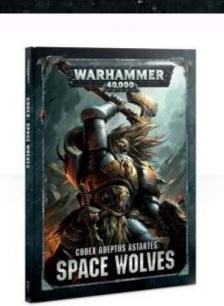
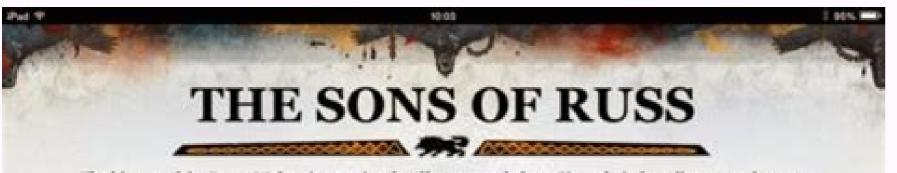
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CODEX ADEPTUS ASTARTES SPACE WOLVES





The history of the Space Wolves is an epic tale of honour and glory. Since their founding more than ten millennia ago, they have been at the forefront of Humanity's defence on countless battlefields across the Imperium. The native tribes of their home world, Fenris, know them only as the Sky Warriors, but they are the Sons of Russ, warriors without peer.

There are over a thousand Chapters of Space Marines that maintain the age-long vigil against the enemies of Mankind. The Space Wolves are one of the greatest of these Chapters, their name and honours known throughout the galaxy. As one of the original twenty Space Marine Legions, the Space Wolves were founded by the Emperor himself over ten thousand years ago.

The Legions were created to take part in the Great Crusade, the Emperor's reconquest of the galaxy that established the Imperium as it is today. Before the Great Crusade, Terra had endured thousands of years of isolation whilst impenetrable Warp storms seethed and howled throughout the western part of the galaxy. Even the Emperor was trapped upon Terra by the Warp's tumult, and could do little other than secure Humanity's birth planet and prepare his armies for the reconquest to come. Without the Emperor to guide them through this terrible age, the rest of the human worlds throughout the galaxy were left helpless against the predations of aliens and the dread creatures of the Warp. One by one, they fell into anarchy and despair. Humanity, it seemed, was doomed.

