

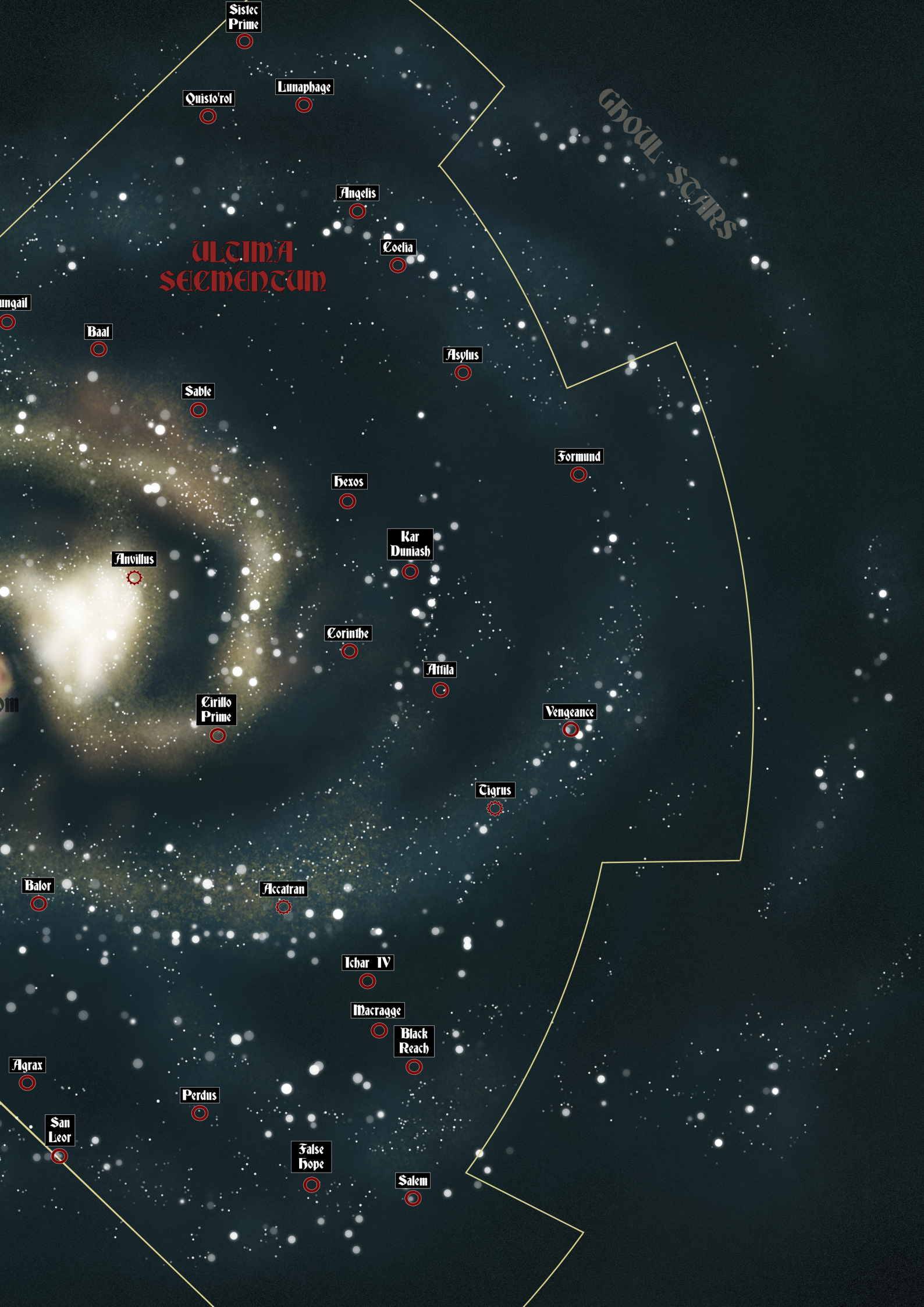


CODEx NOVA TERRA

BOOK I



REBELLION



ULTIMA SEGMENTUM

GHOUL SCARS

Sistec
Prime

Quisto'rol

Lunaphage

Angelis

Coeha

Asolus

Formund

Vengeance

Tigrus

Accatran

Ichar IV

Macragge

Black
Reach

Salem

False
Hope

Perdus

San
Leor

Agrax

Balor

Cirillo
Prime

Corinthe

Kar
Duniash

Hexos

Anvillus

Sable

Baal

ungail

Welcome to the 35th Millennium



www.wh35k.com

Introduction

Welcome! On these pages you find the first part of an account of a one-thousand year long age of peril. For the Imperium in the 35th millennium became shattered across three bloody schisms; the Nova Terra Interregnum, the Moirae Schism, and the Alexian Uprisings. This period of intense civil war would amount to the near total collapse of the Imperium in the Cataclysm of Souls, a dramatic civil war spanning the entire Imperium, before its eventual reunification. Afterwards, the Imperium would enter a new era of civil war in the Age of Apostasy.

This project is a fan-made project drawing on the official lore and canon of around the period called the Nova Terra Interregnum. I have tried to stay true to the canon as much as possible, adding in details, interpretation, and new events to tie it all together as one cohesive story and create a sandbox for people to create their own stories. It is why it is written from the perspective of an Imperial scholar - it is just one person's take. Maybe Scribe Novus' research was wrong! So please do not take the events of these books as canon, rather as a fan interpretation. A fan can dream that their fanfic might be canonised but I, realistically, have absolutely no expectation of this.

This project was started due to my love of the old Imperial Armour books. In 2024, I worked on a year-long project to play through the Siege of Vraks book I, rediscovering how much I loved the 'midhammer' period of the game. In 2025, I decided to explore the Age of Apostasy and Nova Terra Interregnum, something that spiralled into starting a whole community of people doing amazing creative things around this era. 35k is a pun, covering the 35th millennium in which the Nova Terra Interregnum occurred and year 35,000 when the Age of Apostasy roughly began.

In the year since the last draft of this book, the community and I have developed several supplements for different armies using a slightly modified version of 5th edition Warhammer 40,000 and, mostly, 4th edition army books (Codices). While delaying my completion of this book, this year has allowed us to tighten our core rules, develop the factions and setting, for me to learn how to use publishing software, and even given me time to learn to draw without tracing over photo-bashes.

Those who read the last draft might notice some of the units and army lists are missing. Going forward, it is easier to maintain balance and change rules in each army supplement than it is to update the core books every time we re-balance rules.

Remember that 35k is a setting, not a system. We produce lots of rules for the 5th edition ruleset as we feel it has the perfect 'middle ages' narrative feel of 3rd-5th edition. You can play these events using any edition you like, just like you can use our fan rules to play in any setting you like.

The 35k community sticks strictly to Games Workshop's community guidelines. We want it to be a model fan project, so we ask that what we produce be used for personal use only and that it stays strictly non-profit.

*This is an **unofficial fan-made document**. This document and the art included are intended for **personal use only** and should not be sold or used for commercial purposes.*

Author and art: Calgacus, 2026.

Thank you to the 35k Discord for their feedback, suggestions, play-testing, and support.





Codex Nova Terra

Book I

Rebellion

THIS IS NOT AN OFFICIAL GAMES WORKSHOP PUBLICATION

This is a fan project, drawing on the ideas and setting of the Warhammer 40,000 universe. The Warhammer 40,000 universe and its constituent parts are property of Games Workshop. The events detailed are drawn from canonical events but are not in themselves canon.

This work, alongside all other 35k projects, are for personal use only. This should not be resold and no profit is sought from any 35k projects. The greatest contribution you could give to production of this project is to enjoy it.

Written by Calgacus, 2025

www.wh35k.com

The art of this document is by the author.

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Preface

+++ RECEIVED: 8354114.M41 +++

+++ TRANSMITTED: Macragge - DESTINATION: Terra +++

+++ REF: 09822462113420R0R +++

+++ Thought for the Day: History is written by the victors. The victors are anointed by the Holy Emperor. +++

My Lord, Grand Master,

Thank you for the task that has formed my life's work, a task completed for you and our glorious Imperium of Mankind.

Five decades ago, I was tasked with compiling an account of the 'middle ages' of the Imperium, M35 and M36, on which the future work of the Ordo Originatus could build. I have begun with the events of M35.

It is to this task I have dedicated my life. In completing it, I have had to escape Xenos, skirmished the Ordo Redactus, and had to shield this work from those who would see its secrets lost again. To give my life for this cause is the greatest honour a scribe could have: To serve the Emperor with the gifts He bestowed unto me.

My efforts here are but those of a single man. I pray that those who follow in my footsteps discover new truths, disprove those falsehoods which have undoubtedly maligned my work, and deliver humanity the truth of its past so we may see ourselves as we are and as we were.

The task which I have undertaken is colossal. The Nova Terra Interregnum covers a vast period of some nine-hundred years. To truly understand it we must see it not as an event but as an age of the Imperium. It was an age in which the Imperium lurched between schisms and uprising with unforgiving regularity. There are, indeed, so many conflicts, rebellions, and petty realms that I cannot possibly explore these alone in my volumes.

This conflict is vast not just in its timescale but in its geography. At its worst moment, around only a third of Imperial planets were under the control of the Imperium, the rest at war or held by rebels, xenos, or other enemies of the Imperium. It then ended with a devastating war, from the ruins of which we clambered into the Age of Apostasy.

In my works, I have attempted to divide this era into its constituent major conflicts: Nova Terra's Rebellion, the Moirae Schism, the Alexian Uprisings, and the Cataclysm of Souls. Oh, how I envy those in the future who may explore all the events of this era in more depth than I. In my hopes for the future, I lament the limitations present.

I submit this to you Holy One in His name.

Yours eternally,

Ser. Ludovicus Novus,

Inquisitor-Scribe of the Ordo Originatus.

The Twilight of the Forging

'The mists of lamentation surround us as our tears fall upon the ashes of our forging. Those flames which shaped our ancestors are but memories to accompany us in cold night. Where our ancestors gifted us civilisation, our enemies require from us barbarity. This is to be human today.'

- Scribe Tyronus Greyfax, M35.

After the victory of the Emperor over Horus, humanity entered a period of rebuilding in which our modern Imperium came together. Early amongst these new foundations our Imperium was built upon was the Codex Astartes, the guidance with which the Emperor's Angels of Death did push His enemies into their ignominious withdrawal to the immaterium. Not even the great War of the Beast could stall the construction of His Holy Imperium.

The Imperium of M31 and M32 was still raw, recovering from the destruction wrought by Horus' hubris. It saw off three so-called 'Black Crusades' by the Arch-Enemy. In one event known as 'the beheading', all High Lords of Terra were assassinated in a coup by Drakan Vangorich. With the aid of some fifty chapters of the Adeptus Astartes, the High Lords were reformed, ready once more to guide His people to prosperity.

The Government of the Imperium

The Senatorum Imperialis is the legislative body of Lords and Nobles which sits on Terra. Established by Robute Guilliman during this period of rebirth, it constitutes both the larger assembly of Imperial institutions and the smaller council which we refer to as the 'High Lords of Terra'. This High Council is the executive which oversees the Adeptus Terra, which interprets His will so that we may live in peace and prosperity. Nine of our most powerful institutions are represented in perpetuity on this body, including the Administratum, the Officio Assassinorum, the Adeptus Arbites, and the Inquisition. Three further bodies enter temporarily, such as the Adepta Sororitas and Astra Militarum.

Like today, it is in the Senatorum that rivalries and competing interpretation of humanity's future play out. It is to be expected that all branches of the Adeptus Terra will understand His word differently, being from such varying, long-standing, and proud traditions. Yet, for most of Imperial history, a balance has been maintained through the ebb and flow of alliances within the Senatorum's chambers. Rare is it that a High Lord achieves glory in the future without accepting concessions in the present.

Historically, amongst the most powerful in the Senatorum's halls been the Administratum. Here,

countless clerks turn the cogs of the astronomical bureaucracy of the Imperium. Without the Administratum our lives would be chaotic and short. It is they who exist to account and to know, to tax and dispense. So vast are the fiefs in which its adepts operate that it has become redundant to even attempt its complete study. Scribe Otto Tutolaegus is a famous example of one who dedicated their life's work to understand the scope of the Administratum. His works were never finished, instead descending into babbling incoherence as he lost his mind.

It is the great purview of resource and responsibility from which the Administratum derives such power on the Senatorum Imperialis. Without the involvement of the Administratum, little gets done – medicine escapes the ill, ammunition evades the besieged, planets disappear from imperial maps.

It is testament to the unity of the Senatorum that the Imperium entered its golden age from M32 to the twilight of M34. Facing strife from within and attack from without, the strength of humanity allowed for our ancestors to purge the galaxy of countless Xenos and heretics, a period now known as 'the Forging'.



An ancient depiction of an Administratum clerk. Dated M31.

The Evolving Power of the Adeptus Ministorum

Throughout the Forging, the Administratum's primary rival was the Adeptus Ministorum. The Ministorum was a new, upstart organisation, established wholly after the Horus Heresy. It was only in M32 that its leader – the Ecclesiarch – would enter the Senatorum Imperialis as a permanent member. The duality of this rivalry represented the human's own internal battle between our spiritual and physical selves.

To fully understand this tension, it is worth reflecting on the history of the Adeptus Ministorum. As the Emperor withdrew to the Golden Throne, thousands of cults emerged across His Imperium recognising his eternal leadership of humanity. Like stars in the sky, these cults all differed in their position and relationship to one another. Some constellations viewed the Emperor as a God, others a Philosopher King. Each different star guided their followers in different directions, all burning brightly in their veneration of the God Emperor of Mankind.

Upon Terra there was one cult which burned brightest. The Temple of the Saviour Emperor was the largest of these new cults, led by one we remember as Fatidicus. This Temple was fortunate to have been blessed with gifts that would allow it to rapidly outgrow its competitors. Fatidicus himself was a former member of the Astra Militarum, preaching and counselling those veterans whose hands helped free humanity from the clutches of the Arch Enemy. From Terra, these soldiers would act as apostles, spreading the word of the Saviour Emperor across the newly reunified Imperium. As guardsmen visited new colonies, temples were established to give them a place for prayer and reflection. Soon, these temples were home to priests, who instilled within these colonists a zealous reverence of the Emperor.

By the time of Fatidicus' death at the age of 120, over a billion Imperial subjects followed the holy word of the Temple of the Saviour Emperor. Slowly, the Temple eclipsed its rivals, with over half of the Imperium following its tenets as M31 ended. So large and powerful had it become that entire planets could be made to embrace His light by the grace or force of its followers.

To have such a powerful body outwith the structures of the Adeptus Terra became increasingly untenable. Its influence already dwarfed some of the institutions represented within the High Lords, never mind the wider Senatorum. The High Lords shrewdly recognised that it is better to invite the Temple into their ranks with grace than be forced to accept it with ignominy. Thus, in the early 32nd millennium, the Temple of the Saviour

Emperor was instituted as the state religion of the Imperium, renamed it the Adeptus Ministorum.

This empowerment was not without controversy. The process itself took years of negotiation, with the eventual concord facilitating both the Adeptus Astartes and Adeptus Mechanicus remaining beyond the spiritual authority of the Ministorum. The beliefs of the Astartes varied substantially between chapters, with few seeing the Emperor as God but rather the ultimate human. The Adeptus Mechanicus similarly followed its own path of worship, instead in the Omnissiah. Honouring the Emperor's granting of autonomy under the Treaty of Mars, the Mechanicus and Ministorum were left distinct in their theological positions and practices.

With its entry into the Adeptus Terra, the structures and roles of the Adeptus Ministorum left the pages of ecclesiastical doctrine and entered the realm of law. The head of the Ministorum, the Ecclesiarch, was invited to join the High Lords. Underneath him, the Ecclesiarch's Cardinals were formally assigned dioceses, much larger than today's with each fief numbering hundreds of worlds. The collective of Cardinals on Terra, the Holy Synod, formally began sitting, some of whom were eventually represented on the High Lords themselves.



*An early veteran preacher of the Temple of the Saviour Emperor.
Dated M31.*

There was another branch of the Ministorum which also found itself now legitimised and bound by Imperial law. As the Temple of the Saviour Emperor evolved, so too did its need for military protection. In its early years, it was not uncommon for gangs or pirates to seek their valuable relics or raid their temples in the hope of pilfering their offerings. This gave rise to the Frateris Militia – armed auxiliaries pledged to protect the Temple and its clergy. Now formalised, the Frateris Militia was renamed the Frateris Templars, charged with the protection of Ministorum worshippers, property, and clergy.

The Confederation of Light

In early M33, the theology of the budding Ecclesiarchy met its first serious reinterpretation. On the planet of Dimmamar, a new sect of the Imperial Cult had emerged called ‘the Confederation of Light’. Detractors of the Ministorum claimed that its palaces had become too decadent, its mission too removed from the everyday lives of the Imperium’s subjects. Its followers sacked the grand palaces of the Ministorum, seeking to forgo the wealth and idolatry that had stained the Ecclesiarchy. Instead, they preached an ascetic lifestyle, finding wealth in the faith and service of everyday life.

This was seen as a direct challenge to the authority of the Ecclesiarchy and was swiftly declared heretical. The Holy Synod and High Lords identified its threat early; Dimmamar’s theology still taught only within the bounds of the Segmentum Obscurus. This was characteristic of the swift and unified response to threats during the Forging, plucking the seedlings of rebellion rather than being forced to grapple their thorns.

The war on the Confederation of Light also represented a new constitutional first. In its establishment, the Ecclesiarchy was awarded the ability to declare ‘Wars of Faith’ – a particular mode of crusade led by the Ecclesiarchy itself. While Astartes were not required to follow the Ministorum’s actions, several battle-groups of Space Marines joined both the Frateris Templars and Imperial Guard to extinguish the discord from Dimmamar.

The First War of Faith was a magnificent success for the Ministorum, forcing the Confederation of Light into obscurity, a cult which survived only through its last remote shrines. The strident Ecclesiarchy seized on their momentum, mobilising their Templars in the War of the Confessor – a conflict against heretical thought that would birth hundreds of new shrine worlds across the Imperium. By M34, every world not under the rule of Astartes or Mechanicus had its own cathedral dedicated to the Emperor.

The Ministorum of M34 had attained awesome power as it matured. The consequences of this were visible not only in the magnificence of its palaces but in the politics of the Senatorum Imperialis. Following the First Black Crusade of early M34, the Ministorum’s influence within the Senatorum Imperialis had eclipsed that of the Administratum. The Ecclesiarch wielded a de facto veto over Imperial legislation, gently steering the Imperium in its desired direction.

Such was the politics of the era. As mankind moved to the twilight of the forging, the hegemony of the Administratum withered. The next millennia would see the competition between the spiritual authority of the Ecclesiarchy and the temporal power of the Administratum. Those captains of the Adeptus Terra were required to navigate these two currents, sailing one way and another in the hope of steering their organisation through the dangerous waters of Terran politics. When these currents clashed, the tempests unleashed were known to claim lives.

The Catalexis Heresy

The rise of the Ministorum from the days of Fatidicus had taken some three millennia. Within only a few decades the Ecclesiarchy’s dominance was shattered. In the fourth century of M34, the Imperium came under the attack of a powerful xeno cyborg known as the Cacodominus. This creature possessed unholy and powerful psychic abilities, able to bend countless beings to its will. At its peak, the Cacodominus controlled some thirteen hundred systems in its war against the Imperium.

The ability for the Ecclesiarchy to navigate this crisis was stymied by the politics of Terra. The Administratum, reeling at its loss of authority, found allies in the Mechanicus and Astartes who too feared the excesses of Ecclesiarchal dominance. For centuries, the Administratum waged a campaign of obstruction, positioning itself constantly through appointments, favours, and votes. By mid-M34, the Ecclesiarchy found itself under the command of weak and incompetent leaders, unable to meet the demands of the Catalexis Heresy and without support from within the Senatorum Imperialis.

While the demise of the Cacodominus at the hands of the Black Templars was a famous victory, it soon plunged the Imperium into crisis. In its death, the Cacodominus let out a powerful psychic scream, burning the minds of a billion astropaths across the Imperium. Entire sub-sectors of the Imperium were lost from Terra for decades, collapsing the Imperium into years of darkness.

The demands of this new age, coupled with the political weakness of the Ecclesiarchy, allowed for the return of

the Administratum to a position of dominance within the Adeptus Terra. Only the Administratum had the knowledge and logistics to slowly rebuild the infrastructure of the Imperium. The Adeptus Ministorum continued through its election of incompetent Ecclesiarchs, further strengthening the hegemony of the Administratum.

This explains the political system of early M35, where our area of study begins. Through M34, the Administratum had spent its energies building a political machinery which could cement its dominance for millennia. The Adeptus Ministorum's fall from grace was a mix of misfortune in timing, unsuitability for the politics of its time, and the growing influence of the Administratum over the selection of Ecclesiarchs. By early M35, the Administratum's domination of the Ministorum only grew, soon indirectly dictating the Ministorum's agenda, the deployment of the Frateris Templars, and the use of Ecclesiarchal tithes. Eventually, even the agenda of the Holy Synod was effectively dictated by the Administratum.

The Weakened Ecclesiarchy of M35

It is perhaps curious to the reader why the golden age of the Forging should collapse with the reunified power of the Senatorum Imperialis rather than its fracturing. The truth is that the

Administratum had forgotten an important human lesson. To wield power is not just to exercise one's will. In its domination of the Ecclesiarchy, the Administratum no longer prioritised the Ministorum's spiritual mission. So often have empires of plenty fallen due to their subjects' lack of respect for the whole, as individual quests for power lure us away from the road to humanity's prosperity.

The truth is that Administratum and Ministorum need one another, their two faces reflecting the dual realms of the soul and the body. Without one, humanity grows sickly and frail. An Imperium without the Administratum becomes disorganised and weak, unable to manage its crises. An Imperium without the Ministorum becomes corrupt and directionless, unable to see why they manage their crises.

In early M35, the Ministorum had lost sight of its mission of spiritual guidance, the Holy Synod becoming focused on the government and administration of its realms. Management of the Ministorum by the Administratum was one of divide and rule, deliberately appointing Cardinals so to balance the competing factions within the Holy Synod. Radical cults were welcomed or eradicated, not according to their spiritual transgressions but according to their utility in the maintenance of the Administratum's authority.



A drop pod assault during the Catalexis Heresy. M34.

The Pale Wasting

'Goodbye o cruelty of existence, we are your torments. We face the darkness beyond unburdening ourselves of our home, our family, our Imperium. Let it be known that we faced this threat in His name with the bravery and dignity that humanity requires.'

- Governor Edelius Krawn of Lunaphage, 034.M35

To study the Pale Wasting is amongst the most difficult tasks an Inquisitor Scribe of the Ordo Originatus can undertake. Our esteemed colleague Horatio Graetinius lost his life uncovering the true horrors of the period in circumstances we may never know. All I can piece together is from the existing research of others. Not even the Novamarines, who count the Pale Wasting amongst their most valiantly earned honours, have kept records of the horrors they faced.

What is apparent is that the Pale Wasting was vast in its scale, scarring swathes of systems with its putrid claws. As the new millennium arrived, the Imperium had long managed its xeno threats, from the invasions of Ork and Traitor warbands to the raids of the Dark Eldar. The scale of the Pale Wasting appeared to dwarf these threats, leading to a lengthy conflict spanning centuries. This war sapped the Imperium of its strength, in its early years requiring ever more soldiers to brace against its borders.

It was from within the Ghouls Stars that the Xenos emerged, an accursed and dangerous fringe of the galaxy beyond the light of the astronomican. It is here that evil undocumented beings dwell, a threat too fearsome for even the most intrepid explorer. Today, it is the duty of the Death Spectres to patrol and protect us from the return of such a scourge.

The Pale Wasting began not with invasion but a great plague amongst the systems closest to the Ghouls Stars. Reports of the plague that reached Terra were unusual in that there appeared to be no epicentre – it had appeared almost simultaneously across hundreds of planets. Initial attempts to quarantine these planets did little to halt its spread.

A report from Lunaphage, which survived censorship, tells of the disease beginning on the skin, normally around the face and hands, which slowly spread to envelop the body in purple discolouration. The victim grew weaker, their tolerance of light diminished, as the talons of the disease tore deeper into their organs. As the disease progressed, their body emptied into becoming a soulless and inhuman vessel. Some victims would die in this process, those surviving driven into a permanent state of psychosis.

Superstition became a symptom of the fear underlying

the pandemic. Inhabitants of Lunaphage soon walked beneath parasols night and day, wearing gloves and masks to shield their skin from whatever spread the disease. Rumours emerged of colonies established underground being unaffected by the affliction. Records soon told of it as the 'star spawned plague', the Morbus Stellaris, which took the lives of countless Imperial subjects across the outer Ultima Segmentum.

The Xenos Attack from the Ghouls Stars

Years passed as the Imperium scrambled to mitigate the disease's spread. Inhabitants feared to leave their homes, exposing themselves to direct light from outside. Imperial engineers dug tunnels and built shielded walkways to reach those communities ostracised by the plague. Tales of what they found in these communities are harrowing, humans living isolated and in darkness for sometimes years at time.

In some hive cities, the underhives had become febrile as refugees from the wealthier surfaces moved deeper into the underhives. Riots occurred in the cramped interior of the hives as gangs sought to exploit their new wealth and subjects protested their sentences in the darkness. Famine and violence scarred the region, as tithes were increased to support the victims of the Morbus Stellaris.

It was in then, in this disorder that from the mists of the Ghouls Stars, a great fleet of powerful machines descended upon the plague's victims. Planetary Defence

The Deathwatch and Ordo Xenos fought bravely throughout the Pale Wasting to both study and halt the vile species of the Ghouls Stars.

One Deathwatch Veteran of M35 is depicted right, wearing Mk IV armour. This armour mark was highly popular and commonly found within the Deathwatch until the fall of Tigrus around 230.M35.



Forces were overwhelmed, unable to mount a defence for fear of contracting the disease. Those brave enough to fight found themselves unable to quell the riotous subjects within their own colonies. Thousands of planets soon fell, catching Imperial forces completely unaware.

The High Lords quickly called a crusade to stop the tide of xeno invasion, unaware exactly what it was that they were attempting to hold back. We too know little of what it was that faced the Imperium, save for a few scattered records. The invasions would target those planets affected most by the disease first, with the descent of 'nightmare engines' through the sky, with the power to erase hundreds of lives through the deadly beams of their great machines. Their soldiers would roam these colonies, 'harvesting' the bodies of those untainted by the disease.

To fight the nightmare machines of the Ghouls was a cyclopean effort for the Imperium. Maintaining Imperial quarantines around the affected planets itself took a substantial strain on the Imperial Navy, which was left open to attack from xeno craft. The distances between affected colonies was similarly so great that rapid response fleets would arrive in aid to devastated hulks, their crews consumed by their enemies.

On the ground, to battle these creatures was to be caught in a whirlwind of endless death. Those brave soldiers who could achieve victory would soon find their battle far from over. For these xenos could not simply be killed but had to be completely annihilated lest they rise once more from defeat. Platoons of xenos could clamber from mass graves should they not be sufficiently destroyed, spewing violent malice amongst the Imperial rearguard. Each battle required a lengthy period in which to destroy the enemy, during which Imperial forces would effectively invite the Xenos' deadly counter-attacks.

To defeat the xeno was not enough. Those Imperial soldiers and civilians who found themselves infected too posed a threat to crusade. Those afflicted by the star-plague would gather in great numbers, harassing Imperial lines, overrunning supply stations, requiring the Emperor's loyal soldiers to guard every station. All soldiers and labourers were required to completely cover themselves, reducing the efficacy of the star plague but making detection of victims ever more difficult.

Without any more detail we know that to fight in the hellscape of the Ghouls' periphery was both duty and punishment for those stationed there. There was no respite, no peace, for at all moments the xeno tormented their prey. In battle itself, the power of the Xenos' armies were apocalyptic. One brave chapter

deployed early in the conflict found itself reduced to a single company within three years. Dozens of chapters were decimated by the conflict. Some chapters were effectively destroyed, their memorials remaining on Terra to this day. To stem its tide became the responsibility of all Imperial subjects.

The High Lords soon recognised the grave threat that had crawled from the darkness of the Ghouls. Imperial tithes were increased across the whole Imperium, from the billions of soldiers to the gigakilos of food required to sustain them. The great palaces and buildings of the Forging aged as the vast monies to maintain them soon dried.

++Recorded message from a victim of the Ghouls.++

++Imperial Library at Dimmamar. Undated.++

'To my loved ones,

I pray to the Emperor that you might see this one day. I miss you all. My time in His service is almost gone.

Our colony started with such promise. We spent decades establishing ourselves on [REDACTED]. I remember when we arrived, a few huts with some simple crops. For years, we had operated as a small port, growing and prospering from the customs of passing by. In only a few weeks our first temple to the Emperor was going to open.

Somehow, I have escaped the plague. Those of us unharmed by the disease started a commune in the hills outside the colony. Yesterday, one of our survivors caught it.

I cannot describe what I saw when we marched them out in the vain hope of a cure. As the gates opened, we saw the space port burning. Towers of steel descended from the sky, launching fire from beams of light. Smoke and flame blocked out the horizon... [the following paragraph is redacted]

... We have accepted our fate. Their warriors approach. We have armed ourselves, waiting for our final stand. Know that we all died bravely, facing our fate. I pray I will see you once more in the afterlife.'

The Ends of Sacrifice

'Thou cannot give more than one's life for the Emperor. Thou should not give less than one's life for the Emperor. His blessings are a reward for our faith.'

- Savonarro, High Priest of the Cult of Sacrifice, 074.M35.

The Pale Wasting sapped away at the Imperium like the star plague itself, draining it of its vigour. While the Ultima Segmentum toiled to escape the curse of stars and steel, other Segmenta strained to send their support to the front lines. The demands for tithes of this scale had not been asked for beyond the pages of ancient records.

Yet it was not the tithes themselves that caused the most strain for those safe from the Ghouls Stars. In the Segmentum Pacificus, the Ghouls Stars could not even be witnessed from the ground, obscured by the countless Imperial worlds and celestial clouds between them. The threat to the Segmentum Pacificus was caused by humanity – the long mismanagement of Ecclesiarchal affairs.

In the 34th millennium, the dioceses of the Ecclesiarchy were much larger than planetary dioceses of today. Records from five-thousand years ago are often inaccurate, lost, even deliberately misleading. One can estimate that between around 20,000 planets, there were no more than 120 Cardinals in the Segmentum. Affairs within the Segmentum were coordinated through one of the five Cardinals Palatine based on Terra through the Synod Pacificus, each one responsible for their own segmentum.

The greatest of the dioceses of the Segmentum Pacificus was the one based on Nova Terra, the most developed hive world of the Segmentum. It was here that the Synod Pacificus met, with the role of Arch-Cardinal of Nova Terra being the most highly regarded in the sector even if junior to the Cardinal Palatine. To achieve this rank was a recognition of one's natural command of both ecclesiastical politics and theological scholarship, most historically being promoted to sit on Terra.

Yet, under the Administratum, the Cardinals Palatine of Terra were chosen from the notables of Terra, often those best placed and most loyal to the Administratum. A policy of divide-and-rule across the Imperium was followed, incorporating rather than challenging radical cults, so making the theological mainstream reliant upon Terra to meet their needs. The Cardinal Palatine was now not a popular role amongst the Synod Pacificus, particularly as the Segmentum had become a convenient place to exile those Terran cardinals who proved too difficult for those aligned to the Administratum.

The Cult of Sacrifice

In the early years of M35, one cult in particular had grown into one of the most powerful in the Imperium. The Cult of Sacrifice was founded by Missionary Giacomo Savonarro, commonly referred to simply by his surname Savonarro. Over its early years it had successfully out-organised and out-muscled competing cults to entrench itself across several small Imperial colonies. Core to the Cult of Sacrifice's belief was that of human sacrifice – that every community in the Imperium should offer one of its own to repay the great debt owed to the God Emperor of Mankind. To enforce this, the Cult had developed its own militia to intimidate those communities which were seen as lacking enough faith to follow the cult's doctrine.

Throughout early M35, the cult steadily grew across the Segmentum Pacificus, reaching the marches of the Segmentum Solar. On Hive Worlds, they established themselves within the poor underhives, using their militia to aid the needy and purge the dissenting. On others, they out-muscled lesser cults to establish dominance. Savonarro seized upon the rumours from the Ghouls Stars, promising that the souls sacrificed would empower the Emperor to stop the xeno threat. The sacrifice of one soul a year seemed a small price to avoid harvesting by the nightmare engines.

On Terra, Cardinal Palatine Malcus Orestes identified the cult as the perfect body with which to divide the Segmentum Pacificus. Initially, the Synod Pacificus had agreed with the co-opting of the Cult of Sacrifice in the vain hope of reining in its extremities. By 070.M35, they had given up this hope and sought a purge, something out of the question to Orestes. Instead, Savonarro was gifted his own diocese centred on the agri-world of Praxus, one covering dozens of other remote and rural worlds of agriculture and resource extraction.

The truth was that Savonarro had no interest in the synod. With his newfound authority, sacrifices on Praxus were increased to one per month in the name of it becoming a holy utopia. From its temples across the Praxian Diocese, cults were gifted ever greater power. Praxus' planetary governor soon found herself governing beneath the warmth of a Heavy Flamer, eventually choosing to cede control of the planet to the cult in 072.M35.

The Synod Pacificus remained solidly split on how to contend with them, a plurality refusing to find themselves potentially excommunicated for the murder of members of the Adeptus Ministorum. Planetary governors from the Segmentum Pacificus meeting on Nova Terra too struggled to agree on the best course of action. To legally interfere with the Adeptus Ministorum, never mind take military action against it, risked sparking a conflict they could ill afford. All that could be agreed was a commitment to outlaw human sacrifice.

The Revolt of Praxus

Praxus was a verdant agri-world, made fertile by the chains of volcanoes that dotted the planet's surface. Once every two-centuries, the planet would enter a period of extreme volcanism, ash billowing through the skies, turning Praxus to cold night. Ash rained down for decades feeding new nutrients to the soil but burying the old world beneath it. During these periods of around forty years, its inhabitants would retreat to hilltop sanctuaries, living on stores of preserved food passed down for generations. The longest of these periods of 'darkening' lasted some eight decades, a crisis which left the planet nearly entirely depopulated as Praxians fled to nearby planets.

These periods had shaped Praxus' idiosyncrasies. Religiously, when the Imperium first arrived, the locals worshipped a local Volcano-God Ankkor. In their Festival of Surrender, communities would tip some produce into the flaming calderas of the planet's volcanoes, asking their god to look kindly upon them.

In 997.M33, Praxus was welcomed to the Imperium following a brutal series of raids by a now forgotten xeno foe. They were rescued by the hands of a legendary 'Saviour of Praxus', a leader prophesised to one day return in Praxus' time of need. After pledging loyalty to the Emperor, the Festival of Surrender became associated with Imperial tithes. The export of grain and produce would be gifted to the Imperium, asking the

God Emperor instead to protect them from their planet's environment.

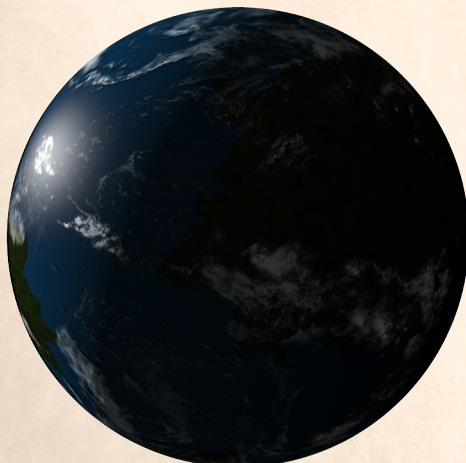
The volcanic cycles had led the Praxians to austere lives, putting aside enough produce to be cryo-banked for the next darkening. These would be stored in great vaults beneath their hilltop retreats, leaving the Praxians safe to emerge once more from the pumice ready to see the light of day.

