

Tu'Shan

Chapter Master of the Salamanders

Tu'Shan is the current Master of the Salamanders chapter, and in his relatively short tenure has already earned great respect among his peers, and the adoration of the Imperium's citizens.

Just three years after being raised to Chapter Master, the Ork Warlord Ghazghkull Thraka launched his first invasion of Armageddon. The Salamanders, alongside the Ultramarines and the Blood Angels, rushed to defend the planet from the Ork hordes. While the Ultramarines defended the cities and the Blood Angels attacked the Orks directly, Tu'Shan directed his Salamanders to protect the supply convoys and refugee columns, ensuring the safety of the civilians caught up in the war.

Fifty years later, when Ghazghkull returned to Armageddon at the head of an even greater force, Tu'Shan was one of the first to respond, dedicating no less than six of the chapter's seven companies to the planet's defense, personally leading his Firedrakes into battle. The Salamanders directed their efforts against the mighty Rok Fortresses the Orks had dropped in from orbit. Their aptitude for close-ranged firefights shone clear, and Tu'Shan's marines exacted a heavy toll on the Orks.

Once again, Tu'Shan demonstrated that his highest priority was the defense of the common Imperial citizens. An Ork force of five thousand had breached the perimeter of a refugee encampment and taken them hostage, so Captain Vinyard of the Marines Malevolent ordered that the camp be bombarded by the chapter's Whirlwinds in order to destroy the greenskins. Nearly four thousand refugees died, but Vinyard deemed them as acceptable casualties. Tu'Shan personally reprimanded Vinyard in front of the entire assembled command staff, and reminded him that the duty of the Space Marines is to protect the citizens of the Imperium.

Tu'Shan is noted as being strong and powerfully built even for a Space Marine. In battle, he wields a Thunder hammer and the Fire of Prometheus, a finely-crafted Combi-flamer. Like many of the Firedrakes, he wears the hide of the great fire lizard that he slew as part of his initiation into the First Company, it's thick, heat-resistant scales offering him additional protection. He is truly a fearsome sight to behold as he goes into battle at the head of his Firedrakes.

The Salamanders believe that one day, their Primarch Vulkan will return to lead them into battle, and until that day they elect the Master of the Firedrakes – their First Company – to act as Chapter Master. As a result of this, the Firedrakes are also considered his personal guard.

TU'SHAN.

Chapter Master of the Salamanders,
Regent of Prometheus

At the outset of the Second Armageddon War, Chapter Master Tu'Shan had only held his rank for three years. To do battle against Ghazghkull Thraka would be a hard test of his skills as a leader and strategist, and it was with no hesitation that the humble Tu'Shan agreed to follow



Commander Dante of the Blood Angels. During the campaign, it was Tu'Shan who helped rally the scattered Imperial defenders. In battle, Tu'Shan and his Firedrakes were responsible for defending one of the few bridges across the Stygies river, against a thousand-strong Ork Speed Freck column, fighting continuously for three days and four nights. At the end of the campaign, Dante himself sought out the young Chapter Master and praised Tu'Shan in front of all of the Blood Angels. This was a supreme gesture, for the Salamanders no greater honour can be bestowed than the respect of one's brothers in arms.

He is known to have met Yarrick on at least one occasion, and it is claimed that the two had an instant respect for each other. Yarrick heartily welcomed Tu'Shan's offer to once again defend Armageddon when Ghazghkull returned at the head of the mightiest Ork force ever seen.

My sword is at the Emperor's command. I answer to no other man, living or dead.

- Tu'Shan, Chapter Master of the Salamanders



Tu'Shan, Regent of Prometheus

250pts

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Tu'Shan | 6 | 5 | 4 | 4 | 3 | 5 | 3 | 10 | 2+ |

Unit Composition:

1 (unique)

Unit Type:

Infantry

Wargear:

- Artificer armour
- Frag and Krak grenades
- Thunder hammer
- Firedrake Mantle
- Fury of Prometheus

Options:

Tu'Shan may replace his Artificer armour with a suit of Terminator armour for free.

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Tactics
- Eternal Warrior
- Independent Character
- Legendary Strength
- Regent of Prometheus
- Stubborn

Chapter Tactics

If you include Tu'Shan then all units in your army lose the **Combat Tactics** special rule. Instead, all Thunder Hammers in the Salamanders army will count as master-crafted, and all Flamers, Heavy Flamers, Meltaguns and Multimeltas count as twin-linked. Alternatively, every unit in the Salamanders army can become Stubborn. If more than one character in your army has the **Chapter Tactics** special rule, you must choose which version will apply.

Master of the Salamanders:

If your army includes Tu'Shan, you may also include one Salamanders Honour Guard squad.

Legendary Strength

Tu'Shan is noted as being exceptionally strong even for a Space Marine. He may re-roll one failed to wound roll in each Assault Phase.

Regent of Prometheus

If your army includes Tu'Shan, one squad of any of the following types may be nominated as a scoring unit: Terminator squad, Terminator Assault squad, Sternguard Veteran squad, Vanguard Veteran squad.

Fury of Prometheus

The Fury of Prometheus is an ancient relic of the Salamanders, a fusion of Boltgun and Flamer that is much more sophisticated and well-crafted than the standard model Combi-flamer. It counts as a Master-crafted Combi-flamer, with the exception that the Flamer is not restricted to firing only once per battle.

Firedrake Mantle

This cloak is made from the extremely tough hides of one of the mighty Fire Drakes of Nocturne, slain by Tu'Shan as part of his initiation into the First Company. It confers a 3+ Invulnerable save on Tu'Shan.

Salamanders Honour Guard

The Salamanders Honour Guard uses the same entry as a regular Honour Guard squad (page 131 of Codex Space Marines) with the following exceptions:

- A Salamanders Honour Guard squad may be equipped with Salamander Mantles for +20pts per model. A Salamander Mantle confers a 4+ Invulnerable save on the wearer.
- Any member of the squad may replace their Boltgun with either a Combi-flamer or a Combi-melta for +10pts.