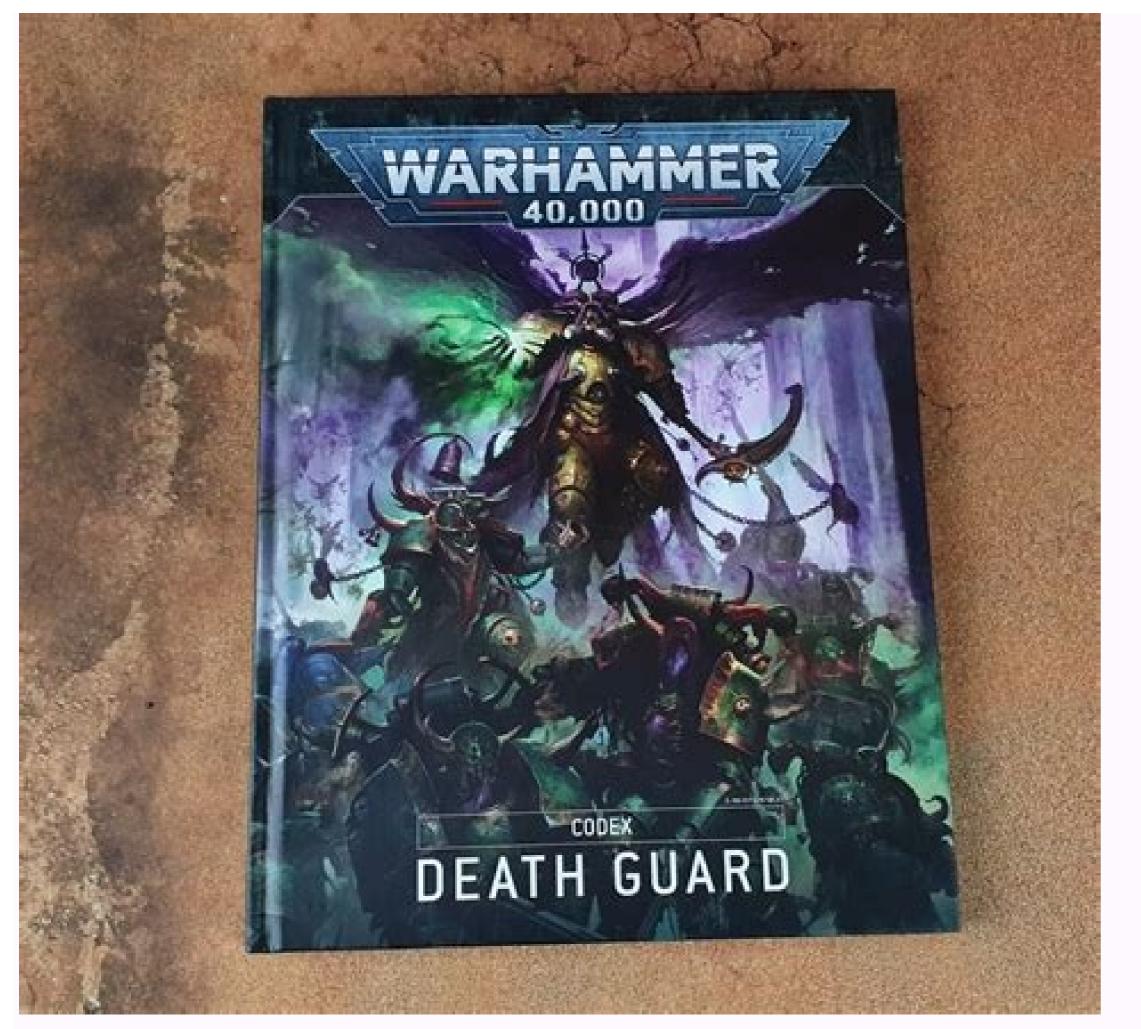
THE PRIMARCHS

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6.1

During Terra's isolation, the Emperor had striven to create twenty superhuman beings. These Primarchs, as he called them, were genetically engineered creatures, artificial humanoids with astounding abilities. Each was created differently and with his own unique skills, powers, and in some cases, incredible psychic potential. The Primarchs were made to resemble Humankind, but many were mighty in appearance. Yet the Primarch experiment never reached its conclusion. In a disastrous incident, the nascent creatures were swept up by terrible forces that dwelt within the Warp and scattered across the stars.





