used throughout the chapter. As one can imagine, this preference for Flamers and Meltas leads to a strong affinity among the Salamanders for close-range firefight when in combat, although they are just as capable at other aspects of Space Marine battle doctrine. [1a] Because of their early training as blacksmiths, all Salamanders are fully capable of maintaining and performing moderate repair on their weapons and armour, leaving the Chapter's artificers with the free time necessary to create great works of technology and metallurgy. As a result, the Salamanders Chapter has an unusually high number of Master Crafted Weapons, Artificer Armour and even Tactical Dreadnought Armour.[1a] The Chapter also favours the use of Land Raider Redeemers. [Needs Citation] In an interesting example of juxtaposition, however, the fluctuating gravity of Nocturne makes training with certain units such as Land Speeders and Bikes difficult, therefore the chapter makes little use of them, in favour of Devastator squads and Terminator Squads. Trained never to give up or retreat, Salamanders are capable of going on when their entire squad is dead, holding positions for months on end. This is one of the more significant effects of Promethean doctrines upon the Chapter's collective psyche. Before each battle the Salamanders get a brand mark each by a Brander-Priest. This symbolizes their respect for the Chapter. Only veterans ever get brand marks on their faces.[1a] Rituals of the Promethean Cult The Salamanders battle Orks[51] The Burning Walk - An ancient ritual of trial, the Burning Walk is undertaken by an individual as a solitary pilgrimage into the vast Pyre Desert of Nocturne. Usually, the aged, infirm or crippled pursue such a path with the intention of ending their last days in fire. Some Salamanders may choose to undertake the journey as a means of restoring a troubled soul or die in the attempt. To date, only one Salamander has ever returned from the Burning Walk - Apothecary Fugis of the 3rd Company.[30] Rituals of Interment and Ascension - When a Captain of the Salamanders is slain, this ceremony is performed to commemorate his passing, and celebrate his successors promotion. The ritual involves chaining what remains of the fallen to a vast, ceramite coated slab of black marble. This slab is then lowered into a lava flow which pools within a vast, ceramite-sided basin of volcanic rock. The slab is lowered by means of two chosen Astartes fist and etched with symbols of the forge - the flame, the anvil and the hammer - through their hands. As the chains are red-hot from the heat of the lava below, the symbols are branded into the palms of the incumbents. The Astartes must grip the chains precisely and in unison, for any deviation will result in an irregular brand - a mark of great shame that will be scoured away in disgrace. Following this Ritual of Interment, comes the Ritual of Ascension. The prospective Captain is stripped naked aside from a sash to preserve his dignity and branded with the marks of a Captain upon his chest and right shoulder. Stepping onto a dais, the ascendant is addressed by the Regent of Prometheus with the words' "Vulkan's fire beats in my breast...", to which the ascendant concludes, "...with it, I shall smite the foes of the Emperor." Finally, the Regent bids the new Captain to rise.[4a] Upon the start of a new campaign, each Salamander builds his own pyre, separate from his battle-brothers and leaves, returning when the flames are at their apex. In solitude, they anoint their armour and focus upon the key tenets of the Promethean Cult. [5a] Upon the death of a Salamander, if the body is not returned to Nocturne and ritually burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally during or after a campaign. In such a situation, as the fallen Fireborn burns, his fellow Salamanders thrust their arms into the flames of the pyre. As a very personal ritual, singular touches may be added to the ceremony. In some cases a Lament may be sung, or the comrades of the fallen may offer a few words of wisdom or remembrance. The ritual is conducted individually in the case of the fallen, with each of the slain having their own pyre, attended by his squad and closest brothers. [27c] Organization Pre-Heresy When Vulkan assumed command of the Salamanders on the Great Crusade he radically reorganized the Legion. One of Vulkan's first actions was to largely unify his scattered Legion and do away with its ad-hoc strategic operations, but he did so in a way that preserved, where possible, the spirit of autonomy and self-sufficiency the component units of the XVIII had developed, which he saw as inherent virtues where tempered with purpose. Vulkan ordered his Legion into the formation of seven "Realms", each linked with one of Nocturne's seven great city-settlements. To each of these he assigned a Lord Commander, known also as a Protector, as it was also their duty to protect their settlement in time of attack. Each Nocturnean city-settlement served as a focus of the Legion's recruitment and their governance of the planet, anchoring the Legionaries to the humans for whom they fought, and each city-settlement went on to exhibit its own unique influences on the Salamanders traditions. [21a] Post-Heresy The Salamanders comply with much of the Codex Astartes, but instead of ten companies continues to maintain the seven warrior houses of the original Legion. Each great settlement of Nocturne forms the basis of one of the companies. Chapter directly oversees the 1st Company. [44a] Another significant deviation from the Codex Astartes is that the Salamanders maintaining of the chapter's machinery alongside the creation of technological artifacts of great beauty and perfect function. [47d]. While the Chapter Master of the Salamanders has the final say on matters, the Chapter maintains the Pantheon Council to forge its direction and oversee new appointments.