Praxus therefore seemed the a perfect planet for the Cult of Sacrifice. This was a deeply spiritual people for whom sacrifice was near-instinctive. Yet, this was also a shrewd people who accounted for every expense when planning for their futures. The sudden burden of the Pale Wasting were initially accepted but compounded by the monthly sacrifice of their population. The planning of harvests and populations became increasingly difficult under the Cult of Sacrifice's rule.

It was in 084.M35 that the planet suffered a devastating misfortune. The ancient volcanoes of the planet erupted a decade early. Earthquakes pulsed through the settlements, collapsing large parts of Praxus Prime – the planetary capital. Its sun faded, enveloped by the electric clouds that roared across the skies. The Praxians left their townships in grief, praying to the God Emperor that this darkness not last long, for their reserves had not been sufficiently stocked. The fury of the volcanoes swept away their farmsteads as the Praxians sheltered in their vaults.

Normally, in times of darkness the Administratum would treat Praxus effectively as a dead world until its environment returned to normalcy. This time was different. Co-opting the Cult of Sacrifice, Cardinal Palatine Orestes demanded that tithes still be paid to Terra. Travelling in Arvus Lighters, bands of cultists flew from town to town, collecting grain for their Administratum backers. So too in these towns did the Cult enforce their sacrifices, increased at their peak to weekly on the demands of Savonarro himself.

++ Imperial Record dated 085.M35++



Planet Name: Praxus

Classification: Agri World

Segmentum: Pacificus

Capital Settlement: Praxus Prime. Population 1.2 billion.

Population: 4.6 Billion

Environment: Temperate. Every 200 years planet undergoes period of volcanism rendering it dark and less fertile for periods up to fifty years.

Tithes: Primary contribution of agricultural goods to nearby sectors; Infantry – 46 million per annum drafted to Kyrian Dragoons; Small contribution of promethium.

Note: 1% of population per year lost to religious sacrifice.

Faced with famine, reports began to emerge from across Praxus of ambushes upon cultists. Reports even emerged of the Planetary Defence Forces refusing orders, even turning upon Savonarro's militia. Shortfalls of sacrifices were taken out on the citizens of Praxus Prime, armed gangs soon seizing swathes of the city so to resist the kidnappings and murders of the cult.

Within a year, Praxus had become the home of burning anarchy. Resistances organised themselves, seeking to pre-empt and capture the arms and vehicles of the militia. Deserters from Praxus' Defence Force escaped to the townships, choosing to stand with their own rather than for the increasingly deranged demands of Savonarro. Only the highest spires of Praxus Prime were safe from the melee below.

The Cult of Moirae

The Cult of Sacrifice cared not for the borders of the Imperium, for it saw itself as the true agents of salvation. In this vein, by the mid-first-century of M35, its presence was felt on the borders of the Segmentum Solar. Most notable of these presences was upon the Forge World of Moirae. Similar to their neighbours in the Segmentum Pacificus, the Tech Priests of Moirae initially saw little gain in open conflict. Instead, they communicated that they would be tolerated so long as they did not interfere with the work of the Adeptus Mechanicus. Choices of sacrifice were made carefully, so not to frustrate the planet's Tech Priests.

Moirae itself was a centre of research, specialising primarily in void warfare. Its Moirae pattern lascarbine was employed widely by the Imperial Navy, its vessels belonging to many of the Imperium's most decorated flotillas. Tech Priests of Moirae scoured the galaxy for research that could better aid in warp travel, so to improve the Imperium's logistics, command of its colonies, and ability to expand.

One arm of research was in the study of the Astronomican – the holy beacon of Terra that is used to guide His navies. By its study, it was hoped that new practices of navigation could be uncovered. Three Tech Priests began one new area of study, recording small nano-second fluctuations in the signal of the Astronomican. They scoured this noise for decades, devoutly noting each blip into libraries of data. Over time, strange cryptic messages began to emerge, something which became an area of study in itself.

As Praxus descended into civil war, the Tech Priests of Moirae saw the lack of retribution from Terra. Then, in 085.M35, seventy robed Astartes arrived on Moirae under the command of one 'Lord Hrakon', claiming the mission of cleansing the planet of its extremist and illegal cult. This was welcomed by the Tech Priests of

Moirae, with these Space Marines granted the freedom to track down and destroy the cult in its entirety.

As the purges continued, many Tech Priests grew increasingly curious in the unusual tactics of these mysterious Astartes. Departments were established to draw on the Seventy's tactics in their design of vessels. Lord Hrakon's Seventy were the perfect unit to test Moirean weapons, ammunition, and wargear in new ways. Having wiped the Cult of Sacrifice from Moirae, the Moirae Tech Priests then gleefully supplied the Seventy on their further crusades across the Segmentum Pacificus.

These studies injected a newfound enthusiasm to the research on Moirae. Tech Priests had entertained innovative ideas, which in turn spurred creativity in other realms. In 090.M35, new breakthroughs in the analysis of the Astronomican variations had emerged as scholars began to piece together its cryptic messages. Their findings were seismic. What had emerged from the Astronomican's signals was no short of a set of prophecies, telling of a future where Mars is overthrown and the Ministorum and Mechanicus become one, alongside numerous other, frankly outlandish, claims that Cadia will fall and the Primarchs return.

These new Moirae prophecies fermented in the halls of Moirae, soon spreading off-world as its ships transported tales of their findings across the Imperium. Interest in the ability to decode and read the secrets of the Astronomican spread to new planets, intriguing the curious Tech-Priests beyond. Those Tech Priests following the Seventy too spoke of these messages, establishing new cults across the Segmentum Pacificus. So then, over the coming decades, ever more peered into the fascinating world of divination, all unknowingly seeing themselves corrupted by its heretical word.



The Sigil of the Forge World of Moirae, later adopted as the Sigil of the Moirae Cult in Moirean blue.

The Arrival of the Saviour of Praxus

Four years of strife ate away at the surface of Praxus, consuming the townships and cultists of the planet in bloody conflict. Townships and vaults were set ablaze, townsfolk kidnapped and murdered, militia mutilated through visceral hatred. Resistance to the Cult of Sacrifice was one of survival, with little foresight as to where the war might end.

That was until a great robed figure arrived upon Praxus. Despite his significance to the period, no name was ever given for this enigmatic character. There are many sometimes contradictory accounts of his features. Those who describe him talk of his unusual pistols, likely as those townsfolk had never seen a Bolt Pistol or Bolter before. He is said to be 'towering', wearing 'ancient black armour', fitted with flowing knightly robes. The tale of his title is one recorded from hearsay, of one townsfolk asking his name only for the answer to be 'your saviour'. It is from here that the people of Praxus then rumoured the figure to be the prophesised Saviour of Praxus.

The Saviour acted both as a one-man army and as an organiser of resistance. In his resistance to the Cult of Sacrifice, the Saviour slowly assembled a small fleet of airborne transports and rebel militias, travelling between settlements to recruit and teach them fend for themselves. In the space of a year, to be sent by Savonarro to the townships of Praxus became a death sentence for any cultist. The Cult of Sacrifice turned instead to Praxus Prime for its bounties, further aggravating the resistance from the underhives below.

In 090.M35, the Saviour of Praxus launched his assault on the planetary capital. Sorties of Arvus lighters dodged through incoming fire to land amongst the revolts of the underhives, meeting those tasked to foment and organise the hive-wide resistance. As they attacked higher through the Hive City, the Saviour of Praxus assaulted directly towards the upper city, to the spires suffocated by clouds of ash.

Fuelled by a wave of contempt, masses of volunteers in Praxus Prime joined their liberators. Some, lacking weapons, ran forward armed with little more than their hate – grabbing rocks and poles as weapons. Some Cultists soon dispatched of their robes, viewing them as a wearable death sentence. It took less than a month for the hive to fall. Sensing his defeat, Savonarro threw himself from the windows of his quarters, high in the dark ashy clouds of the city in one last sacrifice. According to his acolytes, he muttered the words 'And so the flock will live in sin. The shepherd shows the way.' As his body fell to the ash and flame below, Praxus was freed of its nightmare.

The Revolt Against the Cult of Sacrifice Grows

Cardinal Cornelius, Arch Cardinal of Nova Terra, had watched the fall of the Cult of Sacrifice with glee. Savonarro and Cardinal Palatine Orestes had smothered his rule, draining the life of his rulership. With Savonarro's death, air surged back into the lungs of the Synod Pacificus, awakening them to a new life of opportunities. Cardinals across the Segmentum were now the voice of their people, free to speak out against the maligned Cult's excesses.

Cornelius quickly invited the Seventy of Moirae and the Saviour of Praxus to Nova Terra to meet the Synod and most influential governors of the Segmentum. While other Astartes were present in the Segmentum, most had been forced to contend with conflicts elsewhere; protecting against xenos, serving in the Ultima Segmentum, or mitigating the influence of the Cult of Sacrifice at home. It was these Seventy-One Astartes who had shown the initiative to overthrow the Cult, offering the best route for the Synod Pacificus to reassert spiritual leadership over the Segmentum. A select few Astartes Chapter Masters were invited, those few who had shown any interest in combatting the corruption of the Adeptus Ministorum.

In 091.M35 the 'First Convention of Nova Terra' was held, with the most influential planetary governors of each sector of the Segmentum Pacificus and members of the Synod Pacificus descending upon Nova Terra to witness the liberator Astartes of Moirae and Praxus. In the great halls of Nova Terra's Synod it was the Saviour of Praxus who struck awe into the guts of all around. Even those of the Seventy appeared to defer to the hulking hero.

The summit met in the Chapel of Saint Valexus, home of the Synod Pacificus, where beneath its great stain-glass dome its pews and halls brimmed with the most powerful leaders in the Segmentum. One by one, speakers addressed the hall from the pulpit, before Arch-Cardinal Cornelius opened debate to the hall itself. All shared their hatred of the Cult of Sacrifice, viewing them as apostate murderers drunk on blood. Yet most worried of the retribution of Terra for the killing of ordained members of the Ecclesiarchy.

So too were the halls filled with speeches decrying Imperial Tithes. Prosperous planets had been plunged into poverty, breadbaskets left in famine. Appeals from planetary governors to mitigate the costs of the Pale Wasting were met with punishment, even execution. The High Lords had ruled that such sacrifice was preferential to defeat by the alien. Yet, many governors argued that it was these same High Lords who had empowered the extremists of the Cult of Sacrifice.

It was on the second day of debate that the Saviour of Praxus spoke. Thus far he had remained silent, seemingly observing all attendees and their positions. The hall fell silent when the marine stood tall, the ongoing speech of Governor Imbrasius cut mid-sentence as eyes fell on the ancient giant. The Saviour spoke, arguing that these debates were more than a decade too late. The delegates were plotting a murder which had already been committed, avoiding tithes that already sat unfulfilled. Savonarro had taken his own life, the Cult's brutality extinguishing its authority. The question was not whether to purge the cult but how to control the ongoing revolts and rebuild the sector.

As the Saviour's statement closed, the hall pondered his words. Most in the hall spoke in favour of his sentiment, seeking to return to the plenty of the Forging. A minority, including two Chapter Masters, spoke against the Praxian Astarte. His words were treason, they said, leading to certain death. They duly left in fury.

As the session closed, the attendees shuffled around the halls, trading favours and arguments in the hope of a settlement. The Saviour of Praxus stood at the side of the room, above the squabbles of the politicians. The Chapter Masters in attendance quietly talked amongst themselves, generally unsure of this renegade of Praxus.

It was on the third and final day of the convention that a concord was reached. With the blessing of Arch Cardinal Cornelius, a purge of the Cult of Sacrifice would be carried out. For those dissenting planets, they would not be required to carry out the purge but similarly would not prevent any violence towards the cult. A small fraction of tithes would be redirected to the central sector, these resources used to rebuild those planets so harmed by the violence of the Cult and of their demise. Again, planets could choose not to follow suit but would forgo access to this pooled resource.

Finally, the convention was granted new legal power. It would be named the 'Curia Pacificus', meeting twice yearly to discuss matters affecting the sector. A smaller 'Ur-Council' was formed from its members, overseeing the wishes of the Convention, dispensation of Pacifican tithes, and acting as the voice of the Segmentum, broadly reflecting the role of the High Lords of Terra.

It took just one day for the Cornelian Purges to begin, as the Ur-Council passed the 'Motion of the Disbanding of the Cult of Sacrifice'. The law immediately banned the practice of human sacrifice, charging those who had committed these acts under Savonarro's orders as heretics. Within hours, temples of the Cult turned a sanguine red as blood flowed down their pews. Armed gangs ambushed praying cultists, dispatching them with a gory glee. Townsfolk turned on their neighbours, those

who had supported the cult in its brutality and who had nominated others' loved ones for sacrifice. The purges terrorised the sectors of the Pacificus, haunting them with violence and vengeance.

On some planets, adherents to the cult suddenly disappeared without record. One can only suspect that local governors hoped to escape the ire of Terra by aiding the cultists in their escape to some other part of the Imperium. In some cases, governors erected mazes of bureaucratic procedures to slow the purges, allowing enough time for the Cult of Sacrifice to disband itself. These strategies were undoubtedly astute, ridding them of the zealot cultists and the accusation of treachery.

In 095.M35, at the time news of the purges had reached Terra that tithes were unfulfilled and members of the Ecclesiarchy being executed, the Cult of Sacrifice had already been largely destroyed. What remained of them was reduced to that of any other small cult, hidden in the forests of backwater colonies, the shadows of long-forgotten underhives, or in the machinations of the oddball zealot priest. Their purge was now the work of independently-minded Inquisitors, stalking their prey throughout the sector.

Notable Campaigns of the Cornelian Purges

The Massacre of Davus Bay 091.M35

The Cult upon the planet of Illvretch returned by boat to their temple upon the Isle of Davus only to find their home occupied by a furious militia. Over five-thousand years later, the island is remembered as haunted by the inhuman acts of the massacre's perpetrators.

The Purge of Vetoire 092.M35

In a violent purge of the cult on Vetoire, the leaders of the Cult of Sacrifice are deliberately launched into the void without sufficient supplies of breathable air. As they slowly suffocate, their cries played to rejoicing crowds below. The 'Screams of the Martyrs' still exists as a recording within Imperial libraries today, sometimes used in reflective ceremonies.

The Last Stant of Gregorian 093.M35

Recognising the arrival of the Ur-Council's forces on the planet of Domyan, High Priest Gregorian plots a last stand to sacrifice as many souls as possible before his cult dies. The Temple on Domyan becomes a slaughterhouse, the Temple eventually being brought down upon all within.

The Zelian Coup 093.M35

In an attempt to resist the purges, the Cult of Sacrifice aligns with rebel leaders to take control of the planet of Zelia – an industrial world. This triggers a five-month long campaign between the divided forces of the Planetary Defence Forces, ultimately brought down due to the intervention of the Seventy.

On the Archaeology of Nova Terra

Nova Terra itself is an enigma worthy of the continued study by our learned scholars. Its research was initially quite difficult until I discovered that in the millennia since the Interregnum, its name had evolved, known as Constantinium during a brief period of control by the Sons of Guilliman Chapter and Aelum following the end of the Nova Terra Interregnum. My visit to Nova Terra itself showed the planet as barely resembling the one from my research, its great arches and domes seemingly replaced by the gothic spires we associate with the wider Imperium.

This was until my discovery of the records of an archaeological expedition led by a Tech Priest called Lacaelus in M38. By this point, Nova Terra was a long forgotten desolate world, known only in the broad sweeping histories of the Imperium. The planet had faded from Imperial maps following the Interregnum, a process completed during the chaos of the Age of Apostasy.

Lacaelus had been attracted to the planet by the potential for long lost weaponry and relics, as is common amongst Tech Priests. His records are vast, including audio recordings, scans, and volumes of writings, all now housed within the Libraries of Stygies. To explore these findings was a great honour, exhausting me of the many favours I had built with the Tech Priests of Stygies.

Finding just exactly where Nova Terra was had taken Lacaelus decades of inquiry, eventually triangulating the planet's location to a small sector of the Segmentum Pacificus. Indeed, many of the maps I have studied have been inconsistent with respect to its location. Within the sector was a world explorers had named 'Aelum', a dead world that explorers had found little of interest on beyond the vast ruined hives that once stood there.

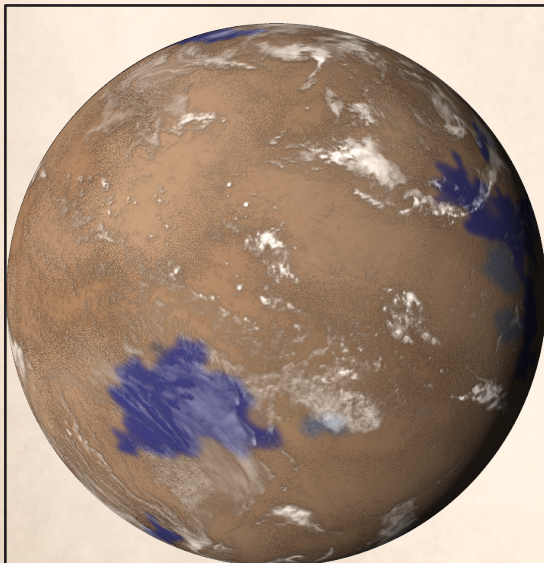
This was one of the final destinations that Lacaelus, his servitor, and his band of voidsmen had identified for exploration in the hope of finding the lost world.

Lacaelus' Aquila Lander touched down upon the dusty crust of the planet one day's walk from of the largest ruin upon the world. He writes, 'Indeed this does feel like a new Terra in more than one way. Not only is this a magnificent ruin, likely one of the largest Hive Cities of its time, but the planet too resembles the great wastelands I read of in ancient portrayals of Terra'. Winds howled over their camp, masking the eerie silence of a seemingly dead world.

ART-1, Lacaelus' favoured servitor, took measurements from the planet. All evidence seemed to point to this being the lost world: the faint warp taint of a once corrupted world, the crackle of radiation from the weapons of ancient battles, great craters blown by the now rotting husks of crashed ships. Aelum was a monument left to some great battle of the past.

On his second day Lacaelus' group landed in what ART-1 calculated as the most structurally sound of the landing pads in the ruins. They were around three-quarters from the very top of the ancient Hive City, it being too risky to land any higher. To be trapped on this ancient lost world would be a death sentence.

The group disembarked, gathering their supplies to begin their exploration of the ancient city. It was then, less than an hour into their preparations, that a band of twenty gold-clad spear-wielding men appeared from within the rubble. They uttered an unrecognisable tongue with some vague resemblance to low gothic. ART-1 whirred, attempting to decipher their unusual speech.



++ Imperial Record dated 110.M35++

Planet Name: Nova Terra

Classification: Hive world

Segmentum: Pacificus

Capital Settlement: Cirtus. Population 6.4 billion.

Population: 18.2 billion.

Environment: Arid. Evidence of ancient battles upon planet dating to Great Crusade.

Tithes: Primary contribution of soldiers for the Astra Militarum Regiment known as the Nova Terran Consuls. Serves as central administrative and trade hub of Segmentum Pacificus.

The primitives stood there in their ornately decorated armour. Although their weapons were crude, it was apparent that whoever they served was, at least by local standards, wealthy and powerful. The designs adorning their chest-plates and shields were uncannily familiar – an Imperial Aquila surrounded by an olive wreath. This was a symbol that repeated itself across the exterior of the ruins, implying some ancient connection to the Imperium.

As the voidsmen drew their lasguns, the warriors stood in surprise. ‘Farn’am?’, they queried. They gazed upon the weapons of the voidsmen with awe, as if they held divine weapons manufactured by the God Emperor Himself. They looked to one another, rationalising their situation in their barbaric tongue.

In a vague hope that these descendants of the Imperium still knew of their roots, Lacaelus spoke to them in High Gothic, asking who these warriors served. The warriors were astounded. One warrior stepped forward and uttered a single phrase ‘Gloria Nova Terra’. The others repeated the phrase. The Tech Priest looked to ART-1, who continued to whirr in the hope of deciphering the locals’ language. ‘Ave. Gloria’, he responded.

What appeared to be most senior of the group sent one warrior away, who briskly disappeared into the ruins. The commander turned to Lacaelus’ party and held out an open palm, uttering a command in their direction. ART-1 suddenly fired up again, eventually responding with one word. ‘Tschi’. Clearly amazed, the commander paused, before nodding and attending his position within his cohort.

ART-1 communicated to the Tech-Priest. ‘Conclusion: This language has evolved from a mix of high and low gothic. It is the product of centuries of evolution and isolation.’ Lacaelus paused to think. ‘Incredible. I had assumed this planet uninhabited. Perhaps these are survivors from the final days of Nova Terra.’ ART-1 responded, ‘Hypothesis likely’.



Banner of Nova Terra recorded from Lacaelus' expedition upon Cirtus.

After a short wait, over which the two parties closely and quietly observed one another, eventually, a sky-blue robed figure appeared from the rubble. He wielding a brown book bound in what appeared to be metal. His escorts were two tall powerful-looking men wearing golden armour and armed with what appeared to be decorative halberds.

The man spoke in a strange accent, uttering High Gothic in a way as if they had never heard High Gothic uttered before. ‘I am Sage Retonus. You are on the territory of King Therades III of the High City of Cirtus. State your purpose’. The lenses of Lacaelus’ eyes brightened. ‘I am Lacaelus, Tech Priest of the Ommissiah, envoy of the Imperium of Man. We have come to learn of your planet’. The Sage responded in surprise, ‘The Imperium of Man? Which God himself rules over?’. Lacaelus delightedly responded ‘Of course’.

Lacaelus’ party followed the Sage and his protectors through the ancient ruins. Each inch of their surroundings drew Lacaelus in with fascination. The ruins were both recognisable and archaic, familiar and strange. All depictions of the Aquila were surrounded by wreaths. Holy passages carved into walls varied from those he knew, with altered words, additional passages. On this journey, the sage himself appeared fascinated by what Lacaelus took note of and was amazed by, himself scribbling notes as the Tech Priest studied the ruins.

As they ascended through the hive, the passages increasingly showed signs of ramshackle repair. The walls of the ancient ruins had been resuscitated with frescoes of battling angels, apocalyptic explosions, and victories within the hive city through the bravery of sword-wielding champions. ‘This is a depiction of Brutus, the founder of our Kingdom, who united the tribes of the upper city,’ the sage explained. ‘How long ago was this?’ enquired Lacaelus. ‘Around a thousand years ago. We have few relics left from their age.’

It was amongst the ancient palaces and halls of the upper hive that people had built their dwellings. What appeared to be an ancient temple housed dozens of abodes. A proud statue of the Emperor of Mankind overlooked what appeared to be the town square. Several thousand people lived amongst the ruins, building their houses into the ruins of ancient Cirtus. They were all modestly clad, dressed like the serfs of backwater colonies. The hammering of blacksmiths rhythmically sang over the bustling of market business.

Eventually the party were led to a great hall, surrounded by stain-glass windows that rose to a peak above them. Very little appeared to remain of the original windows, having been crudely repaired over centuries. In the centre was a set of seven thrones. Upon the central

throne sat a proud-looking figure adorned in patterned aristocratic robes that would not look out of place in the high-parties of any hive city. A crown sat atop his head, on which was affixed an ancient crystalline Aquila surrounded by a diamond wreath. Behind him, a long blue banner was unfurled with that same symbol upon it and the phrase 'Gloria Nova Terra'.

The man spoke in a similar uncanny High Gothic to his Sage. 'Welcome to my Kingdom. I am Therades III, ruler of the High City, vanquisher of the Dark Realm, servant of God upon High. Gloria Nova Terra!'

Upon his recital of the last phrase, his royal guard repeated the chant. 'Gloria Nova Terra!'

The King leaned forward, looking first to Sage Retonus and then to his visitors. 'Tell me. Why have you come to my Kingdom?' Lacaclus again repeated his mission. 'We have come to learn of your planet and understand its history in the name of the Imperium of Man.'

'My planet?' Chuckled the King. 'I wish that I had such power! Our world is an ancient one divided between the clans of the Children of the Apocalypse. God-upon-High has bequeathed these lands to the thirteen Kingdoms, of which this is the most powerful.' 'Naturally,' replied the Tech Priest.

The King then leaned forwards towards to Lacaclus. 'And tell me. Is it true you are from His Imperium?' Lacaclus nodded. 'God be praised! I find this almost hard to believe! It was prophesised long ago that the ancestors' brethren would return again. The prophecies tell that following our years of punishment, once more those very angels who punished us shall return to redeem us. This day has arrived.'

The Findings of Lacaclus upon Nova Terra

Lacaclus spent thirty Terran years upon Nova Terra, studying its ruins and learning of its culture. It emerged that following the Cataclysm of Souls at the end of the Nova Terra Interregnum, the planet was so destroyed that it was considered a dead world. Those who survived within the deepest recesses of Nova Terra's hives were abandoned there for millennia, penance for the hubris of their ancestors.

The hive cities of Nova Terra had since become divided by petty Kingdoms. Therades' palace was in fact the chamber of the Ur-Council itself. The circular benches of the auditorium still inscribed with the names of the systems from which their delegates sat. These had since been interpreted as 'lordships', titles passed out to notables by their King.

The people of Nova Terra had long since lost their technologies, alongside the ability to replicate them. In

their place, they had used ancient weaponry and armour to forge their own metals from. Some materials, such as adamantium, were both too difficult to work with and considered too holy to melt down. Thus ancient relics of the Astartes, those referred to as 'angels', were displayed in museums or kept in archives for study.

Those symbols of Nova Terra soon passed to the descendants, who slowly forgot their meaning and history. Locals had, wrongly, assumed these to be the symbols of the God Emperor himself. Lacaclus, having recorded and privately kept some relics for himself, guided the people of the High City to the correct beliefs of the Imperium. By doing so, he hoped that these people could be reincorporated into the Imperium without the threat of execution.

The ruins of Nova Terra itself showed variation from the ruins of other parts of the Imperium. Its architecture was more rounded, featuring softer columns and arches than found across the wider Imperium. Its halls showed a love of the use of glass in exteriors, mostly since broken and decayed in the millennia since the 'apocalypse'.

Incredibly, the people of Nova Terra had retained a surprising knowledge of their forebears. Much of what they knew about the Nova Terra related to its end, speaking of punishment by God's angels for the sins of their ancestors. They spoke of devils unleashed which were rumoured to still stalk the darkest corners of the planet. They knew too of others like them who faced damnation and hoped one day for forgiveness. The Sages of Cirtus held many records of Nova Terra, which Lacaclus duly recorded for his own use. In return, Lacaclus was able to help Cirtus' scholars interpret what these records actually meant.

Very little of this can be found on Nova Terra today. At the end of his three decades on Nova Terra, Lacaclus returned to Mars to inform them of his discovery. Soon, the Imperium returned to Nova Terra, recolonising it and bringing it once more into its fold. Thanks to the work of Lacaclus, the people were spared from punishment as the Inquisition viewed them favourably for their commitment to the Imperial creed after so long alone.

Slowly, the architecture and structures of Nova Terra have grown in the form of the rest of the Imperium. The spears and weaponry Lacaclus records are now few in number, kept in display on the planet or in private collections across the Imperium. Only in the darkest depths of the Hive Cities can relics of Nova Terra still be found – the graffiti of an ancient vagabond, a forgotten wreathed Aquila hidden amongst rubble. It is now only in Lacaclus' records that the great ruins of that planet can truly still be explored.

The Nova Terran Secession

'The stench of their corruption besmirches His halls on Holy Terra. It falls to us to restore His empire, to built and Imperium renewed and pure of faith. Rise now for the future is ours! Let us cleanse those halls in the name of the Emperor!'

- Anti-Ecclesiarch Cornelius IV, 101.M35

The truth was that the Ur-Council was well aware of the consequences of their actions. No swift retribution had arrived from Terra. The Segmentum Pacificus had returned to a guilty peace, reconstructing itself under the haunting permutations of the future. For most Imperial subjects, these were better times, akin to those whose stories passed down from centuries past.

On Terra, the news slowly worked its way through the grinding cogs of the Imperial bureaucracy. Committees chattered, picking away at the minutiae of minutes. Stamps thudded and papers passed through a labyrinth of procedures, hoping to find their eventual way to the Senatorum Imperialis. For five years the events passed through the Administratum, numbers cross checked, events triangulated.

As the new century turned, so eventually landed the full report of the sins of the Pacificus upon the laps of the High Lords. Representatives of the Ecclesiarchy were outraged that members of their order could be murdered and purged in such a way, cognisant of their own weak position. Should such murders become tolerable, who could know which organisations may be tempted by the taste of unpunished vengeance? Senior members of the Administratum recognised this, seeing it as an issue in which to maintain Ecclesiastical loyalty whilst, more importantly, collecting the under-paid tithes.

So, in 100.M35 the High Lords passed their judgement upon the crimes of the Segmentum Pacificus. Known as the Edict of Benign Punishment, the High Lords had sought to minimise the threat of civil war through their restraint. The 'Saviour of Praxus' and 'The Seventy' were to be ordered to Terra for interrogation. Arch-Cardinal Cornelius was to be excommunicated and similarly returned to Terra for execution, replaced by a new Arch-Cardinal more aligned to the High Lords. Responding to the unpaid tithes, interest of 20% on all unpaid tithes would be levied annually, with an additional 10% of tithes being required until otherwise commanded by Terra. Finally, the High Lords' judgement stated that failure to comply would be considered an act of rebellion and, therefore, justified war.

As news filtered through the Segmentum Pacificus the reaction of Imperial subjects was primarily one of anger.

The Saviour of Praxus and the Seventy were viewed as heroes sent from Terra to liberate them. On some planets, subjects praised the Saviour of Praxus as a living saint. The increased tithes similarly caused consternation even amongst those planets who had sought to avoid association with the Ur-Council's actions, spared from interest but forced to sacrifice more to Terra. Famine was projected on thousands of planets, with thousands more anticipating extreme hardship.

The Astartes of the Segmentum Pacificus were relatively detached from the actions of the Benign Punishment. Chapter worlds were left out of the edict, as these realms broadly stood apart from the Ur-Council's domain. In total, over a hundred chapters were based in the Segmentum, with most fleet-based chapters having moved to the Pale Wasting to support the Imperial war effort. Only around a fifth of them had any significant grievance with the Cult of Sacrifice, with large numbers being either unaffected or unbothered by their actions. A small number of chapters aligned heavily with Terra's judgement, viewing the actions of the Ur-Council as foolish at best.

After around two months, a small detachment of Astartes from the Mantis Warriors arrived on Nova Terra ready to receive their prisoners from the Ur-Council. In their visit, they were informed that their targets had moved to the nearby planet of Moirae, where they were being held in advance of their transportation. Having completed their checks upon Nova Terra, they duly left off-world to Moirae.

Unknown to the Mantis Warriors, the Tech Priests of Moirae had been led to believe that it was their research that the Mantis Warriors were there to end. Secretly, Lord Hrakon had deceitfully convinced them of additional punishments for tier prophesies.

Incensed that their holy mission to divine the messages of the Astronomican would be ended, the Moirae Tech-Priests allowed the Seventy to set their trap. As they landed, the Mantis Warriors were led to a great hall where they were duly trapped. From positions above, tarantula batteries opened fire and massacred the battle brothers within. Those who miraculously survived were then extirpated by the Astartes of the Seventy, their bodies left to the Moireans for research.

The Second Convention of Nova Terra

Word soon reached the Ur-Council and Curia Pacificus of the ambush. The word was distorted, claiming that the Mantis Warriors went well beyond their mandate, seeking to execute the Seventy and put an end to Moirae's research. In 101.M35, the Curia Pacificus met again in the 'Second Great Convention' of Nova Terra.

The halls of Saint Valexus were filled with the fiery arguments of the Curia. Rare was the passage that escaped emotion, railing against any and all whose ill judgement had led to the convention's calling. Four days passed of such exchanges, primarily aimed at Terra for the inhuman levy of punitive tithes. A minority faction, known as the Redgowns due to the traditional dress of those from the sub-sector Runard, spoke primarily against the Ur-Council arguing that the route taken so far was one guided by folly.

Following four days of discussions without agreement in sight, it was Hrakon now who stood in front of the assembly. Hrakon accused the High Lords of Terra of a deliberate plot to divide and starve the Segmentum Pacificus as it had not the power to control it through force alone. The pathway to prosperity they had followed in recent years were a threat to Terra, promising wealth through rejection of Terran authority.

Hrakon then invited the Tech Priest of Moirae to stand, who duly shared both their research and anger towards the Mantis Warriors' alleged meddling. Those representing the forge worlds of Artemia Majoris,

Urdesh, Atar-Median, Milhand, and Stygies all were shocked by the words from Moirae. While all worried about the prospect of Astartes policing Mechanicus research, the prophesies of a future merging of Mechanicus and Ministorum was viewed as heresy.

Cornelius, motivated in no small part by his survival, continued the assault against Terra. He reeled against the Administratum's suffocation of the Adeptus Ministorum, the true cause of the Cult of Sacrifice and its consequences. How could the body in charge of worldly goods satiate the needs of the soul? The new Arch Cardinal was accused of being a sympathiser to the Cult of Sacrifice, a final humiliation the Curia was urged not to entertain. The Ecclesiarchy required reformation, leading to a wider reformation on Terra to truly become worthy of the God Emperor.

It was finally the Saviour of Praxus who interjected, reminding the delegates that it was, once more, too late to change course. The Segmentum Pacificus was already, slowly, becoming an advert to the wider Imperium of what the Imperium could be. Freed from the grasp of the High Lords, the Segmentum could enter a new golden age. The deed was done when it came to the Benign Punishment, its messengers slaughtered and its orders ignored. The Segmentum was in rebellion whether the Curia backed its formal secession or not. To secede was, by now, the only option. Reaching out to his detractors, he emphasised that any conflict with Terra could be solved through treaty with Terra. Without their tithes and reliant on the Pacificus, the High Lords would eventually be forced to relent and compromise.



Depiction of what is thought to be the Ur-Council of Nova Terra from an unknown period in early M35.

Recognising their crimes and the axe held aloft above their necks, the Curia Pacificus reached its conclusion. A contingent of around 100,000 planets agreed to secede from the Imperium. The remaining half of the Segmentum either chose to delay their decision or resign their place in the Curia. Upon their departure, those remaining signed the Declaration of Nova Terran Secession, establishing the Imperium of Nova Terra. The Declaration established its own new parallel institutions; its own Ministorum under Anti-Ecclesiarch Cornelius, its own armed forces under Lord Commander Marcius, and its own parallel Administratum. Even a parallel Inquisition known as the Inquisitionis Nova was established. In the coming weeks and months, thousands more worlds joined Nova Terra, particularly those now isolated within Nova Terran space.

Of the slightly more than one-hundred chapters of the Segmentum Pacificus, only a handful aligned with Nova Terra. These were joined by a further handful of chapters who arrived to defect from the Imperium for varying reasons including petty squabbles, dissatisfaction, loyalty to lost planets, or the simple desire for change. Twenty-five chapters are recorded as serving under Nova Terra by the end of 102.M35, although the overall numbers here are mere projection. No complete list could ever be compiled due to the severe redaction of chapter names following the Interregnum. Some chapters likely served their penance following the rebellion and may well serve the Imperium today.

Estimating the Scale of the Rebellions of M35

Ultimately, scholars do not have an extensive list of every planet under Imperial rule, protection, influence, or even which have died. Such a list would be ever changing, with many planets from the period of the Nova Terra Interregnum long since lost. In the past 5,000 years, it is even possible that some of these planets have since been recolonised with little trace of the planet's previous inhabitants.

The result of this is that I have had to estimate the number of planets based on the maps, records, and sizes of the Imperium's differing Segmenta of the period. We know, for example that the Imperium has upwards of a million planets under its control. Other scholars have suggested that the number of planets under the control of the Adeptus Mechanicus is around 50,000. These are the rough estimates I have followed. However, it is possible that these numbers are significantly off.