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the settlements from which they came; the Salamanders maintain close contact with their origins and see watching over 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, comprised this group of proto-legions. That this 'trefoil' of three proto-Legions was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during their creation and establishment was somehow veiled from the rest during the 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'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's active strength was reduced from 26,000 to around 1,000. 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 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 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 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. 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[21b] When Vulkan did not immediately reunite with his forces upon his rediscovery. [21b] When Vulkan did not immediately reunite with his forces upon his rediscovery. [21b] When Vulkan did not immediately reunite with his 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 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 their plight refused to stand by and instead joined the fray.[21a] When Vulkan arrived he did not do so alone, he brought with him 3,000 new initiates and equipment from Nocturne. The reinforcements brutally fell upon the Orks, spurring 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 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 different great settlements of Nocturne and commanded by a Captain from that 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 their respective histories is not yet known.[Needs Citation] Nobles campaigns of the Salamanders waged during the Great Crusade were the Compliance of Kharaatan and Conquest of One-Five-Four Four. Horus Heresy Heresy-Era 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 briefly made a captive of Night Lords Primarch Konrad Curze, but despite multiple executions the Night Haunter could not figure out a way to kill the Perpetual Primarch. Eventually Vulkan was able to escape, and along with scattered 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 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 resurrection, Vulkan was discovered by three Salamanders (Atok Abidemi, Barek Zytos, and Igen Gargo) but forbade any else of knowing of his rebirth. Instead, Vulkan led the three, dubbed his Draaksward, into the depths of Nocturne where they entered 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, supported by other Shattered Legion members, ventured to Isstvan V on the Ebon Drake, where they recovered Cassian Vaughn (known as Cassian Dracos since being entombed in a Dreadnought). The former Lord Commander assumed command of the mixed band and reorganized them as Disciples of the Flames. The 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] The Salamanders on Nocturne meanwhile continued to wage war on the traitors even as the Siege of Terra raged, battling the Emperor's Children in the Pale Stars following the destruction of Chemos. [59] 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 to follow the strictures of the new Codex Astartes. 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 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 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 the Beast M35 - Commorragh Raid[28] M36 - 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 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 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 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 Salamanders set an intricate and subtle series of traps and ambushes to destroy the Ork assault on the capital city Sanctis's Great Basilica, which was countered by flooding the Salamanders set an intricate and subtle series of traps and ambushes to destroy the Ork assault on the capital city Sanctis's Great Basilica, which was countered by flooding the Salamanders set an intricate and subtle series of traps and ambushes to destroy the Ork assault on the capital city Sanctis's Great Basilica, which was countered by flooding the Salamanders set an intricate and subtle series of traps and ambushes to destroy the Ork assault on the capital city Sanctis's Great Basilica, which was countered by flooding the Salamanders set an intricate and subtle series of traps and the Salamanders set and the Salama city with promethium, which was subsequently set alight, destroying the majority of the Ork invasion.[6a] ???.M40 - The Battle of Parshamesh.[471] 793.M40 - The Battle of Parshamesh.[471] 793.M40 - The Salamanders aid of Orbulac ???.M41 - Vulkan He'stan leads half of the 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 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 Second Armageddon War. While 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 lost, the Adeptus Administratum would have suffered a blow that 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 Slathergraft[471] where the set was accussed to the set was acc ???.M41 - The Battle of Shen'tzi Vo[471] ???.M41 - The Battle of Hespher II.[471] ???.M41 - The War against Borzog.[47b] 900s.M41 - The Var against Borzog.[47b] 900s.M41 -Incident[18] 975.M41 - The Defense of Nocturne. 980.M41 - The Sth Company carry out search-and-destroy missions against several worlds in the Heracles sub-sector suspected of being Necron Tomb Worlds [2b] 999.M41 - Third War for Armageddon. When Ghazghkull launched his new offensive against the Imperial forces on 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. the desert, the Salamanders made the Orks pay a high price for their audacity. By the Salamanders 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 of the Marines Malevolent, when the latter shelled a refugee camp the Orks had penetrated.[14] 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 reinforcements were cut off from Armageddon. When Warp Travel was reestablished, the Salamanders and elements from 8 other Chapters found that nearly half of Armageddon had been transformed into a Daemonic ritual that would have summoned Angron to Armageddon.[42] M42 - The Indomitus Crusade. The Salamanders send strike forces to take part in the Crusade and take part in the Crusade and take part in the Crusade. The Salamanders send strike forces to take part in the Crusade and take part in the Crusade. The Salamanders send strike forces to take part in the Crusade and take part in the Crusade. against the Death Guard[47g] ???.M42 - The Battle of Warsylask[47l] ???.M42 - The Talledus War[48] ???.M42 - The Talledus War[47n] ??? Necrons[54] ???.M42 - Battle on Kouliaas III against Necrons[54a] ???.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 Salamanders spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hive city of Dhormus III.[44b] Gene-seed A Salamanders Spearheaded the cleansing of the hiv 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 Salamander's gene-seed appears to be both stable and as yet uncorrupted. 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 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. frightening appearance is entirely superficial, but has intimidated more than one rebellion into submission without firing a shot.[2a] 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 that could generate minute pulses of heat at the specific signatures detectable by their modified eyes. Ever since, this material that could generate minute pulses of heat at the specific signatures detectable by their modified eyes. even applied to the flanks of Salamanders vehicles. When connected to the Noosphere, it generates enough heat to be seen by 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. [47e] Other Traits Besides Fire-Sight, the Salamanders are renowned as compassionate towards the average citizens of the Imperium and as defenders of the weak. While some decry this as a weakness, the Salamanders for this. Similarly the Salamanders have always evinced a readiness to ally themselves with other Imperial forces, to the extent that they are often the first Chapter to extend diplomatic overtures. [47f] Although the Salamanders 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 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 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 robed in the traditional garb of Nocturnean metalworkers, who pass chains twice the size of an 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 subjected to a blast of flame from below, surrounding him in a pillar-like inferno for a few seconds. This complete, 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 locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally burned in the Pyreum under Mount Deathfire, his brothers may elect to cremate the body locally burned in the pyreum under 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 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 traditions. [21a] Post-Heresy 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. Also unusually, the Chapter directly oversees the 1st Company.[44a] Another significant deviation from the Codex Astartes is that the Salamanders maintain three Masters of the Forge instead of one. This allows for the efficient maintaining of the chapter directly oversees the 1st Company.[44a] Another significant deviation from the Codex Astartes is that the Salamanders maintain three Masters of the Forge instead of one. 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] Chapter maintains the Pantheon Council to forge its direction of the Salamanders has the final say on matters, the Chapter Master of the Salamanders has the final say on matters. 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 roles).[47d] The presumably is necessary as the number of squads in the first company is not explicitly stated, but the other six companies all have 12 squads each.[47d] Headquarters The first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company is displayed here, as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter master acts as the Salamanders do not maintain a first company captain - instead, the chapter acts as the salamanders do not maintain a first company captain - instead, the chapter acts as the captain - instead its own 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 - an event which has not occurred since before the 2nd Founding.[27b] Company Descriptions[47f] The 1st Company, known as the Firedrakes. To join the ranks of 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 Master Tu'Shan is the ceremonial lord of the 1st, in truth he oversees larger 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 company, known as the Defenders of Nocturne. 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. sympathizers. They are always careful to balance the Promethean Cult's teachings of protecting the weak with Vulkan's noted pragmatism. The 4th are the most closely tied to the Salamanders Reclusiam and admittance to the 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 slaving 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 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 The Salamanders are noted to stipulate a long and arduous 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. Those successful will be taken for first-stage implantation. At set intervals throughout their training, the initiates must replicate feats performed in contest with the Emperor; this will culminate in them being required to hunt and slay a salamander. Marine[45b] Noted Elements of the Salamanders Relics and Artefacts Main article: Salamanders 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 allowed to scar their faces before the rest of their body.[5c] Vessels Main article: Known Vessels of the Salamanders allowed to scar their faces before the rest of their body.[5c] Vessels Main article: Known Vessels of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar their faces before the rest of the Salamanders allowed to scar the scar Forgefathers Firedrakes (Heresy-era) Pyroclasts (Heres 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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