[47d] The chapter disposition of the Salamanders before the liberation of the Largos System in M42 is as follows; as the squads are standard size, this means the chapter as shown is presumably severely under-strength, with only 840 company squad-level marines at the squads in the first company squad-level marines at the squads in the sq but the other six companies all have 12 squads each.[47d] Headquarters The first company ancient and champion in addition to the chapter ancient and champion. Companies As of 980.M41, following the events of the Dragon Strife in 975.M41, the Salamanders began the inception of a 7th Battle Company, known as the Firedrakes. To join the ranks of the 1st one must not only be an experienced warrior but also a paragon of the Chapter's values. The 1st maintains a large amount of Terminator Squads alongside Sternguard Veterans and Venerable Dreadnoughts. Like all Companies the 1st maintains ceremonial ties with a settlement upon Nocturne, but they are unique in that they have no barracks on the planet. Instead, they dwell in the fortress-monastery on Prometheus. Here, the Firedrakes are responsible for some elements of Chapter command, directing training cadres or coordinating security protocols, honing their leadership skills even as they train. When attached to larger strike forces, squads of 1st Company Veterans are valued as much for their leadership and tactical advice as for their sheer destructive power. In this way, the 1st acts as a preparation body for Veteran Sergeants, officers, and ship captains. While Chapter matters while his Lieutenants manage the Company. However the 1st does maintain the Honour Guard for the Chapter Master. The 2nd Company, known as the Defenders of Nocturne. The 2nd best exemplifies the Salamanders compassionate attitude towards the most vulnerable citizens of the Imperium. Yet despite the detraction this sometimes brings, the 2nd's attitude has a practical purpose. They will save factory workers, only to have them boost munitions production for the next warzone. The 2nd is also the most ready to ally itself with other Imperial Guard or Knights. Taking the leadership role in these deployments, the 2nd will transform bloated expeditions into coordinated alliances. The 3rd Company, known as the Pyroclasts Even amongst a Chapter noted for its use of Flame Weapons, the 3rd always endeavours to close with their foe and unleash purging fire. As such, they are the Chapter's foremost answer to entrenched enemies. They are always careful to balance the Promethean Cult's teachings of protecting the weak with Vulkan's noted pragmatism. The 4th company is a recognition of the Battle-Brother's faith and commitment. The 4th practices Brander-Priest rituals to an obsessive level. with nearly their entire body save their face becoming adorned with various brand-oaths. Tactically, the 4th specializes in close combat and short range firefights, often battling with a large number of Chaplains. The 5th Company, known as the Drake Hunters. The 5th has a reputation of destroying large enemy constructs and alien horrors. Its members specialize in slaying the salamander drakes of Nocturne. As a Reserve Company, they rarely fight together but instead are used to reinforce other companies during campaigns. In battle, they favor acting as mobile weapons platforms instead of static defense and use a large amount of Dreadnoughts. They also make extensive use of attack craft and heavy gunships. The 6th Company, known as the Flamehammers. Unlike many reserve companies which consist of Fire Support Squads and Battleline Squads, the 6th utilizes fast-moving transports alongside its heavy firepower. The 6th is usually the first Company in which new Battle-Brothers are first transferred after finishing their time as Scouts. The 7th Company, known as the Sons of Nocturne. The Warriors of the 7th consist of Vanguard and Scout troops. The 7th has slow and exacting standards for a Neophyte to be promoted to full Battle-Brother. Recruitment process for initiates. They start young, at around ages six or seven; for these first years the apprentice is merely that; an worker in the forge of a Space Marine, who will watch over and judge the prospects of the initiates. After some years, the apprentices are judged by the Chapter's Apothecaries and Chaptains in a series of examinations. Those successful will be taken for first-stage implantation. At set intervals throughout their training, the initiates must replicate feats performed by Vulkan in his youth, including those he performed to hunt and slay a salamander [Needs Citation] The face of a Salamanders Space Marine [45b] Noted Elements of the Salamanders Relics and Artefacts Main article: Salamanders Armoury The Master of the Fleet of the Fleet of the Fleet of the Fleet of the Salamanders Chapter also holds the title of Lord of the Burning Skies. The Salamanders Armoury The Master of the Fleet is based on Nocturne's moon Prometheus and as such, it plays host to a great dock where the chapters' Strike Cruisers and Battle Barges can be restored. [8a] Salamanders pilots ritually scar themselves with the dactyl sigil. Pilots are the only Salamanders Alamanders Primaris Space Marine[45a] Forgefathers Firedrakes (Heresy-era) Pyroclasts (Heresy-era) Pyre Guard Original concept skin tone New concept skin tone etc. Trivia The Salamanders were at one stage conceptualised as being black of skin tone. In Fifth edition however, it was made clear that this meant actual black skin; as in jet black, coal black etc. Additionally, the Salamanders were also given 'burning' red eyes that actually glow. 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