Based on how I have projected the population to be in the Segmentum Pacificus to look at the time of the uprising, it would appear that their initial territory controls up to 100,000 planets. There are plenty records noting that not every planet within their territory did join them, just as there are records that planets outside their initial territory joined with their rebellion. This early period of the Interregnum, for the Nova Terrans, primarily concerned the control of their Segmentum.

Governmental Organisation of the Nova Terran Imperium

The Ur-Council of Nova Terra

Consisting of the Anti-Ecclesiarch, Master of the Administratum Pacificus, Arch-Fabricator of the Mechanicus Pacificus, Lord Commander of the Novum Militarium Reformatum, Marshal of the Adeptus Arbites, Envoy of the Navis Nobilite, Master of the Astronomican. The supreme executive.

The Expanded Ur-Council

Representatives of the Inquisitionis Nova, Assassinorum, Astra Telepathica and other important Ordos who may be summoned to the Ur-Council when necessary and who are consulted on all issues.

The Curia Pacificus

800 seats representing the delegates of the sectors of the Nova Terra Imperium. The legislative arm of Nova Terra.

The Curia Justicialis

The Court of Nova Terra, primarily engaged in resolving disputes between planetary governors or bodies represented within the Ur-Council. Individual planets may appeal here.

That is why the first war is considered one of unification for them.

Similarly, we can conclude that the peak presence of Astartes in the Segmentum Pacificus is around 200, with 'around half' of these being deployed during the Pale Wasting to different fronts. From these broad numbers and statements, we can surmise the broad size of the rebellion but without any accuracy. It is always possible that Imperial records under- or over-estimate the size of rebellions for political purposes.

We can guess from the maps we have that the Tellarite and Doom Rook rebellions, the two next largest uprisings, were up to a few thousand planets in size at most. Neither occurred in areas of dense Imperial colonisation: The Tellarites in a remote part of the galaxy and the Doom Rooks in a particularly perilous one.

Beyond this, we can really only speculate about how many wider rebellions occurred. Rebellions, unfortunately, occur for all sorts of reasons and continue to plague our Imperium today. Maps from the era I have used suggest areas of widespread uprisings of which there is little information. The Imperium of Nova Terra covered most of the Segmentum Pacificus after its first war of unification. I would suspect that tens of thousands of planets were affected by rebellion over the early interregnum, possibly in total as large as the Nova Terran rebellion itself.

The following facts are clear. Firstly, the rebellions of early M35 were of such a scale that the Imperium could not simply conquer it in one fell swoop. The fact that the interregnum lasted 900 years suggests that this was a longstanding period of rebellion, upheaval, xenos invasion, and incursion by the Arch Enemy. It would be easy to underestimate how perilous this time is.

Secondly, these rebellions were complex in nature. It was not simply a case of rebellious planets, but arms of the Imperium itself; rogue Space Marines, rebellious priests, rogue tech-priests, and opportunist pirates all blighted the Imperium throughout M35. The Ordo Redactus has sinfully stolen from us all of the lessons we might glean from their successes and failures.

The Organisation of the Early Nova Terran Secession

The scale of the Nova Terran Secession shook the remaining Imperium. In the past it was not uncommon for systems, even sub-sectors, to rebel. An entire Segmentum was a challenge to Imperial authority not seen since the days of the Horus Heresy. As these events unfolded, the Imperium continued to try hold back the nightmarish tides from the Ghouls Stars. Panic emerged on planets near the front lines of the

Pale Wasting, seemingly damned to the harvest of the nightmare machines.

While being the smallest of the segmenta of the Imperium, the Segmentum Pacificus found itself with significant resources. It counted amongst itself trillions of lives and tens of thousands of minor regiments of the Astra Militarum. Several forge worlds were located there, including Stygies, Artemia Majoris, Atar-Median, Urdesh and Moirae alongside the navy world of Hydraphur. Those planets such as Stygies and Urdesh had long histories in the supply of armaments to the Imperium. Indeed, Nova Terra's influence reached as far south as the Astra Militarum worlds of Donia, known now as Macharia, and Joura.

While the entire Segmentum Pacificus was claimed by the Ur-Council, in reality it controlled just over half of the 200,000 worlds in the area. Those planets on the border with the Imperium generally remained more loyal, out of either attachment to their neighbouring planets or exposure to the threat of reconquest. Their governors hoped that Imperial reinforcements would imminently arrive before the secession escalated.

Recognising that Terran retribution would arrive, the Ur-Council knew well that time was not their ally. The Imperium still held almost ten planets for every one controlled by Nova Terra. Beyond the Imperium, the sickly threats of xenos and heretical threat of the damned warbands of Chaos stalked the skies. The Nova Terran Astartes could not protect their fledgling empire from all predators.

In its most early years, then, the Nova Terran military broadly followed that of the wider Imperium. The regiments of the Astra Militarum of the sector operated much as before, albeit with reduced resources. The Forge World of Stygies, famous for its Leman Russ pattern tank, was able to continue supplying the Nova Terra's tank brigades. Despite this, imperial supply chains had severed. The vanquisher cannon, produced on Tigrus, would not be available for repair. New patterns of demolisher and tank hunter Leman Russ were created to fill the void, Stygies turning to the Laser Destroyer in its place.

Beyond this, Moirae was able to provide its pattern of lasgun and up-scale its production of lascannons, while Urdesh strained to continue its supply of bolters and arms for Nova Terra. The Forge World of Cana, producing rhinos, was planned to supply the Astra Militarum with Rhinos and Auroxes, an outdated pattern which it had recovered the STC for and which could be produced to supplement existing Chimera stocks. The Aurox could additionally be fitted with Moirae-pattern lascannons to make a version of the similarly outdated Carnodon tank.

Given the limited supply of Astartes and the vast front line they had to cover, chapters were broken into smaller company-sized warbands. These warbands would often take on support and command roles within the wider military. It would not be unusual to see Space Marines leading small companies of guardsmen into battle or a tactical squad appear to support a wider guard assault.

Yet, surprisingly for the Ur-Council, the early years of the secession saw a handful more chapters defect to the Nova Terrans. Viewing this as a chance to reform and reunite the Imperium, the Knights of Vengeance and the Void Watchers, alongside two since redacted chapters, chose to support the Nova Terrans. Other chapters, including the Steel Justiciars, sided with the Nova Terrans from simple historic bitterness. A true complete list of the traitor marines in the Interregnum is simply impossible to collate; some were renamed, some had their records 'lost' following their penitence, and others have since been redacted from Imperial records.

The Nova Terrans were lucky in the breadth of Astra Militarum units available. Some units, such as the Kyrian Dragoons, broadly resembled the other guard units of the Astra Militarum, having to paint their left pauldron blue to distinguish themselves. This soon became standard practice across most Nova Terran forces, although the shade of blue and pauldron painted varied between regiments. The Futhan Commandos were elite troopers, exposed to years of war fighting Orks on their homeworld. They were able to take the role of Storm Troopers, with the ability to use jump packs when necessary. The Nova Terran Consuls had long held pride of place in the sector as a well-organised, well-drilled, and well-armoured regiment.

The control of Hydrathur meant that the Nova Terrans commanded enough of a fleet to put up a stiff resistance but little more. With a more limited ability to produce and manage their fleets, the Nova Terrans also relied more heavily upon dated ships for their defence. Commanders of the Ur-Council, such as Hrakon and the Saviour of Praxus, knew that they lacked the forces to directly attack Imperial fleets, so focused on fast-moving and small fleets that could rapidly respond to attacks while skirting round imperial vessels.

The Dark Angel Assault on Nova Terra

While purges occurred across the sector, the Nova Terrans attempted to present themselves as a benevolent, reformist alternative to the Imperium. Red banners of the Imperium were replaced by a softer blue, representing their hopes to conquer the skies. An olive wreath was placed behind the Imperial Aquila on all markings, representing their eventual desire for peace. All the

meanwhile, deep in the Hive Cities, violent crackdowns and purges were conducted in the hope of minimising any potential loyalist resistance.

While the Nova Terrans scrambled to secure their fledgling empire, news filtered through the structures of the Imperium. On Terra, word of the Nova Terran secession only emboldened critics of the Administratum. The view that the rebellion was rooted in the mismanagement and dilution of the Adeptus Ministorum had spread widely, particularly among the High Lords of Terra. This scandal weakened the Administratum's hand, with its influence over the Ecclesiarchy slowly beginning to loosen.

Away from Terra, the muster for the Imperial counter-attack had begun. To the galactic north, Cadians were preparing to hold the border with the Segmentum Obscurus nearby the Eye of Terror. The Imperium's most powerful and elite troops were deployed to defend the Segmentum Solar, with the Imperial Fists and their successors at the core of its defence. The Imperium would not allow a rush towards Terra, as Horus had attempted thousands of years prior. To the south, forces including the Flesh Tearers chapter and the ancestors of the Death Korps of Krieg were mobilised. It was in the Segmentum Solar where the assault force gathered, preparing to strike through the centre of the Nova Terrans, shattering them so completely that recovery could not be possible.

Within the Segmentum Pacificus, many of those loyal Astartes Chapters had chosen to withdraw to join the Imperial forces to shore up the counter-attack, deciding themselves more useful in a united Imperial force than as a pocket resistance to the Nova Terrans. Around a third of the remaining Astartes Chapters stayed alongside their systems, standing firm in their commitment to retaining their home-worlds. For these chapters, the thought of surrendering worlds to these rebels was sickeningly unthinkable.

Unknown to those on Terra, another Imperial force prepared to strike the Nova Terrans early. On the Rock, the Dark Angels had long held suspicions about the identities of the Nova Terrans' 'liberators'. The Dark Angels' history is notoriously secretive and difficult to research, particularly if one values life. What is clear that they had taken a particular interest in both the Saviour of Praxus and the Seventy.

Hoping to surgically end the conflict, the Dark Angels chose to strike early and decisively at the heart of the Nova Terran leadership. It was in late 104.M35 that they launched their assault. The Ravenwing of the Dark Angels rushed to Nova Terra, unseen by the Imperial blockade. Their battle barges entered Nova Terran space

with ease, safe in the knowledge that any naval battle would cripple the Nova Terran Navy beyond repair.

Those Battle Brothers who descended on Cirtus expected to exit their drop pods and Thunderhawks into incoming gunfire. Instead, there was little resistance. They had been prepared for Astartes, Storm Troopers, and heavy armour. Instead, they found a rag-tag militia armed with little more than autoguns. Questioning the wounded yielded little information. Their enemies had withdrawn. Those who remained seemed to be little more than those who refused to leave or cede control of the city.

The Ravenwing sped through the city on their bikes and land speeders, with the few surrounding civilians either cowering in fear or muttering insults under their breath as they few by. As they ascended to the Imperial Palace, they found it abandoned. They had missed their mark. The Ur-Council was not to be found. Its doors were unlocked, its halls were empty.

Then, from amongst the halls below, a rain of fire fell upon them. The Ravenwing quickly fell into the palaces of Saint Valexus, its positions conveniently easy to defend. Bolter shells fired across the city towards any trace of gunfire. Storm Troopers of Nova Terra blasted their hellguns through the palatial halls, their guns dangerously threatening the ceramite-clad warriors. For every shot which landed on their marines, a dozen would tear through the Storm Troopers. The Ravenwing had become trapped indoors, unable to freely glide through the fields of battle as they were used to.

Soon, the Ravenguard felt the incoming fire of bolters. Renegade Astartes had now arrived at the Palace. Somehow, the Ur-Council had caught wind of their assault and led them into a trap. The Siege of the St Valexus' Palace continued for several days, the cracks of weapons bickering across the high city. Dark Talons strafed the secessionist lines night and day, seeking to alleviate the pressure on the Ravenwing in the hope of facilitating their escape. Despite this, an unending army

appeared to slowly strengthen the city below, seemingly unbothered about destroying their own seat of power.

After a week of fighting, it had become apparent that the Ravenwing position in the High Palace could not be maintained. Deliveries of ammunition had become perilously infrequent, their bolters hungered. Even if the enemy could be met in battle, it was perfectly likely that the Ur-Council was off-planet. The desire to hold the palace grew more foolish as the hours passed and injuries grew.

Eventually, the decision was made for the Dark Angels to withdraw. Thunderhawks descended towards the High Palace, all miraculously surviving the streams of incoming fire dancing through the skies of Hive Cirtus. The truth of the Dark Angels' withdrawal was that the Nova Terrans had no expectation of killing any of the Ravenwing. Their commanders were quite content to allow them to withdraw, claiming victory in the propaganda war with the Imperium.

This victory over the Dark Angels was broadcast far and wide. Governors of planets such as Thoth, who had prepared to join the attack against the secessionists soon recognised that their enemies were more organised than expected. Two thousand new planets joined the Nova Terrans after the Siege of St Valexus' Palace. Parades and celebrations filled the streets of Hive Cirtus and beyond, veterans of the battle being gifted high honours in their triumph.

As with many rebellions, it was not necessarily the dedication to the revolutionary cause that motivated the wider Imperium into rebellion. Revolutions build unlikely alliances united by rage. Sub-sectors, planets, units, all aggrieved by some past transgressions, present interests, future hopes, saw in the Nova Terran victory a new opportunity. So, like a virus, the fever of rebellion spread across the Imperium. Terra disbanded its muster, instead choosing to reinforce its now fragmented empire. It was from this date onward that the Imperium truly entered its era of interregnum.



The Pacifcan War of Unification

'When reason can no longer command through concord, violence must command through conflict. To arms voidsmen! For our time is now upon us! For Nova Terra and a new imperium!'

- Admiral Octavia Krell, 106.M35

The failed assault on Nova Terra shook the Segmentum Pacificus. Those who had hoped for a diplomatic solution now recognised the futility of their hopes. The Segmentum was at war, whether they wished it or not. Within the Ur-Council, however, the Nova Terran leadership had long anticipated an armed confrontation with the Imperium. For them, to enter a negotiation in weakness is to concede without the movement of the lips or stroke of a stylus. From the very moment of the secession, Nova Terran Generals and Admirals, overseen by the Saviour of Praxus, laid the foundations of their first conquests. By 106.M35, the groundwork of the offensive had been laid, command of armies granted to the warriors of the Seventy, battle-plans ready for their dispatch to the front lines.

This initial conflict is recorded as their war of 'unification' primarily because of their focus on consolidating their Empire. Nova Terra did not see itself as a replacement to Terra yet. Their initial territory involved a patchwork of systems, sometimes isolated, sometimes concentrated. Several systems lay as enclaves within the claimed space of Nova Terra, their Imperial governors awaiting their saviours. These were the first targets, freeing up resources to be sent to the borders with Imperial space.

Oldrys and Drayyan typify the second types of planets targeted by the Ur-Council. Strategically placed and influential, these planets were perfectly placed to consolidate and prepare the conquering of the wider Segmentum Pacificus in some future assault. Drayyan was the gateway to the southern marches of the Segmentum, while Oldrys sat high above the galactic rim, acting as a potential base for any future Imperial counter-attack.

Yet in executing this war the Nova Terrans hoped that diplomacy may be the tool that set them apart from their ancient Terran masters. Avoiding bloody battles would be of military significance – freeing resources to fend off any potential Imperial offensive. Yet, in addition, the Nova Terrans enjoyed the fruits of a new reputation. To cement themselves as peaceful conquerors would be yet another propaganda victory, farther spreading their influence.

The Attack on Oldrys

For years, the Nova Terrans had already gradually increased the pressure on Oldrys' Oligarchs, hoping to suffocate them into an early surrender. Many on the Ur-Council had known Oldrys' leaders for generations, some even being tightly intermarried into the Oldrysian dynasties. Despite these familial ties, the Oligarchs of Oldrys and their ancient elite army remained fiercely loyal to the Imperium. It was the Imperium that had granted them power over the planet in the Great Crusade, granted with the expectation that all descendants would remain forever loyal.

The planet itself had little atmosphere. Originally, these air-sealed cities and depots were home to a vast mining industry, sending rare minerals across the Imperium. As the planet's crust ran dry, its cities evolved into lavish playgrounds for the Imperium's wealthy elite. It hosted great libraries, sporting events, cuisine, and museums, plated in the Imperium's finest gold and marble. Most famous amongst its events were the Oldrysian Games, a series of sporting events drawing gamblers, spectators, and competitors from as far as the distant Ultima Segmentum.

By the launch of the War of Unification it had been apparent that the economic blockade of the planet would not suffice. Somehow, the planet's Oligarchy had managed to build enough agricultural infrastructure to feed their people. Oldrys had chosen to await Imperial liberation, something the Nova Terrans had no intention of facilitating.

Recognising that diplomacy alone would not be sufficient, drop pods eventually fell from the atmosphere as Void Watchers seized key strategic depots across the planet's surface. From here, brigades of troops could be landed to slowly seize more and more of the planet's winding walkways and civic centres until the planet's four largest cities could be completely surrounded.

While noble and well-organised, the Oldrysian Guard were no match for Astartes, quickly forced to retreat from the landing pads and depots of the planet's surface. While armoured and prepared, the thick shields of the Void Watchers' Breachers struck total surprise into the defenders – lasgun fire hopelessly being



Objectives of the War of Unification:

- Seizure of Oldrys and its strategic point over the north-western flank.
- Seizure of space between Nova Terran occupied space and the Thothine exclave.
- Conquest of Drayyan to seize the strategic 'Pathway to the Southern Pacificus'.
- Seizure of Jakart so to limit Imperial access to the outer rim of the Segmentum Pacificus.
- Gradual starvation of Imperial resources to loyalist planets, forcing them into peaceful surrender.
- Seizure of key centres of production so to strengthen the Nova Terran armed forces.

Note: In many official maps from the period, the locations of planets including Nova Terra vary substantially.

reflected into the thick ferrocrete tunnel walls. In long tunnel-ways, the Oldrysians had stationed Heavy Bolters, hoping to gun down their assaulters in these natural bottlenecks. None had yet seen the power of the Castraferum Dreadnought, seemingly unbothered by the hail of Heavy Bolter shells exploding harmlessly across its chest.

As the attack on the planet escalated, requests for terms of peace were continually rejected. The Oldrysian Guard were reorganised, ordered to fight to the last man to uphold their planet's honour. In doing so, the Oligarchs could buy ever more time in the hope that the Imperial counterattack may soon arrive. The chambers and walkways of Oldrys turned into pipelines of blood, the boots of soldiers soaked red with the fruit of violence. Brave last stands were hauled down by the Power Fists of Terminator Squads, the ornate expense of Oldrysian flack armour crushed to worthless waste.

Within weeks the Nova Terrans gained control over all stations outside Oldrys' cities. The great playing fields of Arakana Stadium, once verdant and full of the joys of sport now showed the horrors of war. Where crowds once chanted, lasguns now cracked from its stand. The great fields that had been used to feed the people of Oldrys were lost, their crops wilting in the negligence of war. Arakana's lavish red stands were painted in the dusty grey of rubble, its field torn apart by the impact of grenades.

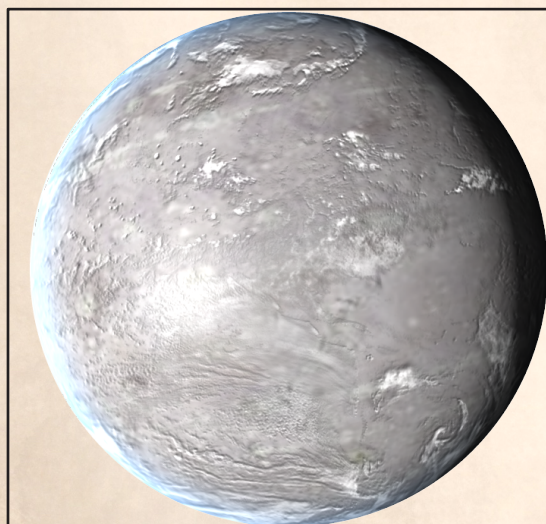
Despite their steady progress, Oldrys still stood. Too many planets had stubbornly held out, delaying the defence of the wider Segmentum. The Ur-Council began to fret that their inexperience had bred fatal optimism. Oldrys was expected to be the easiest of battles. The rich and pampered residents surely could not tolerate the austerity of the siege and the sacrifice of battle. Somehow, their people hung on as their planet slowly crumbled from their grasp.

The attack on the four great cities of Oldrys proceeded as slowly as the Ur-Council had feared. Whereas before, combat could progress through the veins of the planet's walkways, Oldrys' cities turned into more elaborate traps, autocannons firing from above while Storm Troopers charged forward below. Each street consumed the lives of dozens as they changed hands, backwards and forwards, between Nova Terran and Oldrysian forces. 'Stand firm for the Emperor' evolved from a mere order to the motto of every Oldrysian Guardsman as they prepared themselves for their journey to the great beyond. So deadly was the fighting in city of Rukulian that the Void Watchers were once forced to call off their attack to regroup given the unexpected casualties that befell them in its underground streets.

Those in charge of Oldrys knew well that the battle was a losing one. Their acts of bravery were ultimately futile without Imperial support. Unwavering in their oaths to the Imperium, they now knew that the Imperium was not arriving to save them. Their strategically placed world, with a vista above the wider galaxy, would never become the staging grounds for the reconquest of the Segmentum that they hoped it would be. Instead, it was to become their tomb. One way or another, the dark void of death would welcome them.

In 109.M35, the battlefields suddenly felt empty. Where once the beams of lasrifles danced through the air, an empty silence welcomed the Nova Terrans onto the streets of Oldrys. Messages to Nova Terra confirmed that no surrender had been offered, no ceasefire agreed. Duly the Nova Terran forces advanced through the cities, some rehearsing their upcoming triumphal marches. Little did they know what awaited them.

After the Great Crusade, Oldrys was prepared as a secretive military installation, home to a sizeable nuclear stock. From Oldrys, Imperial vessels would make use of these stocks should some system below fall into the



++ Imperial Record dated 106.M35++

Planet Name: Oldrys

Classification: Pleasure world, formerly mining world.

Segmentum: Pacificus

Capital Settlement: Garanthia

Population: 1.1 billion.

Environment: Rocky, lacking in atmosphere.

Tithes: Primarily financial. Contributes elites soldiers to the Astra Militarum drawn from Oldrysian Games.

enemy for the first time since the Great Crusade was not to be their reputation. They would die in honour, as their ancestors had lived. To draw their enemies into the cities of Oldrys was to have them join in their fiery demise.

So it was that a once thriving and wealthy hive world was engulfed in the flashes of nuclear explosions. Ships in orbit saw the bright flickers of nuclear bombs across the surface, drowning out the lights and life that once called the rock their home. Once a bustling planet, Oldrys was now a derelict grave, like any nameless boulder travelling the vast darkness of space. Somehow, the Nova Terrans had suffered a tremendous defeat, losing hundreds of Astartes, millions of soldiers, and their imperial planetary prize in their loss. Oldrys was no more.

The Devastation of Drayyan



In Drayyan, the Nova Terran invasion was even more perilous. With a similar strategy to that of Oldrys, the Nova Terrans tried to pressurise its Aristocracy into a diplomatic settlement. Once more, the Nova Terrans began by seizing key ports and settlements outside of the major settlements, slowly increasing their hold on the planet in a hope of forcing an early surrender. Two companies from the Crimson Axes were posted to Drayyan, having pre-emptively moved to the planet to slow the Nova Terran advance southwards.

Drayyan, sitting closer to Imperial held space, felt that it could perhaps hold out longer than other planets. While largely blocked off from the Segmentum Solar, there was plenty space for the Imperium to lend aid from the south, through the planet of Chiro. The Aristocracy counted, as Oldrys' did, that the Imperial counter-attack would be so swift and strong that the costs of their besieging would be outweighed by the rewards of their show of loyalty. Initially, Imperial communication promised the 'imminent' attack, their messages' tone boisterous and confident. As the months and years drifted by, messages became vaguer in their promises, eventually simply commanding the Drayyani to 'hold strong'.

Unlike Oldrys, the Aristocracy of Drayyan had heard enough to know why the delay in support had occurred. News of the failed Dark Angel attack on Nova Terra had reached far and wide in the Imperium, the Nova Terrans had made sure of it. As the Nova Terrans had desired, the weakness in the Imperium and scale of the Nova Terran secession had given an opportunity to all with revolutionary temptation – the Imperium had simply become stretched in containing these rebellions. Drayyan was no longer a priority for Terra.

Like the Oldrysians, the aristocrats of Drayyan chose to remain loyal to the Imperium despite their increasingly hopeless situation. Their local regiment, known as the

Loyal of Drayyan, rode out of the Hive Cities to meet the Nova Terrans head on, supported by the Astartes of the Crimson Axes. Tank battles raged across the planet as each side fought for control of the planet's key depots and strategic points. Before long, four companies of the Knights of Vengeance had been deployed to protect the Nova Terran emplacements being harassed by the Drayyani.

The war raged for two years, each side focused entirely on the attrition of the other. Neither expected the attention that their battles would draw from wider space. In 108.M35, a shower of rokks burst through the atmosphere of Drayyan as the great horde of Ork Warboss Grugnugg of the Blood Axes sought to join the battle for Drayyan. The hulking meteors smashed into the planet with millions of Orks descending in gory ecstasy, slaughtering all regardless of their side.

Brigades of Nova Terran and Imperial troops found themselves surrounded, sometimes putting aside their conflict for the survival of all. The Crimson Axes withdrew to the capital Hive City of Andrelion, hoping to at least hold the main strategic point with the hundred or so remaining Astartes of their battleforce. The Drayyani Aristocracy's strategy of defence was completely overwhelmed. Facing several defeats on the planetary plains, they too withdrew to the cities, hoping to put up a more solid defence there while the Nova Terrans fought the Greenskins out on the plains.

For a few weeks this strategy seemed to work. The Drayyani and Crimson Axes slowly reconstituted themselves, preparing their strategies to regain the initiative. To do so was to misunderstand the psychology of the Ork. Ork society is barbaric, motivated by the pitiful gloating of bloody victory over all else. By entrenching themselves in the planet's cities, they simply made themselves a greater target – a challenge for the Warboss' skills.

As the summer skies radiated down on them, from amongst the pulsating heat of the horizon appeared colossal machines and beasts, towering above the hordes of Orks beneath. Squiggoths, mechanical Gargants and gigantic Bonebreakas thundered towards the walls of Hive Princes, the ground quaking beneath the feet of its defenders. As the Loyal of Drayyan took their position, Storm Boys rocketed through the skies, landing amongst them with careless slaughter. Slowly the Ork force approached, crashing through the walls of Hive Princes as a tide of green flesh and iron flooded its streets.

It was at this point that the Drayyani Aristocracy recognised their only hope of survival coming from Nova Terra. Their Astartes allies, who had given half of their

Battle Brothers for the Imperium, ardently refused, threatening to turn their guns on the defenders and take the planet for themselves. As the battles raged on the streets below, agreement could only be reached to abandon the planet, leaving it to the Nova Terrans as the defenders withdrew to the Segmentum Tempestus.

The Ur-Council accepted the surrender, not only offering but facilitating the Drayyani withdrawal, the bodies of greenskins crashing up against the hive as the remaining Drayyani escaped the hellscape their planet had become. This act of kindness was, in the end, the only victory that could now be gained from Drayyan – a propaganda victory in exchange for the gateway to the southern Pacificus. Those in the Knights of Vengeance knew the Ork well, knowing that the removal of Ork spores was simply too great a task for the Nova Terrans to commit to. It was safer to raze the planet, engulfing it in sterilising flame. Like Oldrys, Drayyan was left a lifeless rock.

While only two of the thousand battles fought in the initial invasions of the Wars of Unification, they epitomise the speed in which the delusions of benevolence withered in the chamber of the Ur-Council. Easy diplomatic victories could not be won at the speed, nor with the reliability, that the Nova Terrans could have hoped for. In only two wars the Nova Terrans had suffered devastating losses of Astarte and guard. Refusal to surrender was henceforth treated as acceptance of death.

A map of Meigor VI from the 35th millennium. The red zones of the planet were the exclusion zones, established around four centuries before the planet's eventual invasion by Nova Terran forces.

Outside of these areas sit the great guild cities, each of which is governed by their respective mining guild. The land outside of the guild cities, known as the 'minescapes' were owned collectively so to prevent territorialism. Expeditions were licensed out to each guild for periods of two decades, after which any settlements had to be deconstructed and removed.

Waypoints, stations, and the planet's defence were handled by the Guild Council, an oligarchy who elected a Chairman as leader. This central authority allowed guilds to function without arms and the fear of violence from their competitors.

The Assault on Meigor VI

Meigor VI had sat idly in the southern marches of the Segmentum Pacificus for three millennia. First colonised by the eccentric Tech Priest Flavia Pollux, colonised as a mining world under the planet's great mining guilds. Slowly the dense jungles and mountains of Meigor VI would be scraped away, leaving the planet's bare crust exposed to the planet's polluted environment.

As the planet's bountiful harvest was sent off-world to nearby forge worlds, the miners of the planet would soon discover strange artefacts from millennia past. It was around these artefacts that strange phenomena and beings would be reported - mining expeditions disappearing never to return. The artefacts would draw the watchful eye of the Inquisition to Meigor VI, resulting in swathes vast areas of the planet becoming off-limits to the guilds.

What these 'Exclusion Zones' truly contained remains a mystery. Rumours from relic hunters who sought riches and tales from within were simply unreliable, for miners loved to tell tales of the monotonous work of extracting the world's riches from its soil. Those from the Corporate Legion, who patrolled the zones, would sensibly never speak of them as they knew the Inquisition would punish loose lips with sharp blades.

It was, perhaps, a grim misfortune that left Meigor VI central to the Nova Terran's southward expansion. Lord Marcius, Supreme Commander of the Nova Terran forces, had identified the riches of Meigor VI as critical to the success of the secessionists. The planet had become destabilised following the terrorist attacks at Viana's





newly re-established Snail racing. The air of fear poisoned the residents of Meigor, their skies menacingly obscuring the wars above. Brutal crackdowns were ordered by the Chairman of Meigor, attempting to maintain order in anticipation of attack.

In 116.M35, drop pods rained from the sickly yellow skies followed by Thunderhawk gunships and Valkyries, bombarding Corporate Legion bases across the planet. Marcius had gambled that the Exclusion Zones would be left undefended, perfect staging posts to slowly encircle the Guild Cities.

It was in the Exclusion Zones that word spread of patrols going missing. Those forces within the zones would find an unholy enemy, one we have no specific record of, in open battle with them. Eager to avoid what had occurred on Drayyan, the Nova Terrans widened their campaign to the hopeful early destruction of their enemies.

Across the minescapes the Nova Terrans found themselves under unexpected resistance. For the Meigor Corporate Legion had been preparing for assault for months, thousands of lives being lost when Vianese forces had blown up their great bridge - and lifeline - with significant numbers of Nova Terran forces upon it.

In 117.M35, the Nova Terrans launched Operation Rising Dawn, combining Astartes, Guard, and Titan legions in a hope of seizing the main routes between Guild Cities. Most famous of the engagements was the Battle of Port Luther, a days-long battle for the seizure of the strategic crossroads north-west of Karston.

The brave Crimson Fist and Imperial Guard defenders of Port Luther had prepared themselves with enough supplies to weather any Nova Terran attack, knowing well that the relief force would arrive quickly from Karston. Unfortunately for them, the Nova Terrans had

also anticipated this attack. A force lead by the Brothers of Damnation cut off the reinforcements at the Battle of the Karston minescapes, heaving the Imperial relief force slowly back to the city walls. So it was that the Crimson Fists were left alone, evacuating the last guardsmen from the port before attempting to destroy its reserves of promethium. Their trigger failing to detonate supplies, the remaining members of the chapter died to a man fighting to manually ignite the station's bombs to deny it to their enemies.

As the Nova Terrans closed in on the remaining cities, the Imperial defenders knew well that the Nova Terrans would attempt to starve them to surrender. Their strategy had been to establish 'safe sectors', ones that could be connected by the vast mining resources both over and underground. At the battle of Nura's Gate, the defenders collapsed the ground underneath their attackers, able to re-establish their route to Xanthia for the first time in months.

Yet it was within this counter-attack that both the Nova Terrans and Imperial defenders would suffer. For amongst the attrition of war, the beasts of the Exclusion Zones had slowly spread their infection across the planet. So numerous had they become that both Imperial and Nova Terran logistics became nigh impossible to secure. As the Imperial counter-attack continued, it began to falter and then collapse. The ravening hordes from the exclusion zones all but conquered the minescapes, driving Imperial and Nova Terran forces back to the cities.

For Lord Marcius, what could not be secured for Nova Terra at least was denied to the Imperium. His forces withdrew, leaving the guilds and their miners to be overwhelmed below. The planet would be quarantined, then lost to Imperial record as the Interregnum eventually passed by.

Notable Campaigns of the Pacifican War of Unification

The Burning of Alexo 107.M35-109.M35

Faced with invasion from the Nova Terrans, the Patriarchs of Alexo turn to an alleged 'prophet', who through the powers of darkness summons horrifying mutants to their aid. The planet's defenders are the first to be declared heretical by the Anti-Ecclesiarch, condemning the planet to its destruction. The Anti-Ecclesiarch's own Frateris Templars – the Auxilia Sanctificata – are deployed in the invasion alongside the Knight Households of Graia.

The War of the Tarsinian Diocese 106.M35-114.M35 (significant resistance until 142.M35)

Not all of the Dioceses of Nova Terra's budding empire consented to the new rule of the Anti-Ecclesiarch. In the Tarsinian Sector, Cardinal Krex organises the sector's resistance, effectively carving out his own pocket theocracy. Nova Terra chooses to engage Krex through its own assassins, killing Krex in the hope of collapsing the Diocese. While the assassination is successful, the effect is a deepening of resentment towards Nova Terra, which leads to a protracted conflict as the radicalised populations of the sector mobilise to hold back the Nova Terrans. While victorious, the Tarsinian Sector becomes a long-standing hotbed of resistance and increasingly repressive rule from Nova Terra.

Operation Helix Null 106.M35-109.M35

A combined operation across the sector seeks to disable remaining Imperial beacons and navigation stations. Storm Troopers from the planet of Vordrast are deployed on dozens of operations across these Imperial stations. At the Battle of Station Omicron Alpha Seven, the Vordrast Storm Troopers meet stiff resistance from the loyalist Paladins Navis, requiring the deployment of the First Company of the Void Watchers. While victorious, hundreds of Storm Troopers are lost as the station depressurises, leaving all without power armour to die in the void.

The Sundering of Calatha 109.M35-115.M35

Calatha, the homeworld of the loyalist Ebon Phoenix chapter, chooses to stand firm against the Nova Terrans. Battles above the planet's atmosphere constitute the first major engagements of the Nova Terran navy, who eventually destroys the Battle Barge Justice's Fist, sending it crashing down into the atmosphere below. Recognising the likely long and

destructive war required to conquer a planet from an entire chapter of Astartes, the planet is callously bombarded from space. The Titan legions of Stygies are then deployed to the planet alongside one of the Nova Terrans', since redacted, Space Marine allied chapters. A five-year war results in the ruining of the planet Calatha, with the remaining population deported off-world to live in more survivable conditions.

The First Siege of Kharan 106.M35-122.M35

Supported by loyalist Astartes, the fortress world of Kharan was well-equipped to last decades against the assaults of the Nova Terrans. Recognising the immense cost of attacking the planet directly, the Nova Terrans begin a lengthy blockade of the planet. The first phase of the war involves some of the most intense aeronautical conflict of the period, as the Nova Terrans slowly grasp control of the skies. Following this, for the coming years Nova Terran strike forces surgically attack the supplies and resources of the planet, hoping to starve the defenders into submission. Following twelve years of such strikes, with much of the planet now suffering from malnutrition, the planet descends into civil war as Nova Terra watches from above. In 120.M35 the Nova Terrans finally descend to find a new barbaric culture of brutal warlords emerge, one which ties down Nova Terran forces in the sector for a further three years.

The Black Eagle Raid 109.M35

Seeking to seize an ancient Imperial supply cache, a brigade of Nova Terran Storm Troopers find themselves surrounded and entrapped by a loyalist Imperial army. Forced into the complex containing the cache, the Storm Troopers bravely hold off assaults for three months until the arrival of Astartes from the Shieldbound Chapter. The Storm Troopers of the Black Eagle Raid become heroes across Nova Terra for their brave exploits, with their unit becoming its own specialist force known as the Black Eagles for the remainder of the Nova Terra Interregnum.



A member of the Black Eagles pictured after the Black Eagle Raid for Nova Terran propaganda purposes. Nova Terra made use of several patterns of Storm Trooper armour, often reliant upon older stocks due to supply issues. Their most elite units were always granted the finest equipment available.

The Hydraphur Void War

While smaller and lacking the same quantity of heavy ships as the Imperium, the Nova Terran navy was ultimately successful in both establishing its control over Nova Terran space. This is testament to both the Nova Terran's ability to seize the critically vital world of Hydraphur early in the Interregnum, denying the Imperium its primary naval base in the region. Similarly, the wider rebellions, invasions, and collapses in supply lines across the Imperium spread the Imperial navy over a significantly larger area than that which the Nova Terrans were content to operate within.

The circumstances surrounding the loss of Hydraphur are the source of scholarly debate. There is a degree of consensus remaining surrounding the importance of the then-great families of Hydraphur, who found themselves tied politically and economically to those who took part in Nova Terra's great conventions. Politically, the Imperium was too slow to recognise and act upon the support for the secession from upon the planet.

Similarly, the Cult Mechanicus of Hydraphur were closely linked to Moirae - the Moirean research surrounding void warfare creating long-standing technological and religious links between the two. Hydraphur was one of the earliest worlds to establish its own centres for the divination of the astronomican, creating a shared bond between the planet's aristocracy and mechanicus priesthood.

These factors, coupled with wider pressures from Nova Terra, saw the Hydraphur Coup launched and the fleets of the battlefleet come under the control of Nova Terra. The proximity of Hydraphur to the Eye of Terror had made it an early priority for the Imperium, with a battlefleet from the Segmentum Obscurus sent to damage as much of the nascent Nova Terran fleet as possible. The Nova Terran High Admiralty scrambled in anticipation of the inevitable Imperial attacks.

The Battle of Olwyn's Sector around 102.M35 saw the Imperium achieve its first major victory in the void, forcing the Nova Terran navy towards a primarily defensive campaign close to its own borders. However, the forces from within the Eye of Terror had similarly taken interest in the events of the sector, launching their own assaults northwards into the Segmentum Obscurus and gifting the Nova Terran navy enough space to reorganise.

The events of Olwyn's Sector set much of the tone of the conflicts surrounding the northern Segmentum Pacificus. It was the proximity to the Eye of Terror that limited the Nova Terran's desire to expand northward,

the Imperium similarly wary of overstretching their forces around critical worlds such as Chinchare and Cadia. The Hydraphur Void War was, therefore, primarily one of skirmishes as the forces of the Imperium, Chaos, and Nova Terra sought to unfoot one another.

For Nova Terra, the experiences of Olwyn's Sector was to look to privateers, who were sent deep within Imperial space to foment rebellion and stretch their enemy's defences. It is during this era that the Moirae Pattern Lascarbine found itself widely distributed amongst the Pirate Lords of the Veiled Region - some relics still found in the region today.

The Nova Terran Navy

The Nova Terran Navy naturally evolved from the existing Imperial Navy command structure of Segmentum Pacificus, and was therefore similar in most ways. Sector Battlefleets still received their orders from the Lord High Admiral at the Segmentum Fortress of Hydraphur, and still bore the same broad responsibility for the defence of their own realms.

As befit her station as the supreme naval authority in the Nova Terran Empire, Lord High Admiral Ventis Atterson at first held a seat on the Ur-Council. However, after the debacle at Olwyn's Sector she was expelled from the council chambers in shame. Her seat was left symbolically vacant for the rest of the war, with her successors invariably preferring direct strategic command over the high-level planning and incessant politicking of the capital world.

Due to Battleships being extremely difficult to procure without the support of Mars, the Nova Terran Navy instead depended heavily on locally-built Grand Cruisers to perform the same role.

Sector Battlefleets

Each commanded by a Lord Admiral, the Sector Battlefleets ranged in size from 40 to 70 capital ships, depending on the importance - or wealth - of the local volume. Primarily defensive fleets in pre-secession times, during the Interregnum many of these Battlefleets were deployed far from their home sectors, sometimes for centuries at a time. To keep raiders and xenos at bay, it was common for the Lord Admirals to call up what fleet reserves they had, and many officially discontinued ships, like the Styx-class carrier, once again became a common sight patrolling the spacelanes.

Minor Rebellions of the Early Interregnum

'The voice of the Astronomican promises much to the few who can hear it. It promises us a future beautiful and ascendant. Human flesh and robotic steel, together in soul and form. Are you brave enough to embrace it?'

- Tellarus, 095.M35

As the wars of Pacifican Unification proceeded, it became increasingly apparent to Nova Terra that the much-feared Imperial counter-assault would not arrive. Relatively quickly, intelligence in the Nova Terran court appeared to show the extent of rebellion across the Imperium. What had mustered to seize back the territories of Nova Terra had since been disbanded, sent to manage and quell a wave of rebellion that threatened to drown Terra. The High Lords of Terra had clearly written off those territories in the immediate vicinity of Nova Terra, choosing to withdraw what forces they could to contain the wider rebellions across the Imperium.

All the meanwhile, the spectre from deep in the Ghoul Stars continued to feed upon the souls of the Ultima Segmentum. Deprived of the troops and resources of the Segmentum Pacificus, progress in stalling, even pushing back, the nightmare machines had collapsed. Once more, millions perished to hold back the tides of infected and the cruel soulless machines that harvested the many who escaped. Rather than unite in purpose, the fragmented and weakened Imperial court continued to plot against itself, firing accusations to those parties whose past slights earned future blame.

By the end of the first decade of the Nova Terran secession, the rebellion was treated less as the normal disorganised rabble that frequently pestered Terra to the parallel Imperium that Nova Terra claimed to be. The Inquisition toiled to find agents fomenting rebellion in the stars in the vain hope of stalling the growing conflict.

Thousands of secessions occurred in these years, varying in scale from the continental to the systemic. Some rebellions tied themselves to the propagandised principles of Nova Terra – seeking vengeance against past transgressions. Others sought to carve out their own independent fiefs, empires, or overthrows of the Imperium itself. It was an era of rebellious confusion, the madness of those starved of power smelling conquest.

Given the scale and quantity of these rebellions, it is simply not possible to give an account of them all. What we do know is that these rebellions were wide-spread, covering every Segmentum and numbering in the

thousands. Both the Adeptus Astartes and Astra Militarum found themselves stretched, often forced to choose between which rebellions they sought to put down. After all, while these rebellions flared so too did the promise to the Dark Eldar, Ork, and forces of Chaos of conflict.

The Heresy of Tellarus

Amongst the largest of the rebellions of the era was that known as the Tellarite Rebellion. This rebellion is remembered mostly for it being the earliest post-heresy recorded use of what we now know as the Crassus tank alongside the use of 'Land Leviathans' as colossal mobile fortresses. Information on this rebellion is sparse, putting it on the little-known forge world of Zhao-Arkhad. In some records, this planet is recorded as existing on the border between the Segmentums Ultima and Tempestus, although my own research puts it in the galactic south near the Veiled Region.

The Tellarite Rebellion owes its name to Tellarus, an eccentric Tech Priest from the Forge World of Lucius who claimed to be prophet of the Imperial Creed. Having been taught to divine the signals of the Astronomican in line with the research from Moirae, Tellarus claimed to have been personally ordered to lead her own cult to implement the early prophesies of Moirae and unite the Mechanicus and Ministorum herself. She was tasked with the rediscovery of the 'Land Leviathan', on which her followers would conquer the stars around with which they could reform the wider Imperium.

It was then that Tellarus made her pilgrimage across the Imperium, from the remote galactic north to the barbaric wild space of the south. As she stopped on planets, Tellarus assembled a following of curious disciples – many enjoying the sheer entertainment of Tellarus' unpredictable behaviours. A large cohort, however, saw Tellarus as a potential saviour from the declining and sorrowful state of the Imperium. Perhaps Tellarus was their salvation, the one who would restore order and prosperity to humanity.

Over eight years, Tellarus amassed several hundred followers. Visits to planets would result in large encampments, temporary chapels, even tense exchanges of gunfire as the disciples brought attention upon the self-proclaimed prophet. Tellarus' status as a relatively junior Tech Priest worked to her advantage, as the wider Adeptus Mechanicus broadly wrote her off as a harmless maniac.

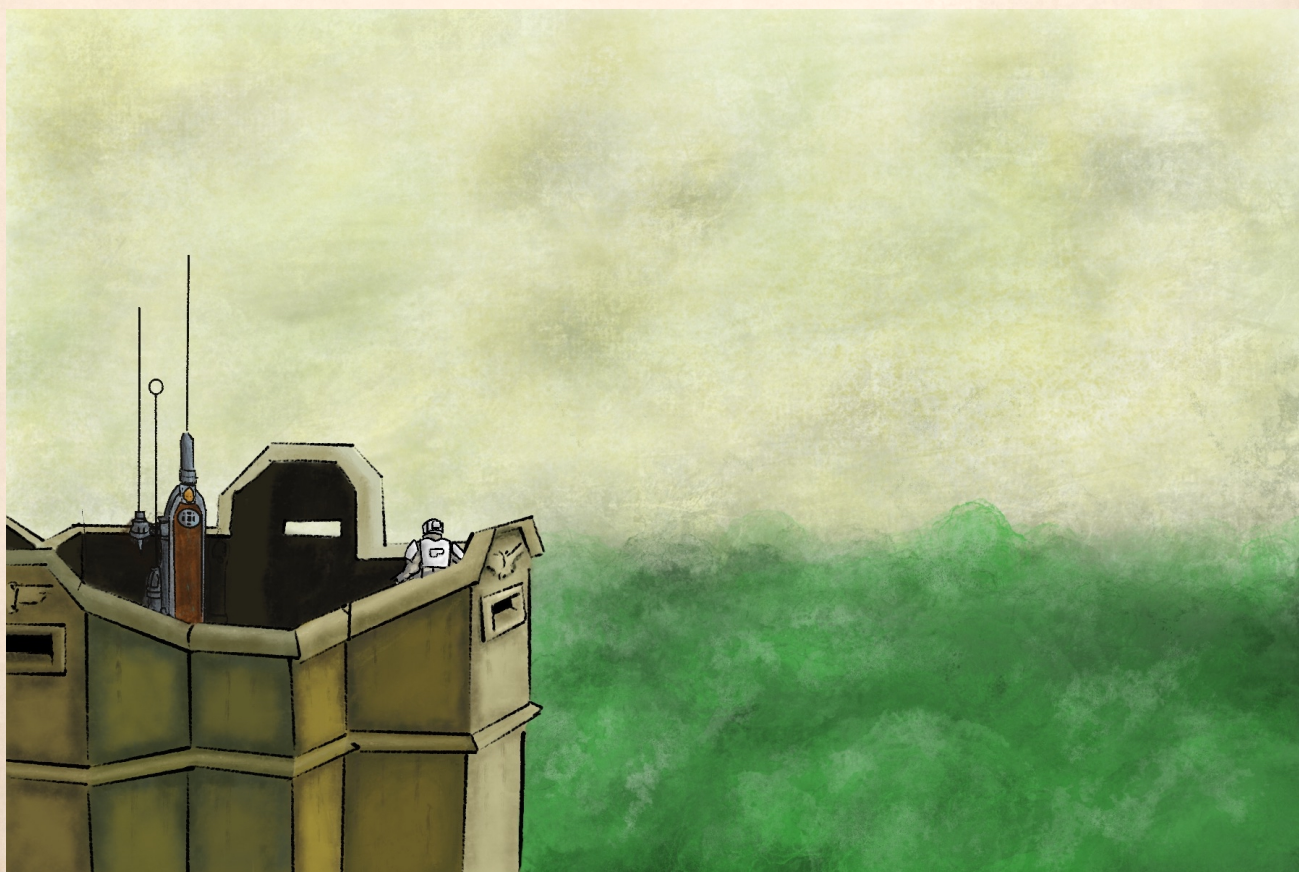
Tellarus and her disciples arrived to Zhao-Arkhad in around 103.M35, discovering their promised land to being a verdant death world, crawling with giant fauna capable of swallowing a follower whole. Yet, Zhao-Arkhad was no simple death world but an ancient and isolated Forge World, in operation since at least the days of the Horus Heresy. The honour of welcome from Zhao-Arkhad's Fabricator General themselves was extended to Tellarus, recognising the rarity of pilgrims selecting and reaching the isolated Forge World. She and her followers were welcomed underground to witness the great forges, hidden and safe from the wild threats of the surface. There she asked to explore, reaching ancient unused forges dating back to the days of the Horus Heresy.

Tellarus' party and the local Tech Priests explored these ruins, eventually crossing an ancient tank we now know as the Crassus. This vehicle is still unusual even by modern standards, greater than most Imperial vehicles

commonly serving in the Imperial army. With unwavering confidence and a seeming lack of curiosity in the vehicle itself, she placed her metallic hand upon it, proclaiming it as the vehicle with which she would find the lost Leviathan.

Alongside a small group of disciples and members of the Zhao-Arkhad Mechanicus, the Crassus tore through the forest, its heavy hull parting the ancient forests with an unfussed ease. Few records survive of what happened upon that journey beyond the final discovery she made. As the Crassus crawled through the jungle, Tellarus continually scanned the faint signals of the Astronomican that reached the distant world, awaiting the order from on high that her party should stop. Eventually, having travelled for three days, she called for their vehicle to stop.

Only a short trek on foot brought the party to a vast ruined ferrocrete building, the green stalks of the forest clambering over its surfaces as if to hold it secret forever. At its door stood a giant feline beast, twice as tall as an Astarte, with fangs the length of a human leg. Tellarus is said to then have approached, caring not for her safety, with one armed raised high, ordering it to let them pass in the name of the Emperor. Miraculously, according to the obviously heretical accounts of the party, the beast left, allowing the party to enter the building.



Inside was the largest land vehicle any of them had seen. The Leviathan had a colossal cannon, befitting machines the scale of titans. A further great turret sat atop the Leviathan's front, with cannons lining each side of the vehicle. Its size was sufficient to hold several tanks itself, possible even to land a Valkyrie atop it. The Tech Priests of Zhao-Arkhad stood in awe. Tellarus' prophesy, somehow, had turned out to be true. As they explored the building, they discovered the ancient STC lost since the days of the thirty-first millennium.

Upon their return to the forge-fane, Tellarus was greeted not as a prophet but as a messiah. While initially reluctant to view Tellarus as little more than an eccentric visitor, suddenly she was the bearer of their new holy word. This conversion was in no small way influenced by the openness of the Fabricator General to Tellarus' word and respect for her actions, an embrace that opened the minds of their followers. Zhao-Arkhad became the centre of Tellarus' cult. Land Leviathans and Crassus tanks allowed the safer patrol of the dangerous surface, allowing for other ancient STCs, such as the Praetor Armoured Assault Launcher. Her followers were compelled to share her story and preach her word of the future humanity where the unity of machine and flesh ascends the human body and soul.

The Tellarite Rebellion

In the isolation of the outer reaches of the Imperium, the Zhao-Arkhad Forge World held significant power over their local sector. While contributors to the Imperial tithes, the Forge World too contributed to its sector as a benevolent hegemon. Indeed, it was often the Skitarii of Zhao-Arkhad who fought off the pirates of the Veiled Region, earning both trust and respect from its surrounding systems.

It was in the weeks and months following the discovery of Tellarus that her prophets returned with those wishing to hear her word. Tellarus' teachings were slowly codified into the Analects of Tellarus, preaching a future where all of humanity would become augmented and enhanced by the machine and praise within the Imperium's unified church. Demand for these physical modifications grew, with the Tech Priests of Zhao-Arkhad establishing new centres for modification on each surrounding planet. Notably, Tellarus did not preach the overthrow of the Imperium – no military acts were commanded of her followers. Her rebellion was one against the teachings of the Mechanicus, rather than the Imperium as a whole.

This heretical thought had brought consequences for her cult. Across Zhao-Arkhad and even amongst her followers, the future she painted was one recognisably

out of line with the teachings of Mars. On the Forge Worlds of Graia and Gryphon IV, these refugees slowly filtered into the forges and temples, their bronze robes drawing the curiosity of their foreign peers.

As word filtered upwards of the heretical practices and beliefs of the Zhao-Arkhad priesthood, the Nova Terran declarations of independence and early wars of unification were unfolding. Systems and planets across the Imperium had declared themselves to all sorts of peculiar causes, of which the Tellarite Heresy was expected to be yet another. On Graia, Tellarus' reputation had evolved from that of the eccentric oddball, growing the horns and scales of a Heretek demagogue intent on the destruction of the Mechanicus itself.

This demonisation of Tellarus rooted so deeply and healthily within the society of Graia due to the Forge World's instinctive suspicion of the Moirae Cult. While on other planets, the cult had successfully disguised itself as a simple interest in the Astronomican, the Graian priesthood viewed these findings as both sickening and foolish. All that had emerged from Moirean divinations were cryptic tales of heresy rather than genuine findings which aided the Mechanicus in its holy mission. Despite this, there was thus far little to attack the Moireans on. Few Moireans sought to enact the prophesies, many argued that more research was required to understand what these prophesies meant. Even on Moirae itself, the institutions of the Mechanicus and Ministorum had remained resolutely distinct within the institutions of Nova Terra.

The Tellarites, however, had shown what tolerance of these radical practices could breed. Outraged by their heretical practices, the Fabricator General of Graia mobilised their forces to extinguish the cult of Zhao-Arkhad, preparing for war. Dispatches were made to Mars to inform them of their actions. Graia, as one of the largest forge worlds of the Segmentum Tempestus, felt that it was their responsibility to strike fast and early before the Tellarite beliefs went too far. Gryphon IV refused to get involved without the blessing of those upon Mars, itself straining to support the war against the Xenos of the Ghoul Stars.

Word was then dispatched to Zhao-Arkhad demanding their immediate surrender. Rather than intimidate them, the threat to Tellarite beliefs acted to unify its followers. The people of Zhao-Arkhad's new dominion viewed the modifications as both divine and utilitarian, believing in the improved lives for all who received them. That Moirae now stood opposed to the Imperium, that the Nova Terrans had begun their

process of overthrowing the Imperium, all pointed to the authenticity of Tellarus' predictions.

Believing that this was the initial spark to overthrow Mars, as promised by the Astronomican, the Tellarites prepared for war. Their regiments of guard were heavily modified, plating welded to the bodies of warriors, arms replaced with mechanical weaponry. This was the birth of the new super-human race that would inherit the galaxy in the name of the Unified Ministorum.

Those armies of Zhao-Arkhad were revolting to behold, chimerae of steel and flesh which would pour from their great Crassus tanks to overwhelm their enemies. Hulking steel automata, flesh needlessly grafted on, provided heavier support, crashing through the lines of their enemies with careless ease. Their land leviathans made for roaming bases, their Doomsday Cannons used sparingly to bring down enemy fortresses and titans. From within, the bodies of the condemned and the near-dead were recycled into tech-thralls and battle-servitors, ready to storm the breaches in their enemy's defences.

This was not all who fought for Tellarus' creed. When Graian forces arrived on the planet of Karthrom 108. M35, they would be greeted by the great Titans of the Legio Xestobias and knightly houses of the realm of Zhao-Arkhad. So unholy were these enemies of Mars that the Graians were forced into a temporary withdrawal from the surface, forced to recalculate their battle plans in the face of these new creatures of

damnation.

Graian forces continued to fight for the first two years of the conflict alone, awaiting reinforcements from the wider Imperium. Messages had been sent to both Terra and Mars. All their forces could do was fight on and hope for aid. With the wider rebellions within the Imperium and the continuing threat of the Pale Wasting, the rebels of Zhao-Arkhad slowly expanded their theocratic domain, corrupting all worlds within the reach of their disciples.



Notable Campaigns of the Tellarite Rebellion

The First Battle of Karthrom, 108.M35

Landing on the planet of Karthorm, the unexpected warriors of the Tellarites completely overwhelms the miscalculated tactics of the Graian forces, causing devastating losses at the Graian landing pad on Automaton Ridge.

The Massacre of Pala-Therades, 109.M35

Testing a new strategy, the Zhao-Arkhand armies are programmed to feign death in battle, ceding a kilometer of territory to their Graian enemies in the bombarded ruins of Pala-Therades. Re-powered, the Graian Skitarii find themselves surrounded, enemies stalking them from every ruin of the city. These tactics cause Graian forces to change strategy, with specialised disposal automata tasked with the complete destruction of all enemy casualties.

The Scouring of Station 997, 109.M35

Attempting to weaken the Zhao-Arkhand control of their northern marches, Graia dispatches a cohort to assault Station 997, located on the lifeless moon of Erea III, in the hope of its eventual capture. There, one of Zhao-Arkhand's Land Leviathans are caught isolated far from their wider armies, itself positioned to build the defences of the area. The battle over the station escalates over months, with the eventual entry of titans upon the battlefield. So destructive becomes the battle that Station 997 is damaged beyond all repair, with the Tellarite Land Leviathan eventually being scuttled to avoid its fall into the hands of the Tellarites' enemies

The Fall of the Doom Rooks

Far from the Nova Terrans, in the bright unknown of the galactic core, a different type of rebellion took hold. Since their beginnings in the Sixth Founding, the Doom Rooks had made their home on Lastrati, their duty to watch over the colonies towards the galactic centre as the forces of the malefic Maelstrom haunted their skies.

As descendants of the Raven Guard, the Doom Rooks were quiet and serious in their demeanour, spending their lives combatting the dark demented forces of the warp. Despite their cold disposition, the Doom Rooks were fiercely loyal to those they defended and brave in their exploits. It was their duty and honour that won them the respect of their protectorate and allies who fought with them.

Within their own chapter, they held intensely strong bonds with one another. Either through necessity or brotherhood, the armour of fallen Battle Brothers was always re-used as completely as possible. It was a grand honour for each novitiate to be passed down the ancient armour of their predecessors, some even adopting the names of those who fought in them before them. The bravery and tales of their ancestors would become a core part of their identity, becoming one with the Doom Rooks of old.

Under Carrion Lord Pausanias, the title awarded to the Doom Rooks' Chapter Master, the chapter had repelled numerous raids of the Arch Enemy from the Maelstrom. They had learned early on in their duties to act fast and early before corruption spreads. Yet as the Pale Wasting consumed their distance brothers, great

demands upon their chapter made such acts of swift force increasingly difficult.

In normal times, the requests made upon Doom Rooks were less intense than many other chapters, recognising the difficulty of patrolling the Galactic Core. Much of area was unmapped and dangerous to navigate, making the duties of the Doom Rooks infamously unpredictable. There bred bizarre Xenos such as the Septeryx and too did it contain the homeworlds of the Leagues of Votann, a sometimes-hostile race who at least respected the Doom Rooks' stoic demeanour.

As the Pale Wasting continued, the demands upon the Doom Rooks suddenly grew, signalling to Pausanias the obvious perils that faced the Imperium. One whole company was generously granted by the Chapter, in the hope that such charity would minimise the future demands of Terra upon them. Yet within a year those expeditionaries were consumed to a last warrior, their armour too left decaying in the battlefields of the Ghoul Stars. To lose five scores of brothers was a great cause of grief for the chapter, for not even their armour to return an insult. Yet the final and greatest transgression was the request for two further companies. Pausanias dutifully accepted, much to the chagrin of his brothers.

It was in 062.M35 that the consequences of these losses toiled upon the Doom Rooks. In that year, a large warband of Chaos spilled forward from the Maelstrom, claiming souls with exultant wrath in the name of their dark gods. Warriors clad in the dark red of the Foresworn and the glistening metal of Steel Brethren cruised from the depths of the Maelstrom to the exposed Imperial colony on the fortress world of Peril's Reach.

To hold this world was by now a well-honed and practised ritual for the Doom Rooks, each company having made sections of the Imperial fortifications their own over previous centuries. Yet now they were reduced by a third, new companies and battlegroups scrambled together from existing ones. The brave warriors of the Lastrati Rifles were not enough to bridge the gap in the defences.

As the planet came under siege, the forces of the Arch Enemy crashed through the defences as never before, the deaths of the defenders reaching their hundreds of thousands in four short months. Seeking allies, Carrion Lord Pausanias had sent numerous requests, a response of silence and no aid returning. All that remained were the kinfolk of the galactic centre, the mysterious abhumans, known to many as Squats, who sometimes clashed with their Imperial patrols. While



Depiction of Pausanias, Chapter Master of the Doom Rooks.

some grudges continued between the Doom Rooks and the Leagues of Votann, their collective distaste for the forces of Chaos seemingly sufficed as Imperial prosecution reports note the intervention of the Votann on behalf of the Doom Rooks during the Siege of Peril's Reach. This was enough to regain control of the siege, awaiting the next moves of the enemy.

Bereft of the dozens of battle brothers lost in battle, new orders arrived from Terra. It was, yet again, another request for recruits. Attempts to negotiate, given the immense pressure, were ignored. This was an Imperial order made for the survival of mankind. The systems of the Maestrom's marches could be retaken at a later date. The demands of the Pale Wasting were potentially apocalyptic for mankind. One can only imagine the toil felt by Pausanias, who is recorded by witnesses as having being changed by the uncaring and immovable requests of Terra. The stoic warrior, having held back the forces of Chaos for centuries, wept for the theft of all his chapter held dear. A single word was returned to Terra: 'Negative'. No response was returned.

After a further three years of fighting, the warbands of Chaos withdrew once more into the Maelstrom, seemingly content with the souls claimed in their sick masters' name. It was then, as if sent by the Emperor Himself, as the Doom Rooks rested in victory that a single small vessel landed upon the battlefields of Peril's Reach. From inside twelve Doom Rooks emerged, all who remained of the expedition to hold back the Pale Wasting. No reports of victory and honour were carried by these brothers, only the report that they had been sent home in dishonour. Terra had judged the Doom Rooks unreliable, choosing to rely on chapters more aligned to the needs of the High Lords.

In fury the honourable souls of the Doom Rooks fell flat. This was not the way of the noble Astartes. Their honour disgraced, their reputation besmirched, their ancient armour left to the defilement of the Xenos. Pausanias' Chapter became withdrawn, Imperial records noting no communication from the sector for decades to come. Small detachments of Astartes irregularly set sail through the warp to monitor the situation of the Doom Rooks, finding the chapter continuing its duties alone and in silence. Most reports read along the line of them continuing their duties, wishing no correspondence with Terra beyond requirement.

The Birth of the Carrion Empire

In the decades since their losses, the Doom Rooks slowly managed to rebuild their shattered chapter. The scars upon their souls would not heal. While they

Notable Campaigns of the First War of the Carrion

The Purge of Lastrati, 119.M35

Anticipating a large contingent of loyalists to remain amongst the Lastrati Rifles, the Doom Rooks organised an elaborate false-flag against 'Imperial spies' allegedly attempting to infiltrate and turn the regiment against the Doom Rooks' cause. Pausanias sent the most likely loyalists to Hell's Gate, the last defence of the sector against the Maelstrom, on the false anticipation of a heretic assault. Having foiled an attack from a Vindicare Assassin, the trigger was pulled for these loyalists to be purged safely away from Lastrati. These purges resulted in several battles between loyalist brigades and their traitorous former brethren. Short but brutal conquests were conducted around the sector, the last loyalist brigade holding the fort of Hell's Gate until the last soldier.

The Conquest of Xanthan, 120.M35

The first planetary conquest of the Doom Rooks, Xanthan was a forested resource-rich mining world feeding the forges Ryza with its diverse minerals. Initial landings of Doom Rooks passed themselves off as loyalists, forced to flee the Doom Rooks and begin the establishment of their new force. The Skitarii and Catachan troops of Xanthan took them at their word, unaware of the lies being spun by the Astartes. Upon Xanthan, secretive rally points deep within the forest were established, from which three companies of Doom Rooks emerged to harry Imperial positions. Drawing the Catachan into their natural battlefield of the forests, Votann battalions descended upon the remaining weakened defences, as the Doom Rooks turned their guns on their Skitarii hosts. Within 14 months, the soldiers of Catachan were forced to fight a guerrilla war from deep in the planet's forests.

The Arabonolian Stalemate, 123.M35

In an attempt to conquer the Arabonolian expanse, to the Galactic North of Golgotha, the invading regiments of the Carrion Host is held at the planet of Bellator X by the soldiers of the Wolverine Regiment of Amerigo Secundus. Astartes being broadly unavailable to either side, the battles of the sector become grinding stalemates, characterised by continent-spanning lines of trenches and barbed-wire. The stalemate continues for longer than a decade, as the Carrion Empire chooses to prioritise its western expansion over the sparse void north of Golgotha.

retained their faith in the Emperor, their faith in the Imperium was irreparably broken. Beyond the immediate need of those who had fought alongside them, they would never be reported in battle beside those other chapters of the region. Investigators upon Terra note the continued presence of the Leagues of Votann throughout the Lastrati sector in these years, suggesting a new close relationship with the Leagues from the Galactic Centre.

It was in the news that Nova Terra's secession had won victories against the Imperium that the moribund souls of the Doom Rooks found the feint light of hope within them. Warnings were received from Nova Terra of a wave of rebellion, listing dozens of nearby systems in imminent need of intervention. We do not know what requirements were made upon the Doom Rooks to intervene. What we do know is that their intervention did not fall on the side of their Imperial masters.

In 119.M35, Pausanias declared the secession of their systems, declaring himself the Carrion Lord of the Dominion of the Honoured Rook. Imperial detractors soon named it the 'Carrion Empire', referencing the dead worlds upon which the Doom Rooks fed and the inevitable death that the dominion faced. Unwilling to see it as a slight, the name itself was informally adopted by the Doom Rooks, choosing to reinterpret it as the realm ruled by the Carrion Lord. Their chapter icon of the outstretched wings of the rook upon a black standard became their banner.

Within their dominion, many of the functions associated with the Mechanicus were soon filled by their Votann allies, who despised the zealous Tech-Priests of the Omnissiah. Only a small group of Leagues aligned with Pausanias, most choosing to ignore the eternal squabbles of mankind. The two leagues who joined most supportively, whose names we do not know due to the ignorance of scholars of this era, were noted as providing both military support and arms to the armies of the galactic core. Weapons such as Ion Blasters, Volkanite Disintegrators, and Shotguns all gradually grew in use as the Doom Rooks' conquests grew.

In their First War of the Carrion, initiated only months after the establishment of Pausanias' Dominion, two unnamed and under-strength chapters of Astartes were noted as defecting to Pausanias' cause. Dozens of planets fell to the nascent Carrion Empire, with Pausanias' natural skills as a shrewd governor cementing their rule well past Golgotha and Lastrati, deep into the unmapped Galactic Core and spreading slowly westwards towards the worlds of Catachan and old Prospero.

The Wider Rebellions of the Early Nova Terran Revolt

The rebellions of early M35 were nigh unpredictable in their patterns. The wave of rebellion meant anything to anyone with grievances – whether angry at taxes, levies, Imperial policy, land and space disputes, past aggressions, religious deviance, alongside other reasons. So inconsistent were some of the secessions that ancient rivals soon found themselves isolated and reliant on one-another, united only by their greater grievances towards the Imperium.

Not only were there differences in motivation but also success. The mining world of Alyn V epitomised the many new war worlds of the Imperium. While some planets succeeded in uniting behind secession, the leadership of Alyn V vastly overestimated public appetite for rebellion. Loyalist and revolutionary gangs soon clashed in the streets, protests quickly turning to violence. Cities were blackened by smoke, as buildings burned in the clashes of secession. Alyn V's Planetary Defence Force fractured, attempted coups failing, descending the once peaceful world into war.

On the war world of Saboria, a coup in the favour of the Nova Terrans had the effect of dramatically weakening the command structure of the Imperial defence in their century-old war against the Ork. While hoping to reform the military in the hope of finally defeating the foul alien, the result was a chaos that would see the world swallowed by the green tide. Within five years, devastating defeats would see the planet overwhelmed and lost to the greenskins.

While there were no Black Crusades throughout the timescale of the Nova Terra Interregnum, this was likely the result of lesser chaos meddling with these revolutions. Imperial records note strange markings appearing in the ruins of Stanebirth, a planet not far from the Eye of Terror, seen before after battles with the Thousand Sons. Warbands of the Eye of Terror appeared to take great pleasure in the disruption of Imperial interventions, seeking to stoke revolutions and draw them out, likely in the attempt of empowering their dark gods. Others appeared to support cultist rebellions, green-tinted Astartes being reported amongst deceptively ramshackle militias.

It is this that is generally misunderstood about the Nova Terra Interregnum. For many scholars and students of the period, the Interregnum is understood as a nine-century-long war between the Imperium and its parallel splinter. The truth is that the period itself describes not one conflict, but the overlapping, interconnected, often contradictory chaos of

rebellions over nine-hundred years. Allegiances shifted, sectors fell away before returning to the Imperium, planets declared themselves loyal to the Imperium while rebelling against one or more of the institutions that constitute it. All the meanwhile the putrid stench of xenos, mutant, and alien continued to defile the Imperium. This was not an event but an age of disunity, upheaval, and rebellion. The great task for Terra was the attempt to hold together the shattering pieces of the Imperium, lest humanity's resentment towards itself be its undoing.

The Mutant Uprisings of Dungail

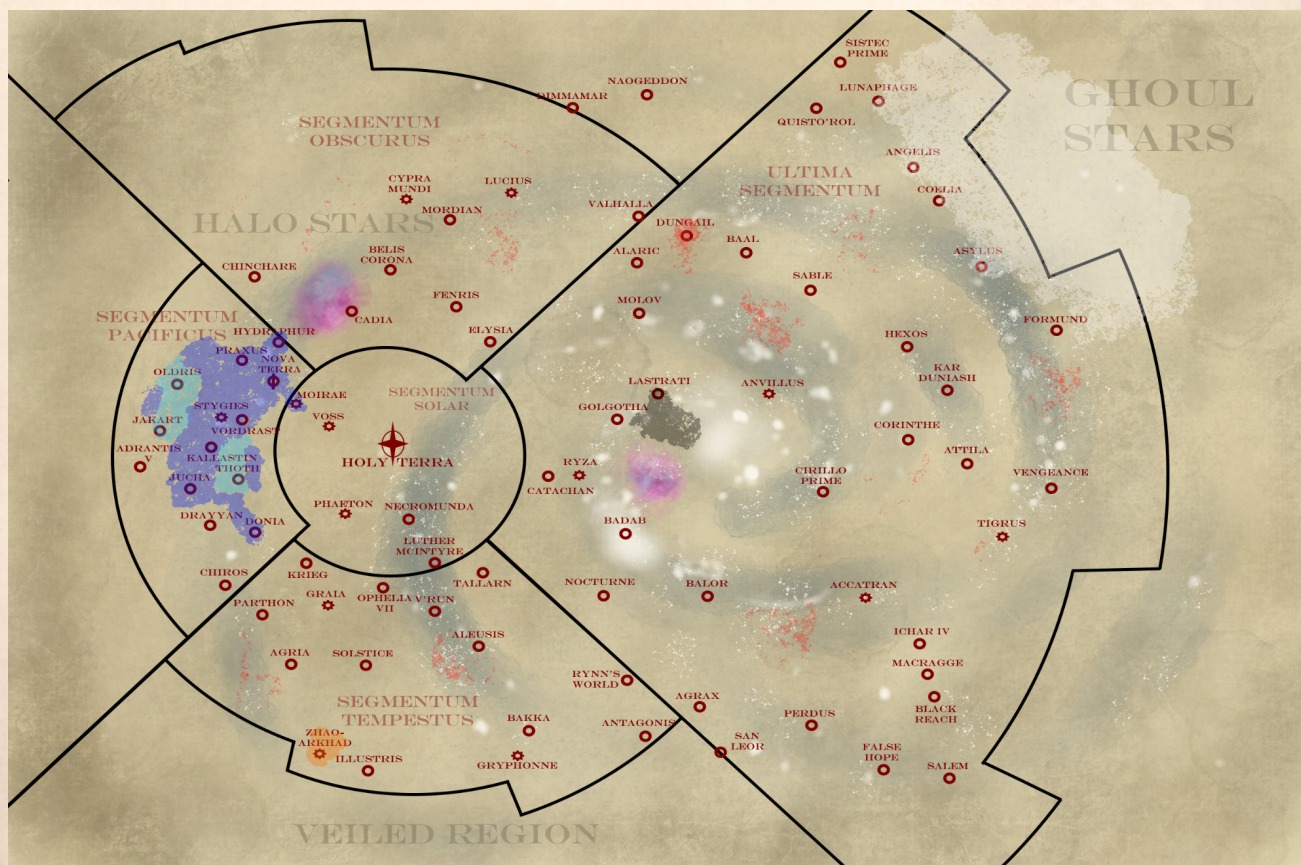
In 122.M35 a notorious uprising occurred on the planet of Dungail. For some time, in the dank underhives of their capital settlement, Fort of Flames, strange cults of 'flesh and bone' had emerged in praise of the mutant. These cults viewed the mutation not as an aberration but as perfection, the pathway to human evolution and enlightenment. Rather than seek to undo the mutant, they prayed to the powers of the warp to bless them with new mutations, to join the ranks of those no longer human.

Within months, large pulsating spawn roamed the underhives, consuming those foolish enough to become lost there. Intermittently, these could be found predated the streets higher in the city, slaughtering those spared the curse of mutation. These patterns turned out to be an omen, with the revolt of

122.M35 seeing mutants pour from the shadows into the streets in the vindictive slaughter of the untainted. These mutants were diverse as they were revolting, sporting horns, mandibles, flailing tentacles, eyes upon stomachs, avian legs – horrors beyond imagination. Most horrifying was their new weapon, a mutating virus which they could inject into their prey, forcefully and painfully mutating their bodies to a chorus of screams. Within a year, the city had largely fallen into the hands of the mutants, with only a few vestiges of the Imperium proper remaining.

It was from Dungail that this cult began to spread, establishing themselves across the Ultima Sector, both as cults and as pirates. While only in full control of some planets for a relatively short period, the mutants of Dungail became a consistent issue for the Imperium for centuries to come. Over the coming 900 years of the Nova Terra Interregnum, five further planets would either be conquered or nearly conquered by the cult. Hundreds more would be affected by their cult.

While reaching its zenith in M35, it is undoubtable that their followers still haunt the dark corners of the Imperium today. One can only speculate about their flesh god, perhaps form of minor Chaos deity, being said to bestow unpredictable powers upon their followers. At least twice in the Interregnum, records point to its foul avatar in battle against the Emperor's Angels of Death.



The Imperial Counter-Attack

'I hear soldiers saying they didn't sign up to kill humans. Let me tell you what you did sign up for. You are here to do your duty, by the Emperor, by Terra, by Cadia. The Imperium shall never falter so long as Cadia stands!'

- Colonel Athelius Undurin, Commander of the Cadian 9th, 129.M35

So extreme was this wave of revolution that the events I can cover in this volume take us only to around 130.M35. In only four decades, the proud Imperium that united to hold back the Pale Wasting was reduced to a shattered and warring realm of civil wars and violent retribution. The fracturing of the realm reflected the dynamics within the High Lords itself, squabbles and blame fired by factions like those on the front line of their civil wars. Plans were formulated and floated to the discussions of the Senatorum Imperialis, to be swept away in tirades of aimless vindictiveness. No agreement could be reached on whether to reform or clamp down, cut loose or consolidate. The Administratum's cosy hegemony had given way to chaos, none powerful enough to snatch the helm of the listing Imperium.

Delays in agreement did hand the High Lords some advantages. With time often comes certainty. The Initial assault by the Dark Angels, followed by the sophisticated invasions of the Nova Terrans had shown Terra not to underestimate its enemy. In quiet circles at the edges of power, it became fashionable to speculate whether the initial Imperial counter-assault would have succeeded at all. To have lost such a conflict would surely have weakened the Imperium to a point of near-total collapse.

Throughout this period, the Administratum's loss of power was not total. While the Adeptus Ministorum had won some limited autonomy, its synod was still divided and its ranks filled with Administratum appointees. True power existed at the level of the individual planet and diocese, as Terra's changed priorities granted space for theological thought and discussion to breathe. Yet the spiritual ties that bound the Imperium perished in their neglect, breeding an Imperial populace less faithful and loyal than their pious forebears.

This vacuum of spiritual and ideological authority had fed the nascent rebellions. New ideologies and cults sprung up like weeds across the stars, from the cults claiming a future was coming xeno species intent on 'cleansing' the galaxy to those rejecting the notion of the Emperor's godhood, to travel the systems of the Imperium was to hear a million ideals. While these ideas sprouted, the Ministorum's temples fell into disrepair, the Ecclesiarchy's tithes directed towards war as its

centres perished.

Imperial counter-assaults ultimately were small in their scale, making use of the limited resources available during at time of Xeno invasion and broken supply chains. For example, Stygies did not just supply their own pattern of Leman Russ but also parts which were used in broader patterns of the tank. Jucha produced many chemicals used in the fatigues of those serving on ice-worlds. Where new suppliers could be found, the risk of rebellion required others to still be scoped. Planets engaged in production could see sudden and vast increases in demand, creating sudden sparks in prices for mundane items. At one point in 132.M35, the price of the standard military-issue canteen became a piece of tremendous speculation, before crashing in value to the loss of millions of investors.

One cannot forget the ever presence of the mutant, the heretic, and the xeno. Ork and Dark Eldar raids grew in this period, each emboldened by this period of war. Invasions were abandoned as Ork Waaaghs, like that of Warboss 'Edcrusha, penetrating deep into the Segmentum Solar. Perhaps it was impossible for Terra to truly plan any counteroffensive and strategy in these circumstances, the military branches of the Imperium often taking their own initiative to hold the Emperor's realm together.

The Resistance to Nova Terra

Nova Terra's conquest of its immediate sector proceeded steadily through its first four decades. Thousands of planets fell as the territory of the Nova Terra Imperium slowly took shape within the confines of the Segmentum Pacificus. As the hope of Imperial rescue faded, dozens of planets bravely continued to resist Nova Terran rule. Like that Imperium from which the Ur-Council sought to replace, no space within Nova Terra's realm was free from the possibility of rebellion.

One prominent and remembered example is the planet of Illavia, where one company of the Halo Brethren had been stationed. Initially, these Astartes were tasked to defend the planet from frequent Dark Eldar raids, which had terrorised the planet's inhabitants since the end days of the Forging. To shore up the planetary defences, the Fourth Company of the Halo Brethren

aided in the construction of defences, training of the planetary militia, and defence of the realm against their demented foes. By the time of Nova Terra's secession, the Halo Brethren were preparing to end their operation, with xeno attacks continuing with diminishing regularity.

The violent nature of Illavia's conflict, coupled with the guidance of the Halo Brethren, had spared the planet from the experiences of the Cult of Sacrifice. Illavia's governor, Governor General Ivan Rho Gratia, had stormed out of the First Great Convention on Nova Terra, deeming them childish and heretical, unworthy of him. By the time of the declarations of secession, Rho Gratia had not even bothered to pay attention to his invite.

Illavia soon found itself cut off from the Imperium, stuck between the Nova Terran controlled Forge World of Stygies and the war-torn mines of Oldrys. The presence of the Halo Brethren on Illavia had left it a lower priority, the Nova Terrans hoping to leave such tricky planets for later stages of attack. It was in these years that the Halo Brethren organised the future Illavian resistance, a body that would last for centuries. By the time of Imperial liberation after the end of the Nova Terra Interregnum, squads of Halo Brethren still lived within the mountains and forests of Illavia, initially struggling to believe an end to a war that had continued for generations.

Although an extreme example, the Nova Terrans were forced to both organise and resource their own parallel Inquisition - the 'New Inquisition'. The Wars of Unification could not simply take place in the stars of the Segmentum Pacificus but in the shadows of Nova Terran society. Nova Terra's Ordo Apostatae was organised to track down loyalist leaders, either to harass, arrest, or kill them. Loyalist cells were to be disrupted and infiltrated, so that resistances would never be able to build trust and effectively organise. To sympathise openly with the Imperium proper was to invite nothing but danger.

The Wars of Containment

As the years passed, the deadlock in the Senatorum Imperialis effectively birthed a policy of containment. No agreement could be reached on counter-offensives against Nova Terra or the Carrion Empire, choosing instead to default to one of committing enough forces to hold back their expansion. By the year 130.M35, the policy was working, with the expanse of Nova Terran and Doom Rook space no longer growing.

Instead, active engagements were focused on the

smaller planetary and system-wide rebellions of the wider Imperium. What resources could be spared from the Pale Wasting and the areas of containment were effectively autonomous, responding to requests as their commanders saw fit rather than answering to any central military strategy.

Most common were those invasions of existing war worlds - the easiest pickings for Astartes and Guard Regiments committed to counter-revolutionary warfare. Such wars required no planetary landings and provided able and willing allies to whom momentum could be gifted with relatively little support. On Alyn V, the civil war which had emerged was over within two years as Astartes from the Rainbow Warriors quickly overwhelmed secessionist forces. These quick victories gave an immense morale boost to Imperial forces, who took only a few years to achieve decisive victories on dozens of planets. Despite these being the easiest secessions to contend with, Imperial forces had sent a strong message that secession carried swift and lethal punishment.

As time wore on, the Imperium now found itself in more intensive planetary conflicts. One of these was the Fortress World of Garax, where the local rebellion had failed to capture the entire planet but had taken control of a significant number of Imperial fortresses. The mazes of traps and choke-points had made the battle for the planet a slow grind. The planetary leadership, hoping to spare lives through the art of negotiation, found themselves thrown from power by uncompromising radicals. The bunkers and defences of Garax thus became great sacrificial grounds, drawing in those with the promise of victory and the bestowal of death.

It is in these long years of conflict that I leave this volume for now, a period broken by the schism of Moirae. For those readers who think the Imperium in peril, these were amongst the most stable of this age. How much the High Lords of Terra would have given for Interregnum to be split but in two.



Sigil of the New Inquisition of Nova Terra. While distinct from the Terran Inquisition, factions within Nova Terra's Inquisition retained their old traditions and symbols.

Chapters Traitoris

The Knights of Vengeance

Founding: 8th founding (M34)

Chapter World: Kyria, primarily fleet-based.

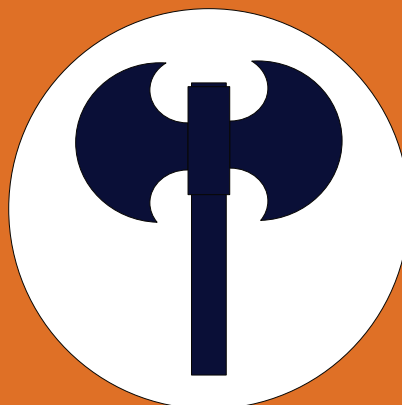
Fortress Monastery: The Fortress of Retribution.

Gene Seed [Predecessor]: Salamanders.

Known Descendants: [REDACTED]

Chapter Tactics: Wise. Tactic: Honour Your Wargear. Minor drawback: Death Before Dishonour.

'We are the arm of justice, the angels of consequence. None transgress with impunity.' – Chapter Master Tiberian Varn.



Loyal beyond measure, the Knights of Vengeance developed ties to their home world of Kyria that some imperial scholars painted as near-obsession. The chapter held its mission, the protection of the northern Segmentum Pacificus, in a sanctity above all else. It is this fearsome loyalty that drove them to battle, making them both brave and reckless on the battlefield.

Dating to the era of the Forging, the Knights of Vengeance were a Salamanders successor, posted in the aftermath of the fourth Black Crusade. During this crusade, Abaddon drove through the northern Segmentum Pacificus towards the Segmentum Solar, leaving the torched remains of smouldering planets in his wake. Seeking to rebuild the sector, the High Lords of Terra founding the Knights of Vengeance as protectors of the area.

Over the centuries between their founding and the Nova Terra Interregnum, the Knights of Vengeance fought valiantly in countless conflicts. In the Darkness of Hydraphur, a dark nebula of warp energy slowly enveloped the naval world, opening the planet to daemonic invasion. It was the Knights of Vengeance who arrived first, holding back the beasts of Chaos until the arrival of reinforcements.

As time wore on, the chapter grew increasingly possessive and loyal to their sub-sector, often refusing to be deployed beyond the borders of the Segmentum Pacificus. In particular, the chapter grew an enormous respect and attachment to the Kyrian Dragoons, with whom the chapter would actively seek deployment alongside when possible. Records note the frequent references to sacrifices made by battle brothers for the protection of the Edrylian Sector.

The Knights of Vengeance, above all, were extremely intolerant to those who abused the citizens of the Imperium. Unlike many other chapters located in the Segmentum Pacificus, the Knights of Vengeance recognised the Cult of Sacrifice as a malign force motivated by cruelty over religious fervour. It was the Knights of Vengeance who ultimately suppressed the establishment of the Cult of Sacrifice on Kyria, later moving to protect the broader sub-sector from the cult's extremist actions.

Chapter Organisation

The Knights of Vengeance were primarily fleet-based, viewing their role as the protector of the broader northern Segmentum Pacificus, with a particular focus on the Edrylian Sector. As such, their Fortress Monastery – the Fortress of Retribution – was the chapter's Battle Barge, normally sitting in orbit from Kyria. It was from amongst the bravest of the Kyrian Dragoons that the chapter drew its recruits, tying the chapter not just to Kyria but the surrounding planets which also feed into the regiment.

In their general approach to combat, the Knights of Vengeance were broadly Codex-compliant, with their apothecaries taking an unusual leadership role within the chapter, perhaps due to their representation of the act of care. Apothecaries were granted the title of 'Father', with whom they took a spiritual healing duty, particularly after loss of life.

On their induction to the chapter, Knights of Vengeance Battle Brothers swore an oath of vengeance to the victims of past atrocities within their sector. These included battles, invasions, natural disasters, and any other 'theft of life' which occurred

under the chapter's watch. It was common for Marines within the chapter to engrave the names of those victims onto their armour as a permanent reminder of their oaths.

In battle, the Knights of Vengeance preferred defensive warfare, reflecting their longstanding role as protectors. The chapter made particular use of artillery, in the form of Thunderfire Cannons and Whirlwind tanks, as their infantry attempted to hold enemies in position to ease the targeting of their heavy support. Once bombardments came to an end, the chapter's Assault Marines would sweep up the remaining attackers.

Involvement in the Nova Terra Interregnum

The Knights of Vengeance were perhaps the most likely of chapters to side with the Ur-Council, owing to their overriding loyalty to the Segmentum Pacificus and in their distaste towards the Cult of Sacrifice. Representatives from the Knights of Vengeance were present at both the First and Second Conventions of Nova Terra, being supportive of the Ur-Council. Yet, despite this involvement, there appeared little respect for the members of the Seventy, with whom it is recorded the chapter's delegation appeared suspicious of.

With their historical linkages to the Kyrian Dragoons, the chapter was a natural fit into the mixed deployments utilised by the Nova Terrans. Due to the general lack of Marines, Astartes took on a broader support role within Combined Arms Detachments—

something the Knights of Vengeance pioneered. As such, it was extremely common to see members of this chapter wherever the Kyrian Dragoons were deployed, as Nova Terran commanders sought to make use of existing practices.

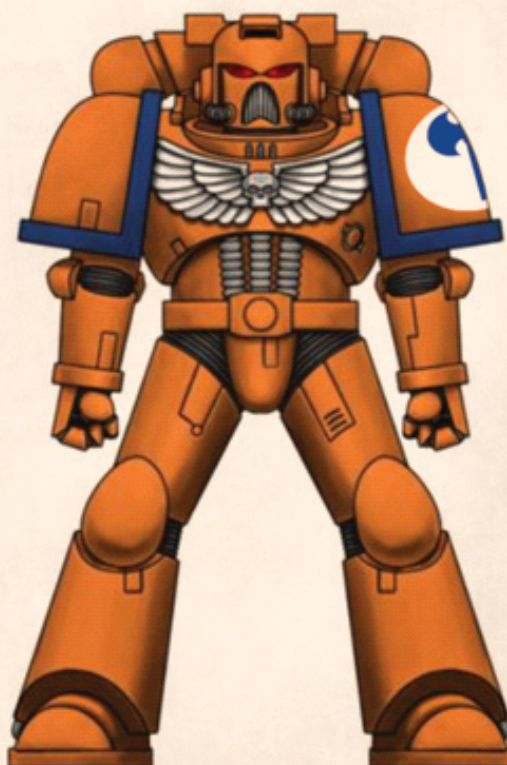
In their earliest deployments, commanders generally requested their support to planets where planetary governors had taken extreme action to put down rebellion, particularly where Astartes were present. Not only did this provide commanders with the perfect emotional conditions to leverage the Knights of Vengeance, but these deployments also appealed most to the chapters itself. Battles include the Invasion of Panarita, the Frilesian Mutiny, and the Battle of Argos Mita, all facing loyal Marine chapters engaged in counter-revolutionary activities.

Their general loyalty and commitment to the Nova Terran cause made them a mainstay throughout the nine centuries of the Interregnum, primarily being relied upon in their defensive capacities. Even at times where the Nova Terrans found themselves on the offensive, the Knights of Vengeance acted as first responders to Imperial counter-attacks, forays, or flanking manoeuvres.

Following the Nova Terra Interregnum there is no record of the chapter's existence. What records we do have stem from those of Lacaelus and remaining records of Marine Chapters currently held in the libraries of Macragge.



Knights of Vengeance in combat on Meigor VI.



Brother Artemis, 3rd Company Knights of Vengeance.

The Void Watchers

Founding: 7th founding (M33)

Chapter World: Fleet based.

Fortress Monastery: The Warlord's Axe.

Gene Seed [Predecessor]: Iron Hands.

Known Descendants: [REDACTED]

Chapter Tactics: Dutiful. Breachers (May take Breacher Squads as Troop Choices). Minor Drawback: Have Pride in your Colours (No models may use the infiltrate or Scouts special rule).

'Through the void we hunt, in our crusade we protect.' – Captain Adrianus Falcon, II Company.



A brave and noble chapter, the Void Watchers were experts in void warfare, preferring engagements in the tight, claustrophobic corridors of stellar vessels to the open battlefields below. Their close connection to the Forge Worlds of the Segmentum Pacificus facilitated an intense curiosity amongst the chapter, with Battle Brothers taking great pride in their learnedness around the tactics and technologies of ship-boarded combat. It was not uncommon for Astartes of the chapter to seize unseen or unstudied technologies to return to their Forge Worlds, in the hope of unlocking new means of protecting Imperial vessels in transit.

It was in mid-M33 that the Segmentum Pacificus faced a spate of Dark Eldar raids, causing havoc amongst the supply chains of the Imperium and in the colonisation of the Segmentum. This was the cause which the Void Watchers were dedicated, one which its early chapter members took up with an intense studiousness.

As protectors of Imperial supplies, the Void Watchers slowly developed close links with the Forge Worlds of the Segmentum Pacificus and those which bordered it. Most close was that of Moirae, a Forge World which specialised in the operations the Void Watchers were founded around. It was here that the Void Watchers would develop their tactics and technologies for fighting aboard the vessels travelling the dark vastness of space. In return, the Void Watchers would send Battle Brothers to study the tactics and research of Moirae, hoping to ever keep an edge over all enemies. Eventually, the watchful eye of Moirae would be adopted into the livery of the Void Watchers, reflecting their deep attachment to the Mechanicus of the planet.

While primarily suited to fighting above ground, the Void Watchers similarly grew a role in the protection of small colonies around the Segmentum Pacificus. It is on these colonies that the chapter developed an extreme

hatred of the Dark Eldar, often refusing to accept any distinction between these and their Eldar cousins. The Third Company of the Void Watchers exemplifies this in the extreme, having attempted to penetrate into the Webway seeking revenge against a raiding party from Commorragh itself. This company was never seen from again, being reconstituted some two centuries later.

Chapter Organisation

The Chapter itself followed in the reverence of the ideals of the Mechanicus found in the wider Iron Hands chapter. Similarly, it followed the broader patterns of governance found in the Iron Hands, being ruled by the 'Ashen Council', analogous to the Iron Hands' Iron Council. Despite this, for formalities sake the Chapter used the terminology of the Codex Astartes for its companies and formally appointed a Chapter Master – generally seen as a ceremonial role.

Most renowned from amongst their ranks was their breacher squads, a type of unit which appeared rare following the days of the Horus Heresy. The chapter placed their highest respect amongst the Breachers Terminators of the chapter, both tasked with taking the front of the line in any void-based engagement. Technology for these was supplied by Moirae, a centre for the research and technology of void travel and combat. More widely, the companies of the Void Watchers preferred the use of Castraferum Dreadnoughts for their heavy support, suited to the small corridors of space vessels.

On its ground engagements, the Void Watchers' would forgo the slow heavy armour of Land Raiders, instead placing a greater emphasis on seizing key defensive positions on the battlefield. Preference continued for the use of Castraferum Dreadnoughts, alongside Land Speeders, Rhinos and Razorbacks. Heavy support was

generally provided by both Dreadnoughts and the Chapter's Devastator Squads were relied upon for destroying larger or more heavily armoured enemies. These tactics likely emerged from the requirement to fight the Dark Eldar, hoping to negate the speed and viciousness of the Xeno attacks through the quick seizure of fire points within buildings and fortifications.

Involvement in the Nova Terra Interregnum

It was the Void Watchers' attachment to Moirae that ultimately led to the chapter's alignments in the Nova Terra Interregnum. As a trusted ally of Moirae, the chapter was one of the first Astartes chapters to hear of the Moirae prophecies, those Battle Brothers on their scholarly mission confirming these findings to the wider Chapter. Within a few years, the Ashen Council adopted the creed and teaching of Moirae as their own, painting their knees in the red of the Moirae Sigil to symbolise their commitment to the prophecies of Ministorum and Mechanicus unification.

From this point onward, the Void Watchers became increasingly fervent and zealous in their beliefs in the creed of Moirae. Chapels to the 'Unified God Emperor' appeared throughout the Chapter's Battle Barges, with the relationship with other non-Moirae aligned priesthoods of the Mechanicus waning over time.



It was in the alleged attempt of the Mantis Warriors to force theological change on Moirae that the Void Watchers chose to side with Nova Terra. Throughout the Interregnum, Void Watcher units were seen across engagements in the Segmentum Pacificus – fighting alongside the Nova Terran Navy and on the ground, either supporting Nova Terran Army or Mechanicus units in battle. The Chapter's specialist tactics made them invaluable as assault units, one of the most common Astartes witnessed by Imperial forces in the early stages of any offensive.

Within Combined Arms Detachments, the Void Watchers preferred serving with those of the Nova Terran Navy and elite Storm Troopers most. On Oldrys, where the chapter was heavily involved in the fighting, they served most closely with Nova Terran armed forces, respecting their choice of carapace armour and fearlessness to incoming fire. The Chapter's abilities to infiltrate enemy lines was a further asset to the detachment, nearly derailing the attempt to destroy Oldrys and deny its strategic value to the Nova Terrans.

The chapter lost several companies on Oldrys, taking many years to recover. Following the battle, the chapter returned to its more limited operations in the void, high jacking and interfering with Imperial shipping around the Segmentum Pacificus over dozens of daring raids.



Above: Brother Itoclades, IV Company Void Watchers.

Left: Void Watchers ambushed on Meigor VI by Battle Brothers of the Carcharadon chapter.

The Doom Rooks

Founding: 6th founding (unknown)

Chapter World: Lastrati.

Fortress Monastery: The Silent Rookery.

Gene Seed [Predecessor]: Raven Guard.

Chapter Tactics: Sombre: See but Don't be Seen, Cleanse and Purify.
Major drawback: Eye to Eye

Known Descendants: [Redacted]

'What we inherit we carry in honour.' – Ancient Doom Rook motto.



The Doom Rooks are a chapter now largely forgotten from the records and musings of Imperial scholars. Their rebellion in M35, though impressive in its scope and tragic in its downfall, is mostly eclipsed by the fascination with the larger cataclysmic effects of the secession of Nova Terra. While chapters of centuries past have grown corrupted, rebellious, and damned – the Doom Rooks should be in part remembered for the quite honour in which they undertook their duties in the Galactic Core. Prior to their downfall, these stoic and loyal warriors could be thought of as model Astartes. It was their pride and their stubbornness that opened their minds to a pathway that led them to become that which they were once tasked to defeat.

The Galactic Core has always been a dangerous place, nearby the chaotic and mysterious warp storm of the Maelstrom, from which dark magic drifts ominously through the skies of nearby colonies. Yet even beyond the Maelstrom, the dense stars of the Core are unknown and unmapped, a mystery that has taken the lives of countless explorers. The Xeno races which stalk this realm of space are not all accounted for, but those which inhabit there are known as brutal and dangerous species humanity is lucky to have had little contact with. Even the Leagues of Votann, who have long made their homes here, are stubborn and often dangerous race to live alongside.

It was here that the Doom Rooks were posted, to the frontier-world of Lastrati and the distant fortress worlds which line the edge of the northern Maelstrom. As descendants of the Raven Guard, the Doom Rooks quietly plotted elaborate traps and schemes in which to slow down the advance of any warbands emerging from amongst the warp storms, buying precious time for other chapters to aid them in the Imperium's protection. Through centuries of battle alongside the Lastrati Rifles, a close connection emerged between Marine and Guardsman, the loyal militarum holding

forts while their power-armoured allies strike deep in the lines of the enemy.

They sought no honours or thanks for their bravery in battle. To serve their chapter and wear the ancient and hallowed armour of their predecessors was honour enough for the chapter. For each fallen brother's armour would be held in holy reverence, for future novitiates to eventually don and take on its inheritance of nobility. It was not uncommon for these warriors to take the name of those before who fought inside these suits of ceramite, losing themselves wholly to the Chapter.

Chapter Organisation

Like the Raven Guard before them, the Doom Rooks followed the strictures of the Codex Astartes closely, adopting the rank of Grave Warden for the heads of each company. The title of Carrion Lord was reserved for the Chapter Master, although generally only used by those within the chapter itself. Compared to many chapters, Grave Wardens were granted significant power and autonomy in their command, partly afforded by the trust earned through their staunch loyalty and deference to the wider needs of the Chapter.

The Doom Rooks followed many of the cultural practices traced to their Raven Guard ancestors. The Doom Rooks have developed their own modified version of the Corspake, the sign language of the Raven Guard, allowing them to fight their foes in complete silence. Amongst those from outside the chapter, the Doom Rooks were notably quiet, often uncomfortably so, choosing their words carefully and with necessity. Despite this, their reputation was held in high regard amongst those chapters to aid them in the Maelstrom, none doubting their ability and selflessness in battle.

This gregarious streak is perhaps what set them most

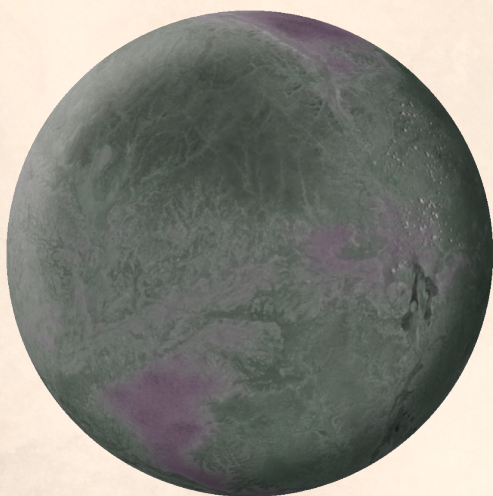
apart from the Raven Guard. Though quiet, the Doom Rooks historically welcomed company with great appreciation, recognising the sacrifices made by allies in the protection of their homeworld. The Carrion Lord generally was a position afforded not just to those most capable in war but those who could build and sustain alliances beyond the sector in pursuit of their mission.

Within the Silent Rookery, the Fortress Monastery of the Chapter, novitiates would undertake their own distinct version of the Rights of Shadow so common within their fellow successors. Part of their test is not simply to complete the rights, but to learn of and embody the vast lineage of those who have worn their power armour before them. To become a warrior of the Doom Rooks is to give ones individuality to the whole, to live as one of the whole, and honour those who have tread the paths before them.

It is this significance given to the armour of the deceased that has led the Doom Rooks into dangerous battle, something servants of the Dark Gods have often used to bait them to traps. Surprisingly few suits of power armour have been lost in their entirety, with companies succeeding in at least retrieving a grieve, a pauldron, even a small shard of the armour to be held as a relic.

Involvement in the Nova Terra Interregnum

It was this commitment to tradition that turned the one staunchly loyal chapter against the Imperium. For nearly three companies were taken by the conflict of the Pale Wasting, all without



The Hive World of Lastrati is the most populous of the nine hollow worlds. The system has long been tormented by the horrors of the warp, having been previously devastated during the Horus Heresy.

question and all with the loss of their armour in its entirety. The few who returned to Lastrati were sent home in dishonour, shattering the trust between the chapter and the Imperium. In the years that followed, the Doom Rooks became withdrawn, isolated, choosing to continue their crusade themselves.

While a rebel force, the Doom Rooks appear to have had no affiliation or sympathy with the Nova Terrans. Instead, they forged ahead with their own empire. The lack of Imperial scholars amongst their ranks makes their motivations unclear. We do not know if Pausanias, the Carrion Lord of the Doom Rooks, saw in himself a latter-day Horus who may overthrow the Imperium itself. Nor do we know if the Carrion Empire was to be its own realm, separate from that controlled from Terra. We can surmise, however, that through resentment the Doom Rooks found new allies in the Leagues of the Galactic Core, one which grew familiar with their abhuman weaponry and their heretical ways.

As these volumes progress, the true story of the Doom Rooks will be revealed as in their resentment grows the seeds of their downfall. It was in the defeat of the Carrion Empire that the Maelstrom Zone passed to new custodians to traverse and defend that accursed realm; the Astral Claws.



Brother Picus Magna, VI Company Doom Rooks prior to their fall. Unusually, this marine is not equipped with a Mk VI helmet, perhaps due to its loss in the Pale Wasting.

The Blades of Dominion

Known Aliases: Blades of Dominion, Rulers of Diades, Angels
Consularis

Founding: 7th Founding.

Fortress Monastery: “Gedunum” - Hadria Sextus

Gene Seed [Predecessor]: Ultramarines

Chapter Tactics: Codex Compliance, Advanced Squad Synergy

“We are his blades and his monarchs, his breath and his bite.” - excerpt from the Biblioliegis and a common battlecry of the Blades of Dominion.



The Blades of Dominion were formed in the 7th founding by Captain Ullysian of the Ultramarines. The 1st Captain had identified the diminishing prevalence of strict codex compliance within the Segmentum Pacificus at the time. For glory earned in his extensive and exacting crusades, Ullysian was honoured as the chapter's first master and penned the Biblioliegis - a treatise that extended the rationale of the Codex Astartes to guidance for civil governance.

While the Blades of Dominion settled Hadria and its moons, their number was still few. Their primary goal became the fortification and optimisation of the Diades system's worlds. In 487.M34 the chapter declared itself 'materially sound' and began its first crusade. At this time, the worlds of Diades filed for Aptus Non status, each now governed by a Captain of the chapter and registered as vassal worlds.

The purpose of the chapter's first crusade was to establish themselves in the warsphere of the Segmentum Pacificus and, true to their founding, demonstrate to other chapters the primacy of the Codex Astartes. This crusade saw them join Imperial offensives on an empire of piratical xenos and in the quelling of Imperial rebellions but in one such warzone, was met an Inquisitor.

Following a confrontation between 1st Captain Octedes and Inquisitor Gaullus, the Crusade of Compliance was forcefully concluded. Officially, the Blades of Dominion were subject to censure on charges of “Inter-Adeptus Tyranny” for their seizure of the Diades system under vassalhood. Such charges were dismissed shortly after by an Inquisitorial conclave but the Chapter was cautioned to immediately rescind the system-wide claim of Aptus Non status and never to attempt such a claim again.

Quickly following the judgement of the Inquisition and restored tithing of the Diades system, the Dominion was attacked. Eldar corsairs pillaged the settlements of Diades, due to the preparations of the Blades of Dominion, the invaders are repelled and quickly

executed as though part of a drill. To the chapter, the efficacy of the Codex and the Biblioliegis was reaffirmed.

Era of Demonstration

From this time till the end of the 34th millennium, the Blades of Dominion responded primarily to distress calls. Preferring solitary wars without allies of conflicting strategy, the chapter demonstrated again and again the might of the Codex and in the rebuilding of worlds taken by the enemy, they demonstrated the validity of the Biblioliegis. Despite such seeming altruism, the Blades of Dominion earned an uneasy reputation. Supposedly, during their deployments, the chapter disregarded mortal allies with prejudice and refused to hear any guidance from local leaders as their own visions for governance were implemented. Such notions were touted by members of the Cult of Sacrifice who had in later years protested most loudly to these vast re-organisations of worlds within the dominion.

As word of the High Lord's judgement upon the Seventy spread, for their part in the murder of Ecclesiarchal partisans, the Blades of Dominion settled staunchly into the politics of Nova Terra. Already having been party to Nova Terra's political summit and the intervening transgressions, the chapter committed. That a Space Marine, an Angel, could be held to account in an uncontrolled partisan conflict by a council of mere mortals was unacceptable to their Chapter Master. The Blades of Dominion declared themselves for Nova Terra.

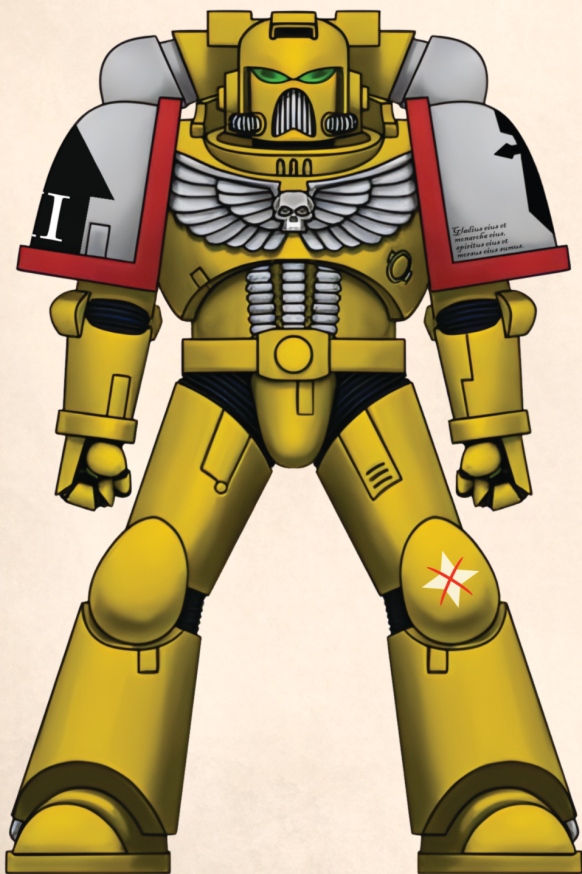
More heavily beset than any other system under the chapter's aegis in the past millennia, Antona had been a site for dozens of the chapter's victories. With greater authority vested in them by the Ur Council, the Blades of Dominion sought to finally wrest the system into vassaldom but the Old Imperium resisted this claim. Thus was another crusade born. Fought bitterly for ten years by the paltry forces each side could spare for the conflict, the Blades of Dominion eventually secured the system.

Methods of War

The Blades of Dominion are staunch adherents to the Codex Astartes, as such their tactics demonstrate the height of Space Marine orthodoxy. Due to their relative youth as a chapter, they do however lack large numbers of specialised equipment such as terminator armour and land raiders. Similarly, their veterans are few, limited by their acute standards and brief period of censure. This has left them with scant heroes in their short history worthy of the few dreadnought sarcophagi they possess. While true “veterancy” is rare in the chapter, the low mortality rate of their previous wars has allowed squad members to grow exceptionally close to one another and refine their skills as members of battleline and reserve companies.

Playing as the Blades of Dominion

Although the Blades of Dominion strive for Codex adherence, their limited resources and distaste for mortal troops has impacted their organisation significantly. If you choose to play with Chapter Traits rules, Blades of Dominion armies have the Trust Your Battle-Brothers and Suffer Not the Works of Heretics trait advantages and have the Aspire to Glory and We Stand Alone drawbacks. Blades of Dominion may not form a Nova Terra Combined Arms Detachment.



Brother Echlen of 2nd Squad, 3rd Company and bearing the badge of the Antona Crusade.

Captain Petriannum of the 3rd Company

Captain Petriannum arose to fame during the Antona Crusade where he gradually beat back the Imperial garrisons over the seven years of conflict following his predecessor's death. His victory in spite of staggering attrition earned the 3rd company its greatest historical honour. In respect of this accolade, he was deployed at the head of the chapter's contingent in the Meigor VI Campaign.

Name	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Captain Petriannum	200	5	5	4	4	3	5	4	10	2+

Special Character: Captain Petriannum is a special character. He may be used in Blades of Dominion armies of at least 1,500 points as an HQ choice. You may not select any additional items from the armoury.

Equipment: Master-Crafted Power Weapon, Master-Crafted Bolter, Artificer armour, Frag Grenades, Vestments of Antona

SPECIAL RULES

Independent Character: Petriannum is an independent character.

Rites of Battle: As Space Marine Commanders (see Codex Space Marines p.28)

Vestments of Antona: Petriannum's unit has the Stubborn and True Grit special rules.

The Steel Justiciars

Founding: 8th founding (M34)

Chapter World: Utopia Magna.

Fortress Monastery: Mount Gloria.

Gene Seed [Predecessor]: Ultramarines.

Chapter Tactics: Dutiful. Tactic: No Mercy, No Respite. Minor drawback: We Stand Alone (May not form Combined Arms Detachments).

'Glory to the greatest!' – Steel Justiciar battlecry.



The Steel Justiciars were amongst the proudest chapters in the Imperium, considering their presence as an honour for any Imperial force who fought alongside them. The chapter was founded under Captain Tiberius Magna of the Ultramarines third company, receiving their chapter homeworld in the Segmentum Pacificus following their brave actions during the 4th Black Crusade.

The chapter is an intensely difficult chapter to know the truth of. Perhaps due to their defection to Nova Terra, Imperial records take great pleasure in portraying them as unreliable and arrogant. It is implied that Magna was given his chapter so to remove him from his leadership of the Ultramarines Third Company. Their deployment to the Segmentum Pacificus, far from Ultramar, is often cited as corroborating these claims. Yet, propaganda clearly clouds these accounts, as Captain Magna is recorded as having fought in the 4th Black Crusade with the bravery and guile deserving of a Chapter Master. His expertise in fighting the xeno, alongside his knowledge of the Arch Enemy, made him an ideal candidate to send to the far-west.

It is true that each Steel Justiciar carried an immense pride in themselves and their chapter. They are said to have considered themselves the most brave and tactically astute of the Ultramarine's successors. Magna's pride was instilled in their mottos and sayings, asking 'Why exist if we do not strive for magnificence?' Even their chapter homeworld reflected their pride, Magna renaming their world Utopia Magna - a more befitting name than Bovin IV. Under their tutelage, Utopia Magna boasted some of the most magnificent architecture in the Segmentum Pacificus, mired only by the immense poverty in their underhives.

It is perhaps their self-belief that has led most to be confused as to why they would join Nova Terra. The truth is likely that their pride had bitterly poisoned them. Palectus records that the Battle Brothers of the Steel Justiciars were aggrieved at the lack of

recognition of their bravery in the Pale Wasting. Their world had been insulted as a 'backwater' by the High Lords, their status said that of 'another successor'.

Chapter Master Orian Glorianus likely viewed Nova Terra as an opportunity for his chapter to become peerless within their realm, the ones who could enable Nova Terra to to 'repair' the Imperium. They fiercely eschewed the doctrine of the Combined Arms Detachment, considering it an affront to the Codex Astartes. Instead, they attempted to lead with a bravery befitting of their status. It is perhaps this pride which has made them so easy to tarnish.

Chapter Organisation

As a Chapter, the Steel Justiciars followed the Codex Astartes with pious care. The chapter took their colours from the Ultramarines Third Company, one experienced in war against the xeno threat. Particularly due to their engagements with the Ork, the chapter had gained a strong experience in close combat operations - their Tactical and Assault Squads both being critical to any operation.

It was their hatred for the Ork which was manipulated by the Ur-Council, deploying the chapter to theatres where their pride best aligned with the Ur-Council's machinations. Regular deployment against Imperial foes was a requirement, though, as Nova Terra sought to minimise the possible insult to Chapter Master Glorianus. The chapter served dutifully throughout the borders with the Segmentum Solar in the mid-35th millennium, rewarded with their own realm nearby.

Central to the culture of the chapter were the Chaplains. It was their ferocity in battle and purity of belief which was held aloft as the ideal for all companies. As the Interregnum progressed, these chaplains took on increasing responsibility after the relationship with the Terran Ecclesiarchy was severed. Suspicious of the Anti-Ecclesiarch of Nova Terra, Chaplains held a critical role in guiding the chapter

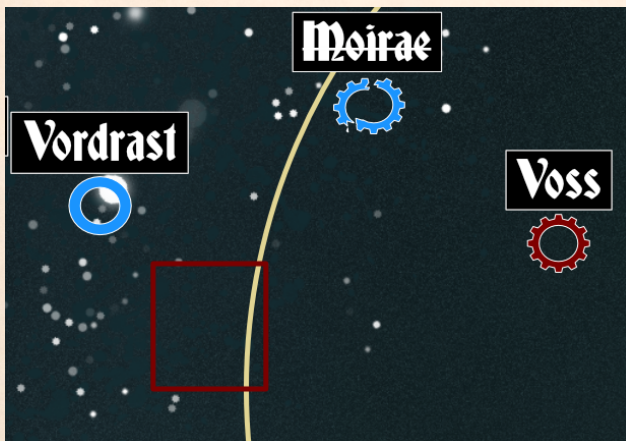
through the competing religious dogmas of the Interregnum.

Their armour was left a bare steel colour, representing honesty and transparency. The red of the Ultramarines Third Company painted upon the pauldron and helms of their warriors. Company markings followed those of the Ultramarines, instead painted on the left knee of the marine rather than around the pauldron.

Involvement in the Nova Terra Interregnum

It was their engagements that are recorded with infamy by scholars of the era. The Steel Justiciar's arrogance is said to have led to conflict with other chapters and an assumption of gratitude to all who were aided by them. In the events of the Cataclysm of Souls, it would be this arrogance that led the chapter to attempt to forge their own doomed empire on the borders of the Segmentum Pacificus.

In the Gyrian campaign of the War of Unification, the allied Knights of Vengeance detachment chose to withdraw rather than complete the campaign alongside the Justiciars. In part, this was due to the difficulties in cooperating with the Justiciars. Significant effort was always required in the assignment of missions and targets that met the expectations of the Justiciars.



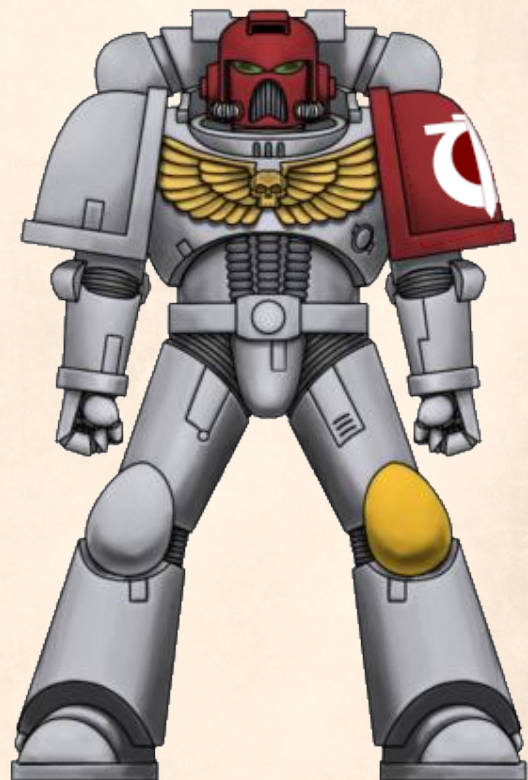
The approximate location of the Steel Justiciar's realm - known then as the Justicia Sub-Sector. While in control of the area, the Justiciars continued to operate from their chapter homeworld. Similarly, it was not uncommon for the Ur-Council to call upon the Steel Justiciars when necessary, the chapter's companies serving in numerous campaigns over the Interregnum.

During the Cataclysm of Souls, it was the Justicia Sub-Sector which was the core territory of their short-lived empire. With its reconquest by the Imperium, the Steel Justiciars were destroyed as a chapter, stories of their arrogance perpetuated to eternally sully their memory.

What forced the withdrawal, however, were the differing attitudes towards the conduct of the campaign. Gyria's Planetary Defence Force was mainly made up of conscripts, forced to the front lines by the corrupt oligarchy which ruled them. Rather than see their enemies as potential defectors, as the Knights of Vengeance did, the Steel Justiciars considered it instead an insult to be required to fight against them.

The Gyrian campaign was a bloody slaughter, the chapter's reputation haunting the populace. With the overthrow of the planet's oligarchy, such was the disdain towards Nova Terra that the planet could only be kept in line by despots. In times of revolt, word of the deployment of the Steel Justiciars would be enough to quell any uprising.

Afterwards, the Steel Justiciars would engage primarily in conflicts along the line of contact with the Segmentum Solar. Granted their own sub-sector, their new autonomy allowed the Justiciars to wage war as they saw fit, regularly sending companies to aid Nova Terra in its wider campaigns. It was the Justicia Sub-Sector which would form the heart of their own attempt at secession during the Cataclysm of Souls, as the Nova Terran Imperium fragmented under the weight of wider Imperial civil war and invasion. Defeated by the Imperium of Man, the Steel Justiciars were put to death in early M36.



Brother Remus Diomades of the 1st Company. Records of this marine show of his long record of fighting conflicts against the Imperial Fists and Black Templars.

Wargaming in the 35th Millennium

Choosing a Ruleset

To represent the armies and battles of the Nova Terra Interregnum, you are ultimately welcome to use whichever ruleset you enjoy most. Rulebooks for multiple editions of Warhammer 40,000 are available, all with their own ways of simulating the battles of the era. Similarly, many of the rules presented here can be easily adapted to match those of the first and second editions of the Horus Heresy. It is, ultimately, the decision of you and those you play with as to what you find most fun.

For our supplements and rules, the edition chosen as the basis of the rules is the 5th edition Warhammer 40,000 ruleset. This is for a few reasons. The first is that it captures the tone of what this game is meant to be – the ‘middle ages’ of 40,000. This edition places much more emphasis on simulation compared to more recent editions, capturing the idea that games played in this era should feel like re-enacting a battle rather than attempting to outplay someone in a game.

The second reason is that the rules and books available for this era are smaller and are relatively easy to find second hand. The 5th edition rulebook was released in a small, condensed form in its starter box, something that’s cheap and easily available online. Unlike the Horus Heresy, there are also plentiful resources for xeno factions which can be easily adapted to the ruleset.

Despite this, 5th edition 40k has a number of rules that, by the edition’s end, caused some annoyance, over strengthened weaknesses from prior editions, or resulted in imbalances. As such, there are recommended changes and optional changes that can be incorporated into these rules. Rules such as wound allocation are aspects that players did not enjoy from the era and should be changed. Aspects like pre-measuring are simply a matter of taste.

Skirmish Games in the Nova Terra Interregnum

For some scenarios, the number of combatants during this era were simply too small to really function within the unit-based game that is Warhammer 40,000. To simulate these, players have a vast selection of different rulesets, such as Kill Team, Necromunda, and even Shadow War Armageddon.

Since the initial release of this book, we have begun

to develop skirmish rules using the 5th edition ruleset we have here, ones which are provided in this book. As we add more factions to the game, we will continue to flesh out this skirmish system. The system ultimately works with the 5th edition ruleset and books that we recommend, with some slight variation in how the game runs.

‘Historically Accurate’ Models

The 35th Millennium obviously takes place long before the events of the Fall of Cadia and the emergence of Primaris Space Marines. Technically, this means that Primaris do not exist in the setting. However, a lot of players will like the scale of Primaris, the look, or even the availability of brand new models of this era.

This book recommends firstly that your group of friends agree how they want to resolve this issue. This book is designed with the original ‘firstborn’ marines of the era in mind, still available new and easily fleshed out with models from the Horus Heresy range. The units present in the book draw on the Codex books from 3rd edition through to 7th edition Warhammer 40,000, where Tactical Marines normally take heavy and special weapons in their squads.

For projects to make ‘true scale’ firstborn using Primaris models, you can try buying heavy and special weapon sprues from the Horus Heresy to add to your Intercessors or buy boxes of Devastator Marines for the heavy weapons. This is a fun project but will likely carry the additional cost of sourcing all relevant special and heavy weapons.

For this book, I have used the original Mark VII Space Marines of the era, mixed in with some of the more modern Horus Heresy models. A lot of these models still exist online second hand even when not available new, while units like Assault Marines can easily be borrowed from the Horus Heresy if they are hard to find. All units in this book are designed to be easily created through existing Games Workshop kits.

For base sizes the rule from 5th edition was that the given base sizes were a minimum base size. This means that the standard 32mm base on Space Marines are acceptable and were used in the design of the missions in this game. We recommend using the base sizes that generally come with the unit when they are bought if they were bought new. If the new kit, like Imperial Guard Heavy Weapon Squads, has a smaller base you should feel no requirement to downsize them due to

inconvenience and the fact that we have found base sizes to have a very minor effect on game balance. You should use the 5th edition base size or the current base size in your games.

The Most Important Rule

When researching this game, the same message comes up continually from the original designers. The older editions of Warhammer 40,000 are designed with scenarios in mind and not with the intent of a strict interpretation of the rules. Players should try to use these rules to re-enact the battles of the era rather than spend hours working out the 'correct' view of the rules.

The focus of this game should be on the enjoyment of the battle, rather than solely the achievement of victory. If there are disagreements around rules, if players cannot agree they can simply roll-off. As 5th edition states – the most important rule is that the rules aren't all that important. So long as both players agree, the rules are guidelines to allow you to play a fun and enjoyable game.

Which Army Books?

Most army books from this era are available relatively inexpensively online. Different Codexes had different approaches to game design and often different degrees of balance relative to other books. The rules for units that appear in the supplements we produce should ideally supersede those rules available in Codex books. Gradually, the community will supplement each book with new units and rules as well as add new factions.

Some books towards the end of 5th edition were considered quite strong relative to those before. This includes Space Wolves and Grey Knights in particular. Players should try to agree what books they wish to use. In general, 4th edition Codexes allowed more space to customise your army's special rules, with 5th having more units. Our supplements will slowly port in these newer units to the 4th edition books.

Chaos Space Marines: The '3.5' Codex from the end of 3rd edition tends to have more customisability but requires some restraint when building lists.

Imperial Guard: The 4th, technically '3.5', edition Guard Codex had more customisability with regards to regimental doctrines, but access to fewer vehicles. At the time of writing, a supplement is in the works to include later vehicles and units. This faction has a supplement available on our website.

Space Marines: The 4th edition Codex was again used with elements and units from later editions ported in. A supplement is in the works for this army at the time of

writing. Again, 4th edition had more customisability for chapters compared to 5th with the inclusion of chapter traits. For chapters with their own books: Black Templars (4th), Dark Angels (4th) Space Wolves (3rd). This faction has a supplement available on our website.

Blood Angels: Due to the imbalances around the 5th edition Blood Angels book, we recommend using the 4th Edition Codex which was available as a PDF and in the White Dwarf issues 330 and 331. You are welcome to use the 5th edition updated version of this PDF, which is often found online. This is one book high in the priority list for new rules!

Dark Eldar: These did not get a book in 4th edition and late 3rd, so we recommend the newer 5th edition book. This is not necessarily a problem from a narrative viewpoint, as the Dark Eldar present a much scarier and fearsome prospect with the 5th edition book.

Eldar: The 4th edition book was the same book throughout 4th and 5th edition.

Orks: Orks had their 4th edition book released shortly before the release of 5th edition. At the time of writing, the Ork supplement for 35k is near completion and will likely have a further expansion with the release of 11th edition.

Grey Knights: Due to the 5th Edition Grey Knight Codex having a reputation for being very powerful, the late-3rd edition Codex Daemonhunters book is recommended. This book can be more difficult to source.

Adeptus Mechanicus: This faction did not exist until after 5th edition. At the time of writing, a community made supplement is in production.

Armies of the Adeptus Ministorum: This book recognises the fact that the Sisters of Battle have their roots in the Age of Apostasy. In this era, the forces of the Frateris Templars take their place. Inquisition forces not including Battle Sisters can be used alongside the rules presented in this series. The book Codex: Witch Hunters is used but is quite a rare and expensive book second-hand. A custom Imperial Guard regiment with inquisitors from Codex: Witch Hunters is how the Frateris Templars will be implemented.

Mutants: Rules for mutants appear in three places. The first is, oddly, Codex: Witch Hunters which has an 'Adversaries of the Witch Hunters' list including mutants. The second place to look is Codex: Eye of Terror, a 3rd edition book, which also has recommendations of how to make your own mutants. You can proxy any unit here, making the Aspiring Champion or Greater Daemon a statline for your own

mutants. You can proxy any unit here, making the Aspiring Champion or Greater Daemon a statline for your own mega Flesh and Blood Cult flesh-daemon. Finally, book II of the Siege of Vraks is quite rare but has rules for a traitor militia dating to the era of 5th edition under Servants of Slaughter. Alternately, you could run them as daemons, their mutations reflecting the daemons of different Chaos Gods. The author of this book is a big mutant fan and intends to give them their own book.

Deathwatch: This was a 7th edition faction, although rules existed as early as 3rd edition. At the time of writing, the 'Alien Hunters' book is near completion and is just being filled with art.

Armies Canonically Appearing after M35

There are some factions in the game that players may be passionate about and wish to use. Here is how they can be incorporated:

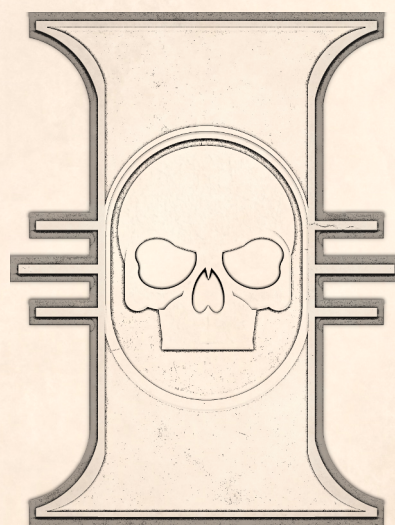
Necrons: Most Necron Tomb Worlds awoke during the 41st Millennium, with 897.M41 being the official date in Imperial records to be first contact with Necrons. The Imperium was aware of Necrons and likely fought Necrons in this period; the Necron Tomb World of Angelis being researched by the Imperium prior to 344-245.M35. The 9th edition Codex references Necrons awakening as early as the Great Crusade. As such, in the anarchy of the 35th Millennium it is reasonable for the fall of a planet to Necrons to be a realistic plotline. Indeed, Necrons have become a core part of the Alien Hunters book.

Tyranids: Officially Tyranids were contacted first in 745.M41 on the planet Tyran, from where the Tyranids were given their name. The 5th edition Codex: Tyranids mentions the Tiamet System, one which has a very violent and infectious life across all of its systems from one source, from which a Genestealer is believed to have escaped. Similarly, there is a Genestealer story from this era around Ymgarl The planet of Ouroboris similarly is seen as evidence of vanguard Tyranids, as is the Catachan Devil creature. This means that it is perfectly acceptable that Tyranid vanguard armies can be represented across the Imperium in this era. They would not be on the scale of the Tyranid fleets, nor would they be recognised by the Imperium as Tyranids but either as daemons or bizarre undocumented xenos, such as the Tiamatii. To represent these, we recommend sticking to units like Broodlords, Genestealers, Lictors, Raveners, Mawlocks and spores. These are available in the 4th edition Tyranid codex, which is more customisable than the 5th edition one. Either could be used.

Genestealer Cults: The first “confirmed” appearance of Genestealer Cults is in 680.M41 on Ghosar Quintus. The existence of Genestealers mentioned above as early as M35 implies that these cults may well have been about but recorded as odd chaos and/or mutant cults. This is how this fact is dealt with here – Genestealers are treated as a bizarre form of mutant, blamed as an offshoot of the rebellions stemming from the mutant cults of Dungail. Is your force actually Genestealers or mutant? That’s for you to decide. To use this army, a mix of Codex: Tyranids, Codex: Imperial Guard, and Codex: Eye of Terror can be used to construct such a list until the mutant book is written.

T’au: There is good news and bad news for T’au players. The good news is that T’au do feature in the events of the 35th millennium! It was in late M35 that the Adeptus Mechanicus discovered the planet of T’au and studied the natives. The bad news is that the species at this time was stone age. As such, the T’au are the one faction that cannot canonically be represented in this setting. We have tried to create a T’au-like faction called the Affinix, but recommend not just using this as an excuse to play a T’au army.

Kroot: We do know, however, ‘that thousands of years ago’ Orks crashed on the planet of Pech, only to be devoured by the native Kroot, who eventually gained the ability to colonise nearby planets and travel through space. While M35 is on the earlier side of when this likely happened, should players desperately want to play with some T’au, this could be stretched sufficiently to represent Kroot as mercenaries or explorers. Kroot will eventually get their own supplement, but this is not a priority faction.



Recommended Core Rules Changes

The following constitute the core rule changes to the 5th edition ruleset we recommend. A printer-friendly version of this is available on our website at www.wh35k.com. Some rules are taken from 4th edition, with pages given for this rulebook where possible. 5th edition page numbers are given for the small paperback version.

The Most Important Rule:

Players should try to use these rules to re-enact the battles of the era rather than focusing on strict interpretations of the rules. If there are disagreements around rules and if players cannot agree, they can simply roll-off. As 5th edition states – the most important rule is that the rules aren't all that important relative to playing a fun and enjoyable game.

Cover (4e p.25):

Size 1&2: High grass, bushes, fences, railings give a 6+ cover save.

Size 2&3: Crates, barrels, pipes, logs, partial cover from hills, woods and jungles give a 5+ cover save.

Size 2&3: Wrecks, vehicles wreckages, craters, rubble, rocks, ruins, walls, buildings, trenches, gun pits and emplacements give 4+ cover save.

Size 2&3: Bunkers and forts give 3+ save.

Cover for vehicles (4e p. 69):

When firing at a vehicle, check that the firing models have a clear view of the whole surface (front, side, or rear) of the vehicle being fired at. If at least 50% of the side they are firing at is obscured by intervening terrain, or by other vehicles, artillery models, wrecks, or Monstrous Creatures, then the target is classified as obscured. Similarly, when a firer's view of a vehicle passes through an Area Terrain feature that is taller than Size 1 (bushes, high grass, crops, fences, railings), its view is also obscured.

If the target is obscured and a penetrating hit is scored, the vehicle's owner rolls a D6 – on a roll of a 4+, the penetrating hit is downgraded to a glancing hit.

Cover size (4e p. 7 on model heights, 4e p. 25 on rule):

Units only get cover behind cover up to one size smaller. This means Monstrous Creatures and vehicles (each size 3) cannot take cover behind size one cover. This is cover that is low lying, like bushes, grass, low lying pipes, low partial hill crests – i.e. chest-high cover.

Running (changes 5e p. 16):

A unit can choose to run (p. 16), giving up its chance to shoot. This should be done in the movement phase, rather than in the shooting phase.

Vehicle Damage (5e p. 61):

Follow the fifth edition vehicle table. Glancing hits only give -1 to the damage roll instead of -2.

Wound Allocation (4e pp. 26-27):

When a target dies, the player can remove any models from the unit if they are visible to the attacker. When a unit loses as many wounds as there are models, the attacking player can choose one single enemy model that could be a casualty. That model must make a save against one of the wounding hits.

When a unit contains several multiple-wound models, and those models take wounds, you must remove whole multiple-wound models from the unit as casualties where possible – wounds may not be 'spread around' to avoid removing models. Track any excess wounds with markers.

Our Weapons are Useless:

If a unit is locked in combat with an enemy it cannot hurt, it can choose to automatically fail its Morale check for losing a combat.

Dual Wielding Pistols (p. 29)

A unit armed with more than one pistol may fire two pistols in the shooting phase.

Scoring Units (5e p. 90):

Scoring units are infantry units that are not monstrous creatures, walkers, independent characters, vehicles, or swarms.

Objective Secured (add to 5e p.90):

All Troops units control objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit is also an infantry unit.

Annihilation Missions (5e p. 91):

At the end of the game, add up the number of points values of all completely destroyed units in each player army. The player whose army has suffered the least number of points of losses is the winner.

Optional Rules:

The reverse side of the PDF on our website gives a number of optional rules for those who prefer pre-measuring or don't like instant death. We write the rules with only the recommended changes in mind.

Skirmish Games

Skirmish rules were first introduced to the setting in the Alien Hunters Codex. In future, our intention is to build on these rules and flesh out the special abilities for each faction in the game. For this book, heroic actions are given in the specific mission.

We recommend combining the rules for skirmish mode with the Void Warfare supplement, our version of zone mortalis.

Playing Skirmish Games

Unlike in standard games of 40k, this game mode changes to a system where both players take their turns together in an alternating manner. This means that one player will move one model, then the other, until the movement phase is completed. When one player completes all of their actions, the other player then completes their remaining actions for that phase. The player with initiative for that game turn always goes first.

Initiative Phase: The attacker and defender roll off to determine who has initiative for this game turn. Draws are given to the player who did not go first last turn. In the first turn of the game, the attacker always goes first.

Movement Phase: The attacker and defender alternate in moving their miniatures, until all miniatures have moved. Models may charge in this turn or the assault phase by moving into base contact with an enemy. If a model declares a charge, it may shoot any assault weapons in this phase before charging.

Shooting Phase: The attacker and defender alternate in carrying out their shooting attacks in line with the normal 5th edition rules.

Assault Phase: Any remaining charges can be made in this turn, the player with initiative going first. The attacker and defender then take turns to resolve each assault.

Morale Phase: If one player's army has been reduced to less than half strength, their whole army takes a leadership check at the highest leadership value at the end of each game turn. If they fail, all units begin to fall back.

Army Selection

Armies should be between 200 and 400 points in size, using the following Force Organisation Chart. Units are chosen as squads as normal:

0-1 HQ, 0-1 Elite, 0-2 Troops, 0-1 Fast Attack

Skirmish Mode

Independent Operatives: All models act as their own individual unit, even though they are chosen as a squad. This means squad coherency can be ignored for models in this mode. Units may also choose to split their attacks in the assault phase between multiple enemies.

Heroic Actions

During a game, each player gains access to heroic actions, special abilities that represent the bravery and critical moments of the scenario.

Heroic actions may only be used in the game turn they are generated, disappearing at the end of the game turn if not used.

The same heroic action may not be used more than once in a game turn, unless otherwise stated. Some heroic actions can only be used once per game.

One model may not make more than one heroic action in a game turn. Heroic actions should be used when the action says it must be used.

Players generate heroic actions in the following ways:

Turns 1 and 2: Each player gains one heroic action at the start of the turn.

Turns 3 onward: Each player gains two heroic actions at the start of the turn.

Last stand: When a player's army reduced to half strength, they gain an additional heroic action for the next turn if a leadership test is passed using the player's highest leadership value from their surviving models.

Heroes of Nova Terra

Nova Terran forces looked much like those of the wider Imperium, having branches of Imperial Guard, Space Marines, and Mechanicus within their forces. In addition, it used the Combined Arms Detachment, an innovation by Lord Commander Marcius, in which Astartes and Guard were combined into a rapid-assault army balancing the strengths and weaknesses of each.

For those running armies of Nova Terra, the following characters can be added to your armies:

o-1 The Saviour of Praxus

The Saviour of Praxus was the most revered warrior in Nova Terra, credited with instigating the overthrow of the Cult of Sacrifice and providing the necessary impetus to inspire the people of Nova Terra to their secession. While famous amongst the Nova Terran Imperium, the Saviour of Praxus was also a mysterious figure – a true name never being identified for the individual. Throughout the Nova Terra Interregnum, this warrior was aloof, often disappearing from the halls of Nova Terra for years, appearing on key battlefields to deliver victory for Nova Terran forces.

While there is no official model available for the Saviour of Praxus, we find that the miniature for Cypher represents this model very well on the tabletop.

The Saviour of Praxus may be taken in any Nova Terran army, including Adeptus Mechanicus, Space Marines, Imperial Guard, and Nova Terran Combined Arms Detachments.

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
The Saviour of Praxus	200	5	5	4	4	3	6	3	10	2+

Wargear: Artificer Armour, Power Weapon, Frag and Krak Grenades, Master Crafted Bolt Pistol, Master Crafted Plasma Pistol.

Special Rules: And They Shall know No Fear, Eternal Warrior, Independent Character, Enemy of the Dark Angels, Watched Over, Agent of Strife.

Eternal Warrior: This unit is immune to the Instant Death special rule.

Enemy of the Dark Angels: Any Dark Angels forces must charge this unit if they are able to do so in the assault phase.

Watched Over: The Saviour of Praxus has the uncanny ability to evade defeat or capture. If the Saviour of Praxus is reduced to his last wound, roll a d6. On a 5 or 6, remove him from the board. He confers no assault resolution or kill points to the enemy, he has simply vanished.

Gunfighter: If the Saviour of Praxus remains stationary and is not in close combat, he may rapid fire both of his pistols.

Agent of Strife: The Saviour of Praxus acts as a lone wolf on the battlefield. He may never be taken as an army's warlord. When in a unit, both his and the unit's leadership is 9.

0-1 Lord Hrakon

Lord Hrakon, Leader of the Seventy, was amongst the most capable commanders of the Nova Terran armies, often being placed in command of the great offensives led by Nova Terra until mid-M35. Mysterious in his background, Hrakon had claimed to the Moireans that he was sent by agents on Terra to remove the threat of the Cult of Sacrifice. As the Interregnum progressed, Lord Hrakon took on an increasingly central role in the co-ordination of Nova Terran combat operations until his capture by the Dark Angels in mid-M35.

There is no official model available for Lord Hrakon. Given the interest from the Dark Angels in him, the Dark Angels Legion Praetor would make a good stand-in.

Lord Hrakon may be taken in any Nova Terran army, including Adeptus Mechanicus, Space Marines, Imperial Guard, and Nova Terran Combined Arms Detachments.

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Lord Hrakon	170	5	5	4	4	2	5	3	10	2+

Wargear: Artificer Armour, Frag and Krak Grenades, Master Crafted Power Sword, Adamantine Mantle, Combat Shield.

Special Rules: Rites of Battle, Command Squad, Independent Character.

Rites of Battle: If this unit is on the table then all other Space Marine squads may use his Leadership for Morale, Pinning, or Leadership tests, but not Psychic tests. All Imperial Guard units get +1 to their leadership to a maximum of LD 9. This ability can only be use by one model, meaning that if two units in the army have this rule, Imperial Guard units only gain +1 to their leadership.

Combat Shield: This unit gains a 5+ invulnerable save in close combat.

Command Squad: This unit can lead a command squad for 20 points, not including any upgrades given to this squad.

o-1 Lord Commander Marcius

Lord Commander Marcius was the Supreme Commander of the Nova Terran Imperial Guard from 106.M35-147.M35. Marcius was from the planet of Alivia, gaining a legendary reputation for both his personality and abilities as a commander. Throughout his career, he donned the armour of his native Alivia, relics that were then passed to those Lord Commanders who followed him. Under his command, the Nova Terran armies were reorganised with new mixed-unit doctrines and a focus on speed and tactical flexibility. Marcius often tested new tactics on the battlefield itself, personally leading several battles for the Nova Terrans, dying at the Battle of Ylianburg in the Segmentum Tempestus at unusually old age.

For those who wish to play with this unit in battles following 147.M35, this unit may be taken as a generic Lord Commander of Nova Terra. The Freeguild Marshall from the Age of Sigmar model range would work perfectly for this, with the Relic Envoy working as his Squire with the addition of a holstered laspistol. Lord Commanders that followed wore his armour in his honour, meaning this model can be used for later Lord Commanders too.

Lord Commander Marcius was well aware of the pride of most Space Marines, so accepted that he could not command them directly on the field of battle. Lord Commander Marcius can be taken in Imperial Guard and Nova Terra Combined Arms Detachments.

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Lord Commander Marcius	100	4	4	3	3	3	4	3	10	4+
Squire	+15	3	3	3	3	1	3	1	8	5+

Wargear: Bolt Pistol, Power Weapon, Frag and Krak Grenades, Carapace Armour, Refractor Field, Trademark Item (Helm of Alivia).

Squire: Lord Commander Marcius can take a Squire for +15 points, who carries a relic of Nova Terra, a close combat weapon, and a laspistol and grants the following special rule while alive:

Look out – Arggh!: Whilst the Squire is alive, each time Lord Commander Marcius is wounded by the enemy, up to two wounds made against Lord Commander Marcius are instead passed to his squire.

Relic of Nova Terra: The relic carried by the squire counts as a Holy Relic. It can be revealed once per battle. When revealed all friendly models within 2D6” get a +1 attack bonus for the rest of that turn. The relic can be revealed in an opposing player’s turn if you wish.

Special Rules: Stubborn, Independent Character, Master of the Battlefield.

Stubborn: When taking morale tests, stubborn units always ignore any negative Leadership modifiers. Independent Characters that are stubborn confer the ability onto any unit that they join.

Master of the Battlefield: All friendly units within 12” may reroll Difficult Terrain tests if they choose to. If this unit is mounted in a vehicle, units within 12” of the centre point of Marcius’ vehicle gain this bonus.

Chapter Master Tiberian Varn of the Knights of Vengeance 0-1

Tiberian Varn served as the Chapter Master of the Knights of Vengeance throughout the early Nova Terra Interregnum, his life being taken in the wars on Agria. A strongly duty-bound leader, he embodied much of what made his chapter distinct in its deep care for the citizens of the Imperium and the vengeance for all who died awaiting his protection. Varn was a consistent advocate for limited harm towards the citizens of planets, rising in power following the disastrous attacks on Oldrys and Drayyan during the Wars of Unification.

Tiberian Varn has no official model but can be easily represented using existing kits from Warhammer 40,000 and the Horus Heresy. He should be used in Knights of Vengeance armies and detachments.

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Tiberian Varn	200	5	5	4	4	3	5	3	10	2+

Wargear: Artificer Armour, Frag and Krak Grenades, Master Crafted Power Sword, Adamantine Mantle, Iron Halo, Plasma Pistol.

Special Rules: Rites of Battle, Command Squad, Independent Character, Oath of Vengeance.

Rites of Battle: If this unit is on the table then all other Space Marine squads may use his Leadership for Morale, Pinning, or Leadership tests, but not Psychic tests. All Imperial Guard units get +1 to their leadership to a maximum of LD 9. This ability can only be use by one model, meaning that if two units in the army have this rule, Imperial Guard units only gain +1 to their leadership.

Command Squad: This unit can lead a command squad for 20 points, not including any upgrades given to this squad. This Character can serve in a Combined Arms Detachment as the leader of the Command Squad only if the army contains other members of the Knights of Vengeance chapter.

Oath of Vengeance: If any friendly non-vehicle unit is wiped out within 12" of Varn, he gains +1 Attack and Preferred Enemy against the unit that destroyed them until the end of the game.

Tiberian Varn can be taken in any Space Marine Army or Combined Arms Detachment which contains the Knights of Vengeance.

Chapter Master Aeolus Calyx of the Void Watchers 0-1

Aeolus Calyx served as Chapter Master of the Void Watchers since years immediately preceding the interregnum, surviving to the end of the Nova Terra Interregnum. Records do not show what became of him. Cybernetically enhanced by the Tech Priests of Moirae, Calyx showed little mercy in his oversight of his famed boarding actions from his years of fighting through blood-stained corridors. With this cold calculation came a strong bravery and respect earned from all who fought under him.

There is no model available for this character. He carries his chapter's famous Breacher Shield alongside a Power Axe named Pollux. He would be most easily made using parts of kits from the Horus Heresy line.

Aeolus Calyx can be taken in any Space Marine or Combined Arms Detachment which contains the Void Watchers Chapter.

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Aeolus Calyx	215	5	5	4	4	3	5	3	10	3+

Wargear: Frag and Krak Grenades, Master Crafted Power Weapon, Boarding Shield, Adamantine Mantle, Combi-Melta, Servo Arm.

Servo Arm: Calyx's Servo-Arm grants Calyx one extra close combat attack even though the character has a Boarding Shield. It is a melee weapon that attacks separately at initiative 1 and Strength 8, ignoring Armour Saves.

Boarding Shield: Units with a Boarding Shield have a 5+ invulnerable save, but a model with a boarding shield cannot claim bonus attack for having more than one melee weapon.

Special Rules: Rites of Battle, Command Squad, Independent Character, Testudo.

Rites of Battle: If this unit is on the table then all other Space Marine squads may use his Leadership for Morale, Pinning, or Leadership tests, but not Psychic tests. All Imperial Guard units get +1 to their leadership to a maximum of LD 9. This ability can only be used by one model, meaning that if two units in the army have this rule, Imperial Guard units only gain +1 to their leadership.

Command Squad: This unit can lead a command squad for 20 points, not including any upgrades given to this squad. This Character can serve in a Combined Arms Detachment as the leader of the Command Squad only if the army contains other members of the Void Watchers chapter.

Testudo: Breacher Squads in an army commanded by Aeolus Calyx may form Testudo formations if they have at least four Space Marines in their unit. Models in this unit must all be in base contact with one another as close to a square formation as the player can make, gaining +1 to their armour saves. They can either move or shoot while in Testudo formation. The unit cannot assault in this formation. If the unit is in close combat, the unit immediately leaves Testudo formation. Aeolus Calyx can join a Testudo formation if he is part of that unit.

Nova Terra Combined Arms Detachment

The Forces of Nova Terra

Nova Terra presents itself as the 'New Imperium', ready to take its place as rulers free of the tired corruption of Terra. Yet, in the years of Nova Terra's seizure of most of the Segmentum Pacificus, the Ur-Council found itself on control of only around a fifth of the Imperium's planets. Proportionately, even fewer chapters of the Adeptus Astartes defected to their ranks. While a rebellion the scale that had not been seen in nearly five millennia, Nova Terra quickly had to adapt to the limited resources available to them.

The early Nova Terran military appears much as the wider Imperium, forced to differ where its resources demanded. Nova Terra, with the consent of many Astartes Chapters, chose to break its chapters into warbands, fighting as part of wider combined detachments with the Nova Terran Imperial Guard, particularly their elite Storm Troopers. The Marican reforms formalised these detachments into powerful assault units used for fracturing enemy lines.

The list below represents these elite combined arms detachments, generally sent as the first wave in any planetary invasion, whether attacking or defending. Its focus is on speed, manoeuvrability, and drawing on the strengths of each of its component parts. It similarly draws on the newest tanks produced on Nova Terran Forge Worlds, those adapting to the supply chain issues developing after the Nova Terra secession.

Why play Nova Terra?

The list below has been designed to draw on the existing range of Imperium forces while presenting new ways to deploy and play with them. The list below represents a combination of Astartes and Guard units, while reflecting the more limited supply chains and weaponry available to Nova Terra throughout the interregnum.

There is plenty space for players to draw on their existing collections to create their own regiments and chapters, or use existing ones, to represent Nova Terra. Even at Nova Terra's time of secession, there were over 100,000 planets from which their units derived and dozens of Space Marine chapters. Players can consider whether their Space Marines are a rogue company, choosing to fight their former brothers in anger at Terra, or a former recruiting world of another regiment, now mobilising against its former masters. Under strength, they join the

new elite detachments of Nova Terra ready to take the fight to the Imperium.

The Nova Terran Army List

Nova Terra is designed to represent three key principles. Firstly, the list combines Space Marines and Guardsmen. Astartes are limited in how many can be taken, representing their limited numbers across the battlefields of M35. Second is a focus on mobility, with guardsmen being able to make use of the inexpensive and reliable Rhino tank and the nimble Aurox tank. Many options were not deployed in these units, seen as too slow, hard to repair, or resource intensive to last an assault.

Drawing on Army Lists

As above, Nova Terra can be represented by Codex: Space Marines (4th and 5th edition) and Codex: Imperial Guard (4th and 5th edition). We recommend combining the doctrines and chapter tactics from 4th edition with the greater choice of units available in 5th. The Imperial Guard order system does not apply in this case.

Units should be used with respect to the force organisation chart, requiring armies to take on HQ unit and two Troop units. Armies may additionally take up to: 1 additional HQ choice, 4 additional Troops choices, 3 Elites choices, 3 Fast Attack choices, and 3 Heavy Support choices.

Some units are restricted 0-1 or 0-2, representing the maximum number of these units you can take in your army, regardless of points cost.

Games of this era were generally played at a smaller scale than contemporary 40k, at about 1,500 points. Units tend to survive longer than they do in more modern editions, drawing big games out.

Using Units Without Provided Datasheets

As this is a fan publication, I do not wish to republish official datasheets from older editions even if the stats are out of print. All units that are provided for here are either original models or newer models which have no datasheet for 5th edition Warhammer 40,000.

Modifications to core rules are given under each entry, if any are required, alongside the required Codex for each of these units.

Army List

The Nova Terran Combined Arms Detachment uses the following units from Codex: Space Marines 4th (marked SM) edition and Codex: Imperial Guard 3.5 edition (marked IG). Units provided in this list are in bold. In addition, the units marked with an asterisk * are available on the respective supplement on our website at wh35k.com/documents:

HQ: 0-2 Command Squad, 0-2 Terminator Command Squad (SM), 0-5 Sanctioned Psykers (IG), 0-5 Commissars (IG), Master Chaplain (SM), Master Librarian (SM).

ELITES: Space Marine Tactical Squad (SM), Space Marine Assault Squad (SM), Storm Troopers (IG), 0-2 Techpriest Enginseers (IG).

TROOPS: 0-2 Space Marine Scouts (SM), Infantry Platoon (IG), Armoured Fist Squad (IG).

TRANSPORT: Aurox (IG*), Rhino (SM), Razorback (SM), Chimera (IG).

FAST ATTACK: 0-2 Land Speeder Squadron (SM), 0-2 Bike Squadron (SM), Sentinel Squadron (IG), Hellhound + Variants (IG+IG*), Rough Rider Squadron (IG).

HEAVY SUPPORT: Stygies Tank Hunter (IG*), Field Ordnance Battery and Artillery Battery (IG*), Turretless Leman Russ (IG*), Predator Annihilator (SM), Predator Destructor (SM), Leman Russ Battle Tank and variants (IG+IG*), Hydra Flak Tank (IG*), 0-1 Cornelius Tank (IG*), Basilisk and variants (IG+IG*), Rapier Cannon Battery (SM*).

Unit Rule Amendments

The following units gain these rule adjustments when used in a combined arms detachment:

Imperial Guard Commissars: Commissars operate as they do in Codex: Imperial Guard 4th Edition. Commissars recognise that the attempt to summarily execute a Space Marine would result in their own death, so this rule does not affect Space Marines.

Armoured Fist Squad: Armoured Fist Squads can be chosen in line with Codex: Imperial Guard 4th Edition with the following change: **Transport:** *This squad **must** be mounted in a Rhino for 50 points plus upgrades, an Aurox for 40 points plus upgrades, or a Chimera for 75 points plus upgrades.*

Rhinos: The Rhino should be available to take in any Nova Terra-aligned Imperial Guard Army and can transport as many Imperial Guard Units as Space Marines. E.g. 10 Space Marines or 10 Guardsmen.

Razorbacks: Razorbacks can be chosen in line with Codex: Space Marines 4th Edition. Razorbacks may be used to transport Imperial Guard units in the same quantities as they can transport Space Marines.

Chimera: Chimerae can be chosen in line with Codex: Imperial Guard 4th Edition. They cannot transport Space Marines as their capacity is too small for Space Marines to fit.

0-2 Command Squad

The Command Squads of Combined Detachments were flexible in their make-up, sometimes drawing on the most experienced soldiers from each part of the combined force. While Astartes generally took precedence, it was not uncommon for senior Imperial Guard officers to take on command where the majority of the force came from the Imperial Guard. Such Commanders were generally well-respected from their years of prior service and command.

Most respected of the commanders of Nova Terra were the Members of the Seventy, the warband which landed on Moirae at the very beginning of the events leading to the Nova Terra Interregnum. Their seemingly ancient experience of thousands of wars and battles made them effective and invaluable commanders on the battlefield.

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Member of the Seventy (0-1)	125	6	5	4	4	3	5	3	10	3+

Number/squad: A command squad consists of one commander and up to five bodyguards. The commander can be a Member of the Seventy or an Imperial Guard Senior Officer, each with the option to take up to five guardsmen in line with Codex: Imperial Guard, 4th edition; or a Space Marine Commander (Codex: Space Marines 4th edition) and five Space Marines. A Space Marine Commander may take guardsmen as part of their command squad.

Options: Commanders can upgrade their Guardsmen to Storm Troopers for +5 points per model. All Space Marine Commanders have access to the Codex: Space Marines (4th edition) armoury. They have the following special rules: **Independent Character and Rites of Battle.** All non-Space Marine Commanders have access to the Codex: Imperial Guard (4th edition) armoury.

Combining Space Marines and Guardsmen/Storm Troopers: If a mixed unit is chosen comprising of any combination of Guardsmen, Space Marines, and Storm Troopers, the number of models carrying Special and/or Heavy weapons cannot be greater than 3. There is a limit of one Vox/Master Vox, Medic/Apothecary, and one Battle Standard.

Storm Troopers in Command Squads

- Storm Troopers are armed with Hellguns and Carapace Armour.
- All units in this squad can be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 points per model.
- Up to two Storm Troopers given one of the following special weapons each: a Meltagun at +10 points, a Plasma Gun at +10 points, a Grenade Launcher at +8 points, a Flamer at +6 points.
- One Storm Trooper not using special weapons can be equipped with a Vox Caster at +5 points or a Master Vox for +20 points. Only one Vox Caster and Master Vox may be taken per Command Squad.
- Up to two Storm Troopers may select one of the following further upgrades: A Standard Bearer at +5 points, a Medic at +5 Points. These upgrades can only be taken once in a Command Squad.

Transport: The Command Squad may be mounted in a Rhino for +50 points and, if the unit totals 5 or fewer a Razorback for +70 points. If the Command Squad has no Space Marines present, it may be mounted in a Chimera for +70 points or an Aurox for +40 points or a Valkyrie for +100 points. Upgrades may be bought for these vehicles separately.

Notable Regiments of the Nova Terran Army

Kyrian Dragoons

The Kyrian Dragoons are a proud and long-standing regiment, loyally standing alongside the Knights of Vengeance in a brotherhood lasting a millennium. From their bucolic and forested planet, the people of Kyria learn to stalk the woods and hunt for their families, instilling a natural ability towards military tactics and the use of the lasrifle. The Kyrian Dragoons thus specialise in light infantry tactics, able to easily ambush their enemies. This, combined with the raw power of the Knights of Vengeance, has made for an effective fighting force between the two forces.

May take the following from restricted units list: Storm Trooper Squads, Rough Rider Squadrons, Heavy Weapon Platoons.

Doctrines: Hardened Fighters. Light Infantry.

Nova Terran Consuls

As the capital planet of the Segmentum Pacificus, the power and resources of the planet allowed for a significant investment into their local armies. Nova Terran forces were highly trained and well-armoured, with carapace armour being standard amongst its warriors. Alongside being highly trained, warriors from Nova Terra tended to be highly spiritual, with most having taken part in a pilgrimage to witness the Anti-Ecclesiarch at some point in their lives. Priests were often sent to the front lines alongside these units, a gift bestowed from the Anti-Ecclesiarch themselves.

May take the following from restricted units list: Storm Trooper Squads, Priests, Heavy Weapon Platoons.

Doctrines: Carapace Armour, Die Hards.

Pacifican Reborn

The Pacifican Reborn was a regiment constructed of those defectors from the Terra-aligned Imperial Guard who came in too small numbers to form a wholesale regiment. Instead, this regiment took on the colours and behaviours of a diverse, pan-galactic fighting force. Their armour reflected that of Cadia, an easily accessible armour pattern for such a worldless regiment. To distinguish themselves from Cadians and other units using this armour, their left pauldron was painted the light blue of the Nova Terran Imperium. This regiment would go through waves of recruitment, particularly as the Imperium underwent periods of severe crisis.

This regiment should be seen as the 'default' regiment, representing those who do not have any specific doctrines. As such, you can choose from whatever units you like but cannot take any specific doctrines.

MacIver's Phalanx

This regiment was named after the founder of their Regiment, Theodius MacIver. From the planet of Eyriad, not far from the Eye of Terror, the Phalanx were specialists in defensive siege warfare. Their founding and experience is tied to their role in the Siege of Eyriad, a decade-long conflict against the warbands of the Eye of Terror. At the beginning of the war, Eyriad was little more than an agri-world, famous for its exports of linen. After the siege, Eyriad was a renowned fortress world, its people grim and paranoid of the next attack from within the Eye of Terror. Their soldiers excel in trench warfare and defensive combat.

May take the following from restricted units list: Ratling Squads, Heavy Weapon Platoons, Special Weapon Squads.

Doctrines: Close Order Drill, Veterans.

Fyve Royals

The Fyve Royals are a cavalry regiment from the planet of Fyve, a land which has a great history of knightly competitions which has lasted for millennia. Their adept nature in horse warfare led to this regiment forming the backbone of the Nova Terran Rough Rider corps, making up the largest part of all Rough Riders available to Nova Terra.

May take the following from restricted units list: Rough Riders, Priests, Special Weapon Squads, Sanctioned Psykers. For +2 points per model Sanctioned Psykers, Officers, and Command Squads may be mounted on horseback.

Doctrines: Cavalry Army, Hardened Fighters.

Forces of the Carrion Empire

The breakaway Empire of the Carrion, led by Carrion Lord Pausanias, gradually built its strength over the early years of the Nova Terra Interregnum. Centred on Lastrati, the Empire brought together a number of different regiments of the Imperial Guard, chapters of the Space Marines, and kin of the Leagues of Votann. Together they formed powerful cohorts, united by their grim and stoic resolve.

Special Rule – Allies of the Carrion Empire: In any Carrion Empire force, Imperial Guard and Leagues Votann units be used as allies of the Space Marines when designing scenarios. To do this, the allied detachment has a forge org of 1-2 HQ, 0-2 Troops, 0-1 Elites, 0-1 Fast Attack, 0-1 Heavy Support. The Space Marine contingent must still fulfil its compulsory HQ and Troops slots with Space Marines.

Special Rule – Weapons of the Votann: Space Marine sergeants and characters may take Votann Honours for +10 points, enabling them to use the Leagues of Votann Armoury, as detailed on the next page.

Chapter Master Pausanias, Carrion Emperor

Pausanias was once a loyal and stoic warrior of the Imperium, defending the Galactic Core from the horrors of the Maelstrom with grim defiance. It was during the Pale Wasting that the pride in his chapter eventually broke him and his brothers, first into reclusiveness and then into rebellion. Allying the warriors of the Leagues of Votann, Pausanias planned his own Empire with vague notions of replicating that which the Warmaster Horus had once tried. His empire bore the grim stoniness of his Votann allies, an alignment which alienated him amongst many potential allies. He wears Terminator armour, carrying the Vox Mortis – a relic Thunder Hammer – and the Shield of the Ancestors – a relic Combat Shield.

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Pausanias	210	5	5	4	4	3	5	3	10	2+

Wargear: Terminator Armour, Frag and Krak Grenades, Master Crafted Thunder Hammer, Storm Shield, Adamantium Mantle.

Special Rules: Resolve of the Carrion Throne, Rites of Battle, Command Squad, Independent Character, Ally of the Votann.

Resolve of the Carrion Throne: All friendly Doom Rooks and Votann within 6” roll three dice for their leadership and pick the highest two.

Rites of Battle: If this unit is on the table then all other Space Marine squads may use his Leadership for Morale, Pinning, or Leadership tests, but not Psychic tests.

Command Squad: This unit can lead a command squad for 20 points, not including any upgrades given to this squad.

Ally of the Votann: Armies led by Emperor Pausanias can take Votann and Imperial Guard as allies.

Leagues of Votann Weapons

In the first version of this book the Leagues of Votann were included as an army. Producing their army list as a separate book gives us much more flexibility in adjusting their army's units and points values, therefore they will appear with a new book at some point in the future. The following weapons and items can be used in the meanwhile by the Carrion Empire.

Weapon	Points	Range	S	AP	Type
Conversion Beamer	25	18"(42")	6(9)	-(3)	Heavy 1, Small Blast, Conversion*.
EtaCam Plasma Beamer	25	24"	7	2	Heavy 1, Small Blast, Gets Hot!
Graviton Blast Cannon	15	18"	5	3	Heavy 1, Small Blast.
Hylas Autorifle	8	24"	5	4	Heavy 2.
Las Beam Cutter	10	12"	5	3	Pistol 1.
Ion Blaster	20	18"	7(8)	-(4)	Heavy 1, Large Blast, Conversion*.
Magnarail Rifle	10	56"	6	3	Heavy 1, Pinning.
Volkanite Disintegrator	10	18"	4	-	Assault 2, Deflagrate**.

Conversion: Conversion beam weapons fire a beam of antimatter which induces a subatomic implosion on its target which gets stronger with distance. To represent this, Conversion Beamers have two stats. The first represents shooting attacks up to the number not in the bracket, the second between the first number and the number which is in the bracket.

Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional Hits to take effect. These additional Hits do not themselves inflict more Hits and do not benefit from any other special rules possessed by the attacking model.

Weapon Availability to Carrion Empire Marine Units

Characters/HQ: Can choose from any Assault, Rapid Fire, or Pistol entries.

Tech Marines: Las Beam Cutter.

Assault Marines: Additional Special weapons: Volkanite Disintegrator, Ion Blaster.

Tactical Squads/Veteran Squads: Additional Special Weapons: Volkanite Disintegrators, Ion Blasters.

Heavy Weapons: Hylas Autorifle, Magnarail Rifle, EtaCam Plasma Beamer.

Devastator Squads: Graviton Blast Cannon, Conversion Beamer.

Scout Squads: Magnarail Rifle.

Historical Battles

This section details some of the 'historical' battles of the early Nova Terra Interregnum. These battles are not intended to be balanced but rather give players a chance to re-enact many of the events of the Nova Terra Interregnum described within this book. While in the original version of this book we gave specific armies to collect, in this version these have changed to scenarios to allow players to interpret these battles with their own armies.

These battles have been written in threes to give an idea of what the wider battles were like across these conflicts. They should give an idea to players who want to use these to develop their own more through and long-lasting campaigns. All battles are designed to be played at 1,500 points. Players wishing for bigger, more dramatic, battles can always scenario the battle to suit their taste.

Ultimately, this setting is to be explored as you and your fellow players enjoy. Hundreds of Space Marine chapters and thousands of Imperial Guard regiments were involved in this stage of the Interregnum, across tens - even hundreds - of thousands of planets. This setting is yours to explore as you enjoy best.

These maps and missions are designed to be guidelines for players to follow. The maps can be adjusted to your own terrain and the models according to your own collections. Where deployment zones are vague or unclear, err on the side of a deployment that represents what would likely have happened rather than what the map dictates. The objective of these missions is to play through these events, rather than perfectly replicate what is written here.

Battles of Nova Terra:

Praxus

Resistance of Praxus

Battle for Praxus Prime

Siege of St Valexus' Palace

Oldrys

Battle of Oldrys – Landing

Battle of Oldrys – The Playing Fields

Battle of Oldrys – Final Confrontation

Drayyan

Battle of Drayyan – Landing

Battle of Drayyan – Ork Attack

Loss of Drayyan – Final Evacuation

Battles of the Carrion Rebellion:

Massacre at Hell's Gate

Betrayal at Xanthan

Fall of Xenonia

Praxus - Township Abduction

This battle uses the skirmish rules presented earlier in this book, taking place in one of the fortified settlements on Praxus. In this battle, the Cult of Sacrifice have come to kidnap one of the members of the township, while the residents of the township resist.

If you wish to take the Saviour of Praxus, increase the points levels of the armies to 250 and add an additional Arvus Lighter or entry point to the attackers.

Cult of Sacrifice – 100 points. Should draw on the units available in Codex: Imperial Guard and use plenty of flammers! Cawdor Redemptionists, Gangers, and Empire Flagellants are excellent kits to use for this army. The army has the following doctrines: Die Hards, Hardened Fighters, Veterans, Priests, Special Weapon Squads.

Resistance – 100 points. Players can use any models as the resistance that have access to basic weapons, such as autoguns and simple close combat weapons. Cawdor and Outcast gangs work well for this. Champions in this gang represent the defected Planetary Defence Forces. They have the following doctrines: Priests, Warrior Weapons, Special Weapon Squads, Ogryn Squads, Light Infantry.

Battleground: There were multiple types of settlement across Praxus – some involved surface dwellings and others were entirely underground. This means that this can be played either using a zone mortalis or township layout. For Zone Mortalis rules, you can use our Void Warfare supplement. Build your town in one quarter of a 4'x4' board.

There should be one point on the edge of the board either representing the Arvus lighter or an entry point from where the Cult of Sacrifice should emerge. If players own an Arvus lighter model, the Cult of Sacrifice player may land the model more than 18" from the defenders. This model does may not be armed and cannot be shot at, as the townsfolk hope to capture and use it if they win. The township should have several abodes and areas to store food.

Deployment: The Cult of Sacrifice begin the game off board, assumed to be clambering into the underground system or exiting their Arvus. The militia can deploy anywhere within the designated township area.

Objective: The Cult of Sacrifice must abduct one of the townsfolk or force a surrender by defeating the township. The defenders must prevent the Cult of Sacrifice from kidnapping their people.

Kidnap – When a cultist fighter kills a towns person, instead of being removed, the model is left prone. One Cult model in base contact can become the carrier of their unconscious body. The carrier can then move with the body but cannot shoot, fight, or run while in possession of the abductee. If the carrier is slain, the abductee is left in place.

Victory – If either side loses all their models to death or fleeing, the other side immediately wins as either the Cult of Sacrifice have fled or the townsfolk have surrendered. If the Cult of Sacrifice are able to take their abductee to the Arvus Lighter and escape, they immediately win.

Heroic Actions: In this mission, each side only gets one heroic action per turn.

Defenders:

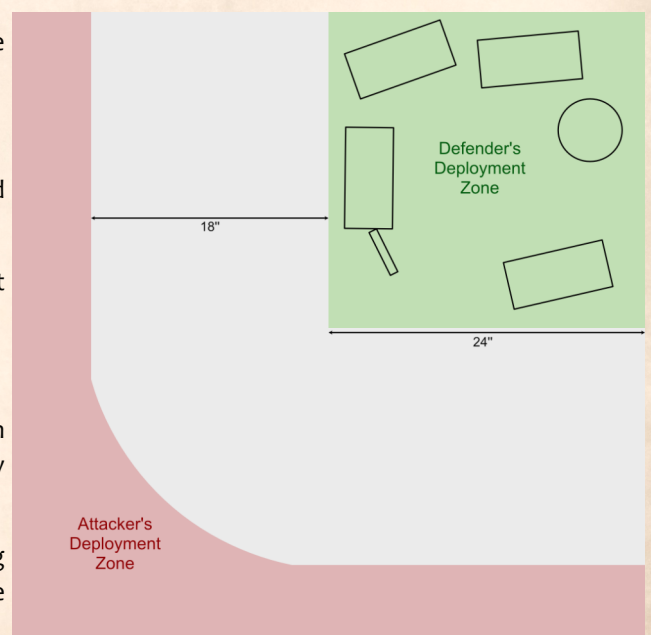
Saviour: When charging towards a Cultist with a kidnapped towns person, the defender may charge an additional D6".

Rally!: When a morale test is failed, a single D6 of the test can be re-rolled. The second result must be taken.

Attackers:

Zealot: Nominate a model to become immune from pinning, morale, and fear for a game turn. This model may not go to ground while this action is in use.

Final Dash!: This unit may move an additional D3" if carrying a kidnapped towns person. This may only be used once when moving.



Praxus - The Battle for Praxus Prime

The Battle

Marching upon the High Palace of Praxus Prime, Savonarro's time appears to be running out. His armies make one last stand in the upper cities, attempting to hold off the rebels as they slowly advance towards his chambers. If this battle is lost, Savonarro's time is truly over.

The Wargame

The game represents the last stand of Savonarro's Cult in the High Palaces. The board itself should be across an urban battlefield, with a piece of terrain representing gates in the middle of one of the long ends, through which Savonarro's palace is located. The gates should be at least 6" wide. The Cult of Sacrifice should have plenty of barricades to form the basis of their defence.

After forming the dense and ruined city-scape, the defender should put down their barricades before deploying their entire army up to 12" from the board edge around the gateway. After this, the attacker should deploy their entire army up to 12" from the opposite board edge.

The game lasts 6 turns, after which a 7th turn occurs on the roll of a 4+ and an 8th on a 5+.

The Armies

Attackers: 1,500 points. The army should be led by the Saviour of Praxus and should draw on Codex: Imperial Guard 3.5 edition.

Defenders: 1,500 points: The army should use the Imperial Guard 3.5 codex. They may take a special veteran squad called 'Cult Zealots' as troop choices. These are Hardened Veterans who may not take heavy weapons and may only take flamers as a special weapon.

Objectives

Attackers: To win, the attacker must either destroy the enemy army or manage to get one unit through the gates in the enemy deployment zone.

Defenders: To win, the defender must keep the enemy away from the gates as long as possible.



Nova Terra - The Siege of St Valexus' Palace

The Battle

Trapped in the Palace of St Valexus, the Ravenwing attempt to hold off attacks from the Nova Terrans before their Thunderhawk arrives for their final evacuation. Waves of Stormtroopers and infantry assault their position as they buy time for their eventual retreat.

The Wargame

The Dark Angel defenders represent the final Dark Angels awaiting their extraction, following their lack of ammunition. While Ravenwing are normally fast-moving units, making use of bikes and Land Speeders. During the attack at St Valexus' Palace they found themselves stuck in the uncomfortable position of holding a weeks-long defence. Any Dark Angels can be used to represent the Ravenwing in this scenario. Meanwhile, the attackers consist of the Nova Terran Stormtroopers and infantry, gradually closing in to try and force the Dark Angels into their retreat.

The battle should be fought on a 6x4 table, with the centre of the table being St Valexus' Palace Hall, the chamber in which the Ur-Council meets. This is a round building with a magnificent glass dome, destroyed in the battle. To simulate this, place ruins to make 3' wide circle of ruins in the centre of the board, with at least one part of the circle meeting the board edge. Debris and barricades are strewn within the hall. There should be enough rubble and ruins outside the hall for the attacker to take cover behind. The point at the edge of the board will be where the Dark Angels must leave the board from at the end of the battle.

The Dark Angels deploy entirely within the Palace Hall. The attackers must deploy at least 12" away from the hall.

The Armies

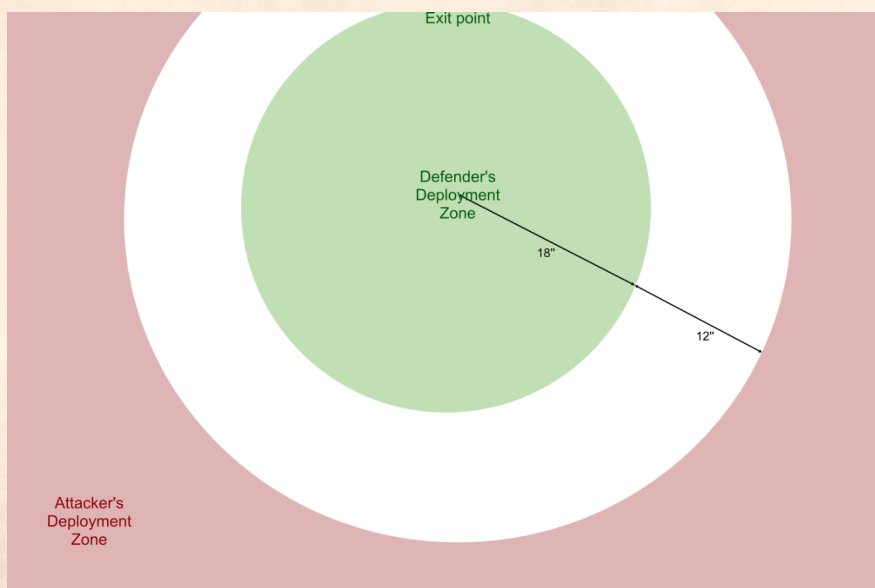
Attackers: 1,500 points from the Imperial Guard Codex, with the army having access to the Grenadiers doctrine. Up to 500 points of Space Marines may be taken, but the required HQ and Troops choices must come from the Imperial Guard Codex. Alternately, the attacker may use the Nova Terran Combined Arms Detachment army list.

Defenders: 1,500 points of Dark Angels.

Objectives

At the end of turn 3, roll a D6. On a 5+ a Dark Angels Thunderhawk will appear with to extract the remaining units. At the end of turn 4, the Thunderhawk automatically arrives. The Dark Angels have until the end of turn 6 to get as many units off the board as possible. Turn 7 is played on a 4+. If all Dark Angels have left the board or are dead, the game immediately ends.

At the end of the game, total up the points value of Dark Angels infantry units who have successfully boarded and escaped the ruins and the points value of Dark Angels killed. The side with the largest points total wins.



Oldrys - Landing

The Battle

Oldrys was one of the first targets of the Nova Terrans, a planet of both enormous strategic value and which appeared perfect for the Nova Terran armies to seize. Across Oldrys were numerous power stations, fortifications, and ancient mines all connected by networks of long, dangerous tunnels.

The Wargame

This battle represents the attempt by Nova Terra to capture Station Alpha-Epsilon XVII, a remote power station far from Oldrys' cities in the hope of slowly suffocating Oldrys into surrender. The format of this battle can be changed up as part of a wider campaign, changing the armies, layouts, and missions of each of these battles.

The battlefield should be 4'x4' and use a format akin to Zone Mortalis or Boarding Actions, using the rules for Void Warfare from our website. If you don't own this terrain, you can create rooms of up to 12" wide connected by 2" to 4" wide tunnels made from pieces of card or foamboard. Look at examples from the Badab War books or Anphelion Project for ideas. Either way, designate at least 5 of the areas of the board as 'habs', rooms that can be captured.

The defenders should deploy first in a hab at one side of the board, with the attackers deploying in a hab on the other side of the board. They should set up their forces and some barricades as if they have prepared a defence expecting the Nova Terran assault.

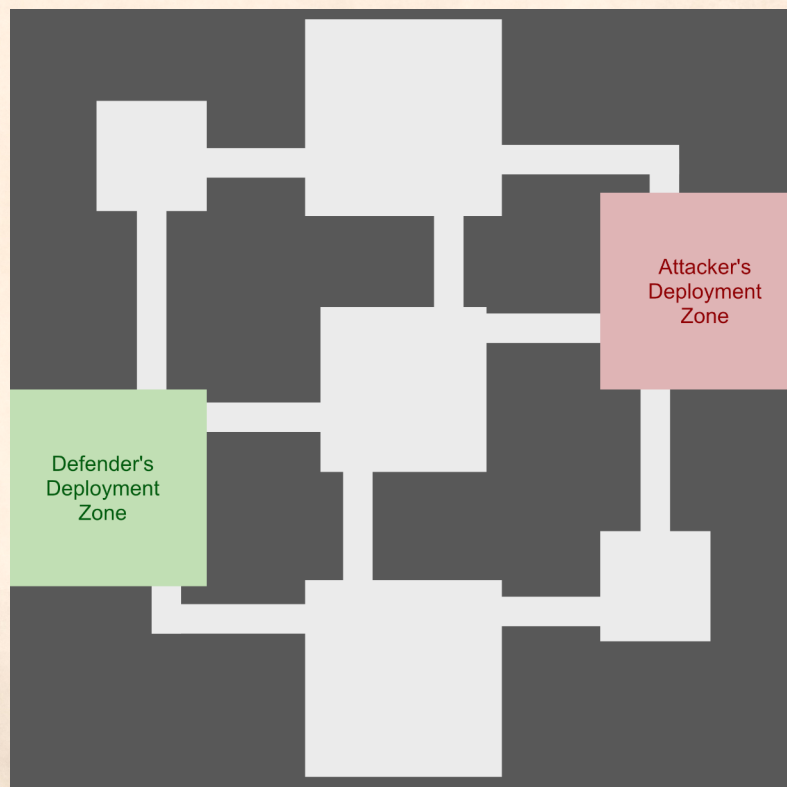
The Armies

Attackers: 1,000 points from the Imperial Guard Codex, with up to 250 points of Space Marine Allies. Alternately, use the Nova Terran Combined Arms detachment.

Defenders: 1,000 points from the Imperial Guard Codex.

Objectives

Each hab can be claimed when only units from their army remain in it, afterwards this room remains 'controlled' by that army until a unit from the opposing army enters. Keep track of which habs are controlled by each side over the battle. The army with the most habs controlled wins. If they are even, the game is decided on kill points, noting the adjustment to kill points in our amendments to the core rules.



Oldrys - Field of Nightmares

The Battle

As a centre for sport in the Segmentum Pacificus, the fields which once saw two teams attempt to best each other in sport became a centre for two armies competing in their brutality. The stands became entrenched fighting points, with the central fields strewn with corpses and vehicles as the Oldrysians attempted to buy time for the Imperial relief force. There were multiple sports-habs upon Oldrys, meaning you can use this battle to design your own variations.

The Wargame

On a 6x6 table, set up dense urban ruins up to 1' from the board edge. These should represent the remains of what was once the stands on which spectators watched the Oldrysian games. In the centre of the battlefield there should be light cover, the odd ruined dreadnought, crater, barricade or destroyed vehicle. Attacking through the central pitch should be a dangerous prospect for any army! Some who want to add a bit of additional flavour could place a Blood Bowl pitch in the centre of the battlefield.

The Oldrysians should deploy first along the short-end of the board, choosing which side to deploy on, with the attackers deploying second across the opposite side of the board. The attacker should have first turn.

The Armies

Attackers: 1,500 points from the Imperial Guard Codex, with up to 250 points of Space Marine Allies. Alternately, use the Nova Terran Combined Arms detachment.

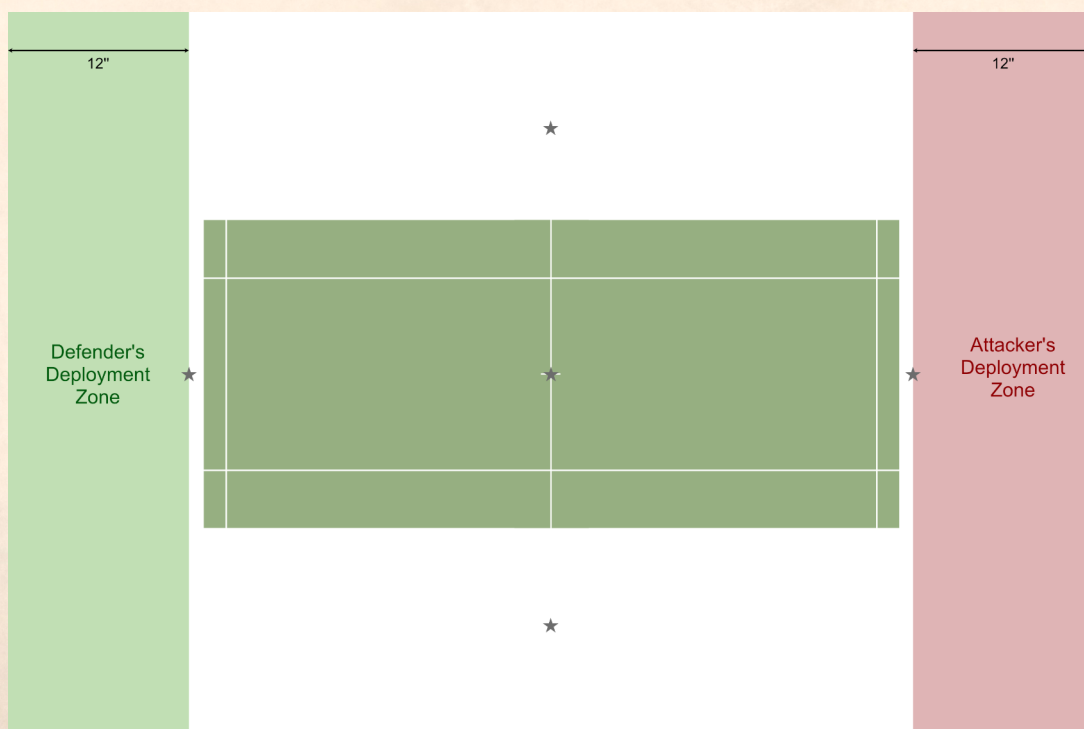
Defenders: 1,500 points from the Imperial Guard Codex.

Objectives

Along the centre of the board place five objectives. One should be in the centre of the board, two between the centre of the board and the middle of each long edge. Two should be placed in the 12" on from the short board edge in the middle of the board. Players may not capture the objective at the edge of their own deployment zone.

At the end of turn 6, look at who controls which objective. The objective in the centre of the board and the objective at the edge of their opponent's deployment zone are worth 2 points. The two objectives at the side of the pitch are worth one point each. If it is a draw, the game is decided on kill points.

It is customary that if you move into the end zone on your opponent's side of the pitch that you declare a touchdown.



Oldrys - Final Confrontation

The Battle

As the Oldrysian defence collapsed, Chapter Master Aeolus Calyx left his operation to Company Commander Erys Tiberian. When Tiberian entered the city, he found it abandoned, patrolling the streets searching for information on what has gone awry. To find information, Tiberian dispatched a squad of scouts to find out the Oldrysian plans. While successful in finding the nuclear arsenal of Oldrys, the scouts were caught and were required to fight out of a trap, hoping to warn their allies of their impending doom.

Wargame

This mission uses skirmish rules on a 4x4 table. We recommend using Zone Mortalis or Boarding Actions terrain for this mission, but any sufficiently dense terrain should work. The terrain should not make it easy for the Space Marines to run directly to the board edge. Instead of using our Skirmish rules, it is possible to play this with Kill Team or Shadow War: Armageddon rules if you prefer.

The Space Marines set up first in a central area 12" wide. This should be a room but could be a ruin. There should be a console in the centre, where they have discovered their enemy's secret. Nominate three escape points 6" wide on three different board edges where the Space Marines can escape. The attacker deploys 6" from the board edge.

The Armies

Attackers: The attackers have 180 points to spend on units from Codex: Imperial Guard 3.5 edition.

Defenders: The defenders are the Nova Terran Scouts, who have 180 points to spend on a squad of Space Marine Scouts. The Scout Sergeant counts as an HQ choice for this mission.

Objectives

To win, by the end of turn 5 the Space Marine Scouts must have at least one Scout move escape from an escape point. If this unit is fleeing, they do not count as having scored but are assumed to be tracked down by the defenders. The Attacker wins if no Scouts are able to leave the board or their army routs.

Space Marine Heroic Actions

For the Chapter!: When a Space Marine dies, this heroic action can be declared giving an immediate one-use 4+ feel no pain. This may be used once per turn.

Pressure Shot: This unit may choose to shoot into combat, hitting on the normal 3+ but hitting their ally on a roll of a 1 or 2.

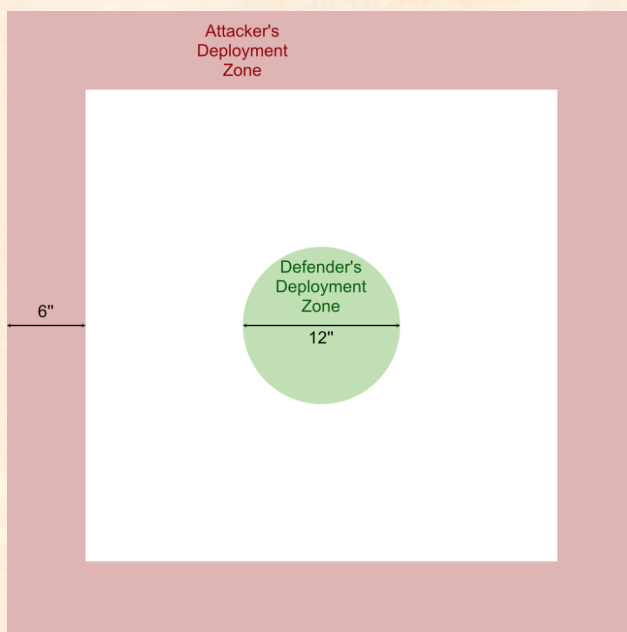
Aimed Shot: One bolter becomes Heavy 1, Rending with a range of 12" for the player turn.

Oldrysian Heroic Actions

Stop them!: One model gains the fleet of foot rule for that turn.

Home Ground Advantage: One model may move through a wall, knowing that there is a secret means through.

Overwatch: One model may sacrifice their movement and shooting. When the first enemy enters or moves past their line of sight, they immediately make a shooting attack at them as if it was their shooting phase.



Drayyan - Landing

The Battle

Screeching down into the battlefield, the Drop Pods and Valkyries of the Nova Terran Combined Arms force Optimus landed with spectacular fashion in the hope of seizing key planetary installations. Like on Oldrys, the hope was to avoid a prolonged military conflict but slowly force the planet into an eventual surrender. Drayyan's defenders had little power to defend their world, hoping to hold out long enough for the Imperial counter-offensive.

The Wargame

Like on with Oldrys, there are many variations and iterations that can be played to reflect this stage of the conflict. Most intense battles on Drayyan focused around power, promethium, food, water and radio stations. Drayyan is an arid world, with a fertile band reaching across its equator, where most of its population lives. Most early battles took place in the northern and southern arid zones.

The battlefield should have a large central installation 24" in diameter, defended by the Loyal of Drayyan regiment or Space Marine allies. These installations are besieged by the Combined Arms Detachments of the Nova Terrans, in their earliest experimentations with these formations between the Kyrian Dragoons and Knights of Vengeance. The attacker deploys 12" from each short edge.

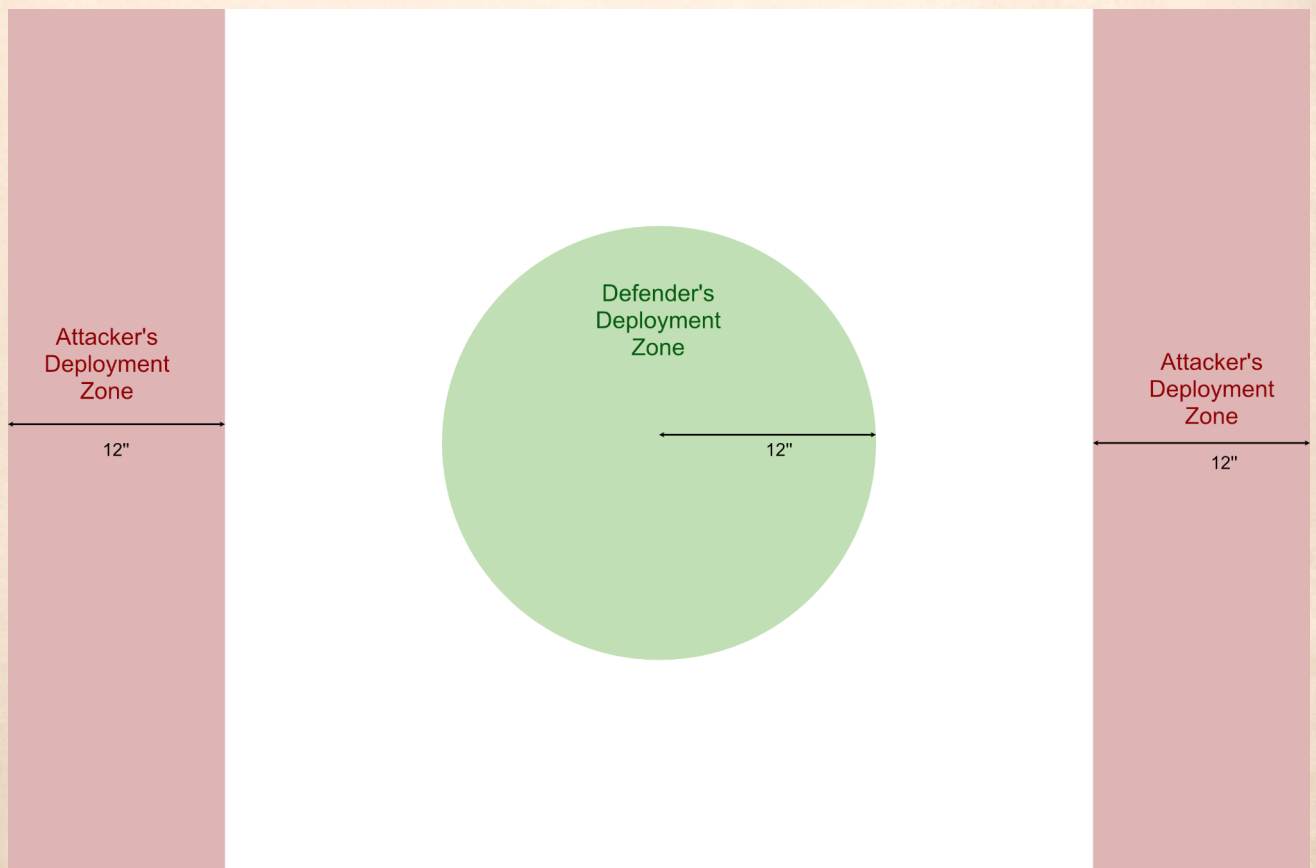
The Armies

Attackers: 1,500 points using the Nova Terran Combined Arms Detachment.

Defenders: 1,500 points of Space Marines or Imperial Guard. The defenders of Drayyan were fond of artillery, available in our Imperial Guard supplement.

Objectives

At the start of the game, the defender sets three objectives down at least 12" from one another. At the end of the game, the army in control of the most number of objectives wins. If each army is in control of the same number of objectives, the game is decided on kill points.



Drayyan - Ork Attack

The Battle

During the Agratine Offensive, the Nova Terrans were slowly making inroads towards the fertile lands to the equator in the hope of severing the ring of settlements that ran around the planet. This was until the Orks descended from the skies. Crashing to the south of the offensive, the Orks seized on the opportunity to enter the melee. At the Battle of Tharn Forest, the Orks had their first attack during the battle itself.

The Wargame

Divide the table into equal quarters. Two quarters diagonally opposite one another are given to each human army, neither being allowed to deploy within 12" of the centre. Three objectives are placed, one in the centre, two in the centre of each unused quarter.

The battlefield should have a forested or wooded feel to it. There should be clearings around each objective but lots of outposts and wooded areas should cover the remaining board.

The entire Ork army is placed in reserve. At the start of turn 2, the Ork army begin rolling for reserves and may arrive from any board edge.

The Armies

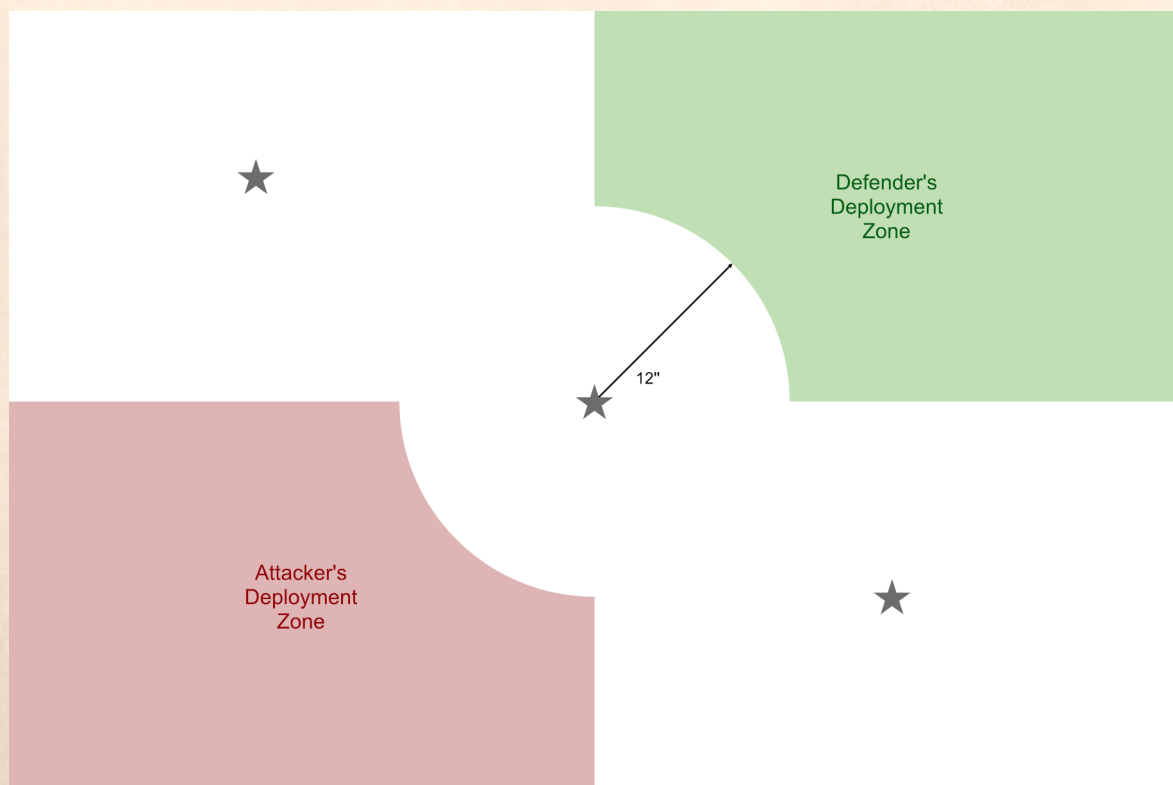
Attacker: 1,500 points Nova Terran Combined Arms Detachment.

Defender: 1,500 points Imperial Guard or Space Marines.

Orks: 1,500 points of Orks.

Objective

At the end of the game, see which army is in control of most objectives. If two or more armies are tied, the army which has killed the highest number of enemy warlords wins. If the armies are still drawing, the army with the highest points value remaining on the table wins.



Drayyan - Evacuation

The Battle

Drayyan is on the verge of defeat as Orks pour into the streets of the last remaining hive city. Drayyan has surrendered to Nova Terra, recognising that their only escape is alongside Nova Terra's withdrawal. Citizens rush to enter the starport as the final ships prepare for take-off.

The Wargame

This battle requires three landing pads to be placed on the table, one in the centre and two 9" away on either side. The centre of the table should have plenty of defences, bunkers, and places for the defender and civilians to hide behind. An area 12" wide at the edge of the table should be created as the civilian entry point.

The area covering the three extraction points, 6" towards the long edge and 9" towards each short edge, is the defender's deployment zone. The attacker deploys 6" from each table edge, but must deploy more than 12" from the table edge where the civilians arrive.

To play this mission you will need 15 models to represent civilians. You can either buy models for this or just use any models on 20mm round bases in your collection to represent civilians. Make sure they are easily identifiable. Civilians are in groups of 5, with no armour or weapons. They are Strength 2, Toughness 2, Leadership 5, Initiative 2, with 1 wound and no armour save. Their primary objective is to escape without being killed by Orks. If Orks enter combat, the civilians will fight back but will more than likely lose combat.

The Armies

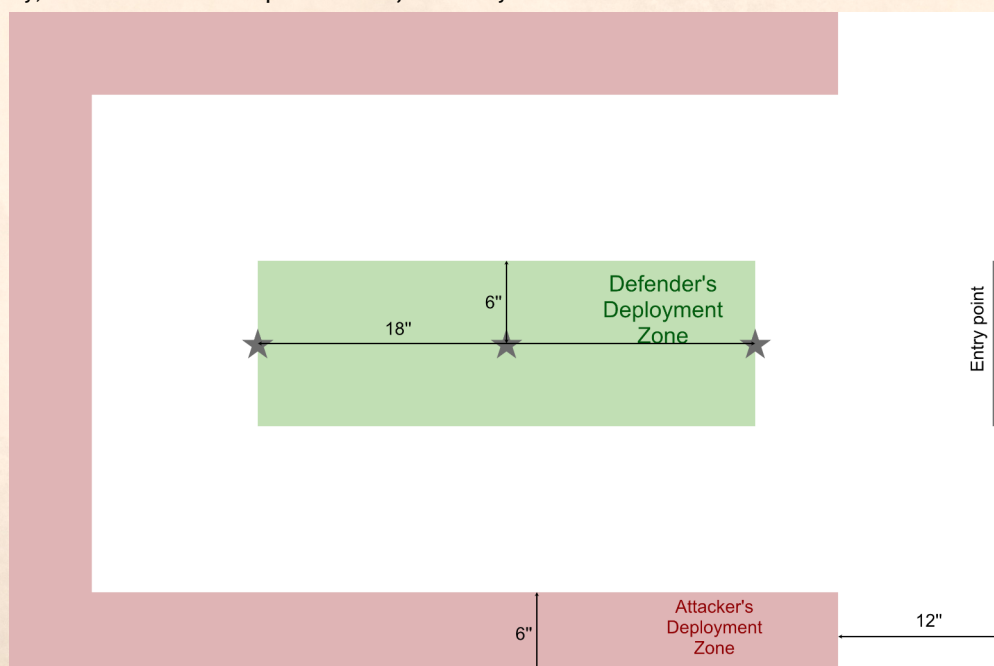
Attackers: 1,500 points of Orks.

Defenders: 1,500 points of Space Marines, Imperial Guard, or a Combined Arms Detachment.

The Objective

Each of the landing pads contains one escape craft. At the start of each defender turn, the defender may choose to have one group of civilians enter the board from the entry point. The civilians then function as a in the defender's army. To evacuate, the civilian unit must finish their move entirely on the landing pad. Each landing pad only has one evacuation craft, so once a civilian unit has departed using this pad, the other units of civilians must departed using a different landing pad.

At the end of the game, the Orks win if no civilians escape. If one civilian craft escapes, it is a draw, if two escape it is a human victory, and if all three escape it is a major victory.



Carrion Rebellion - Hell's Gate Massacre

The Battle

When the Doom Rooks began their rebellion, they knew that a small group of loyalists might remain amongst their ranks. Most of these loyalists were posted to Hell's Gate, a fortress world not far from the Maelstrom which had survived wars for thousands of years. A failed assassination attempt against Pausanias was enough to trigger these purges, the loyalist force hemmed into their defences on Hell's Gate, fighting to the last man in the name of the Emperor.

The Wargame

Hell's Gate is an Imperial fortress world, covered in colossal ferrocrete fortifications, trenches, and bunkers. The last stand of the loyalists occurred on the Precipice, a great bastion, reaching out to the edge of the Styx Wastelands.

The Precipice should be represented by sectioning off two triangles, beginning at a short table edge of a 6'x4' board and ending at a the mid-point at the short edge of the other side. Imperial bunkers and fortifications should face towards the sharp end, intended to defend against the forces of Chaos. Barricades and makeshift defences pointing the opposite way towards the Carrion traitors.

Place three objectives, one in the centre, and two others 18" from either short board edge, along the centre line of the battlefield. The defender sets up first, entirely behind the three objectives. The attacker deploys 6" from the table edge at the widest point of the bastion.

The Armies

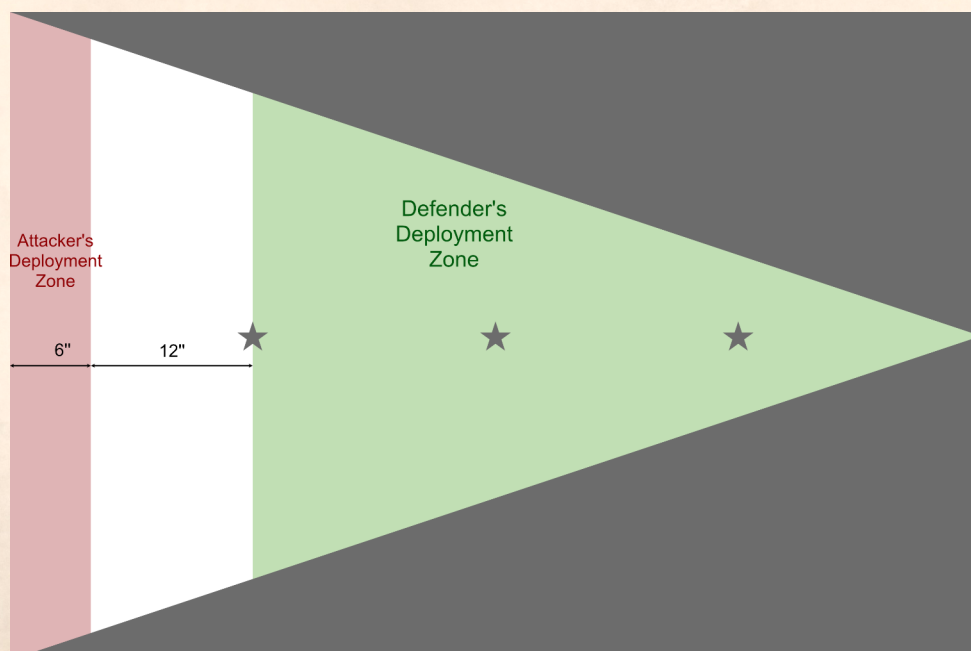
Attackers: 1,500 points of Doom Rooks. They may ally in 500 points of Imperial Guard or 500 points of Votann.

Defenders: 1,500 points of Imperial Guard. They may ally in 500 points of Space Marines, including loyalist Doom Rooks.

Objectives

The central objective of the Doom Rooks is to kill their opponent and take the last bastion. At the end of the battle, count the number of objectives held by each side. If the Doom Rooks control no objectives, they lose and the defenders live to fight another day. If they control only 1, it is a draw. If they control 2, it is a minor victory. If they control all three or completely kill their opponent, they score a major victory.

Special Rules: The defenders in this mission are fearless as they have nowhere to run. Attacking Troop units may return to the board edge on the roll of a 5+, as they swarm forward.



Carriion Rebellion - Betrayal at Xanthan

The Battle

Xanthan was a rich mining world providing resources to the planet of Ryza. Heavily forested and nearby the planet of Catachan, the Catachan were a natural choice to defend the installations from the various beasts of the forest. Some of these beasts had claws many times longer than the average human, able to tunnel throughout the forest. The Catachan knew that battles were ongoing nearby, but not the full extent. When the Doom Rooks arrived to offer reinforcement, the regiment felt relieved. Drawn into the forest to meet the Votann attackers, the Doom Rooks turned on them, destroying much of the Catachan army.

The Wargame

This battle should take place in a forest, ideally with lots of line-of-sight blocking forests. To facilitate it, players should agree which areas of forest cannot be seen through and ignore true line of sight when targeting through these forests. There should be some buildings throughout the forest, used by patrols exploring deep into the forests.

Place three objectives, one in the centre and two between the centre and each board edge, representing facilities the Catachans can use to call in support. The Leagues of Votann should then set up first, 12" from one of the short board edges. The Catachan should then deploy 6" to either side of the centre line of the board, running from middle of each long edge to the other. Finally, the Doom Rooks should deploy on the opposite board edge to the Votann. The attackers get first turn.

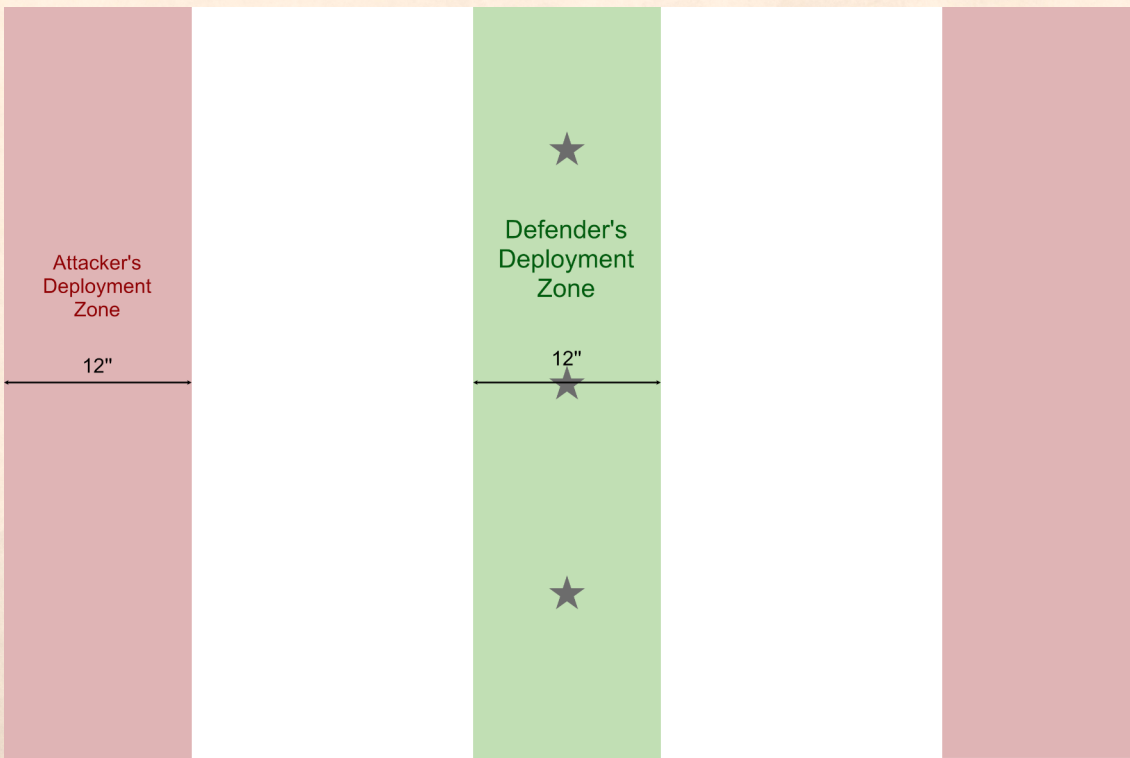
The Armies

Attackers: 750 points of Leagues of Votann and 750 points of Doom Rooks.

Defenders: 1,500 points of Imperial Guard. You may use the 4th edition Codex: Catachans for this mission.

Objectives

The Catachan army tries to hold long enough to report back the treachery of their former allies. At the end of the game, look at how many Catachan positions are held. If the attacker holds 1, it is a draw. If the attacker holds 2, it is a minor victory and if 3 then it is a major victory. If it is a draw, the game is decided on kill points.



Carrian Rebellion - Fall of Xenonia

The Battle

On the planet of Xenonia, tired of their endless tithes to the Imperium, the planet fell into civil war. The speed and viciousness in which the Doom Rooks arrived at Xenon suggests some potential hand in the rebellion. Over the course of three months, the Doom Rooks provided logistical and wider support to the Xenonian rebels, with the hope of recruiting their famous warriors into their own ranks. At the Battles of Culzean Palace, the Xenonians attempted to fend off a well-organised attack from the forces of the Doom Rooks towards their seat of power.

The Wargame

In this battle, the table should be set up diagonally, with the vast ruins of Culzean Palace across the table from one corner to the opposite. In the centre, an area of 18" x 24" should be delineated as the central chamber of the palace. Two diagonal deployment zones should be made, measured 18" from each table corner.

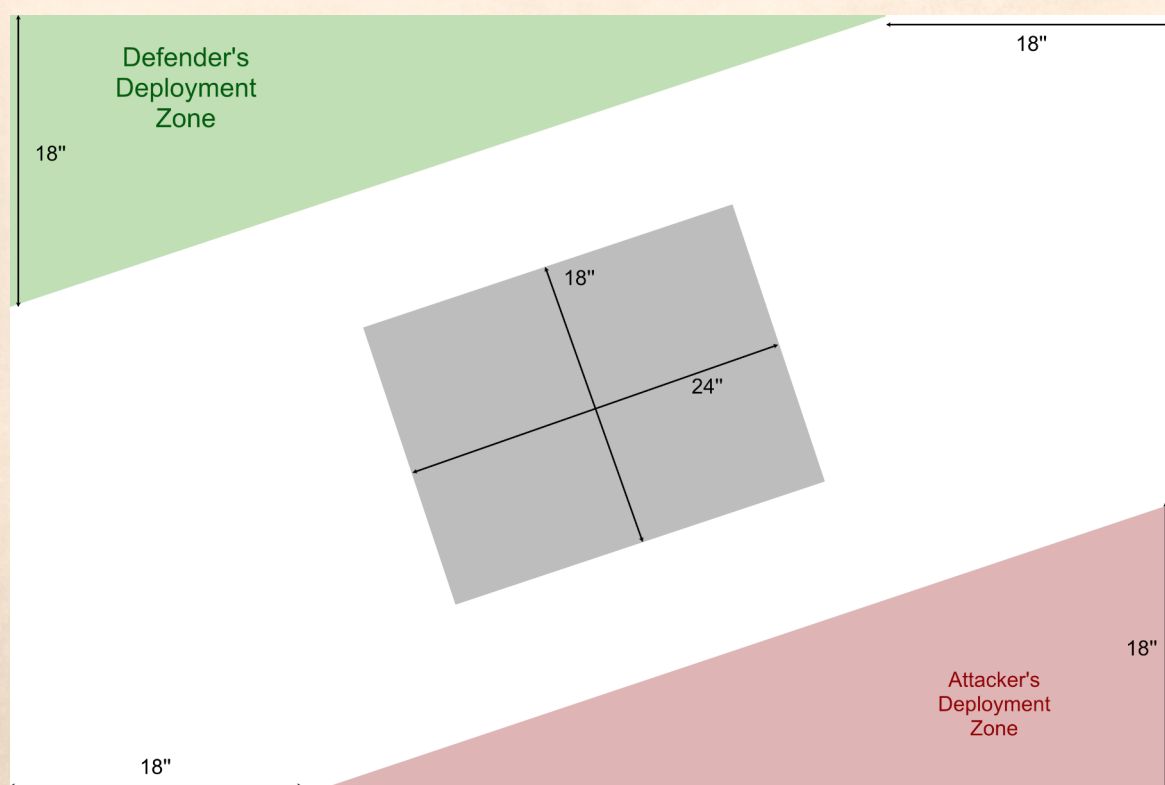
The Armies

Attacker: 1,500 points of Doom Rooks, with 500 points of either Imperial Guard or Votann allies. The HQ and Troops choices must come from the Doom Rooks.

Defender: 1,500 points of Imperial Guard. If you don't have access to Xenonian models, you can use Sisters of Battle as Xenonian Veterans. These can be taken as the following doctrine: **Xenonian Veterans:** Xenonian Veterans count as hardened veterans but for +6 points per model wear carapace armour and wield bolters. They may be taken as Troops choices for armies with this doctrine.

Objective:

The attacker deploys first, after which the Xenonians place up to three units in the objective area and the rest of their army in their deployment zone. If at the end of both players' turns the central objective has no defenders within it and only attackers within it, the game ends as an attacker victory.



Models of the 35th Millennium

The creation of our supplements has naturally led to many models being kitbashed and painted to fill the pages of these books. Here are some of the images of units from existing and upcoming supplements:



Kyria Draxus' model has been used to create the character Geia Khoury, Lord Inquisitor of the Ordo Xenos of M35.



This conversion was used to make Lycurgus the Ancient, a prominent Watch Commander of the Deathwatch.



The use of Mk IV armour makes the Deathwatch of M35 feel more archaic than those of later millennia.



The Void Watchers were painted for the first event run of 35k in December 2025, created specifically for these pages.



The Sanctioned Xenobeast is a lobotomised and heavily drugged beast used by radicals of the Ordo Xenos in M35.



Starsmasha is a canonical Ork of the 35th millennium, given his own identity and culture in the setting.



Campaigns of the Nova Terra Interregnum

Players are encouraged to play games in this setting as part of a wider campaign, either linking their games together or having a group of players or club play a campaign over the course of a weekend (or longer!). This campaign system intends to help players in the management of such a campaign.

Map Campaigns

To represent campaigns over planets or sectors, start with a map of either a planet or a system of several planets. Divide these up into territories to fight over. In a map campaign, players will fight over these territories in the hope of securing the whole map. As the campaign progresses, territories will become contested and change hands.

Once you have decided on your map and the territories on it, decide how many teams you have and what territories they initially control. Here are a few different suggestions for campaign teams:

The Nova Terran War of Unification – Team 1: Nova Terra, Team 2: Imperium.

Carrion Rebellion – Team 1: Forces of Rebellion and Destruction, Team 2: Forces of Loyalty and Order.

Note that these teams can be broad: Eldar might side with the Imperium in one campaign, or two Chaos forces on different sides of another. The system presented here is designed with a two-sided campaign in mind but may be expanded in future to facilitate multiple players.

At the start of the campaign, each should be given control over a roughly even amount of territories. At the start of the campaign, each side has full control over their territories. As the campaign progresses, these territories can have two states; controlled and contested. Controlled territories are under the complete control of one side of the campaign. Contested territories are half controlled by two sides.

Some territories should be named as strategic points, having special qualities that make their seizure valuable. This could be armoury worlds, forge worlds, hive cities, or spaceports.

Armies

Over the course of the campaign, players can play one of two types of army; Defence Forces and Battle Groups.

Defence forces are non-specific armies which are led by an unnamed character. These are present in every controlled or contested territory for each player and

represent the generic defence forces of that territory. Each player can use whichever army they have available to represent these but should aim to represent these as non-specialised forces, so should avoid playing with rare or extremely powerful units like named characters.

Battle Groups are specific forces led by either a named character or a custom character and have the ability to move around. These armies can be represented on the campaign map with a small soldier, such as one of the small models from Legions Imperialis mounted on a bit of plasticard. These armies can move across the battlefield and declare attacks or mount defences. As the campaign progresses, the leaders of battle groups can gain new abilities and battle honours.

It is up to the players how many points these should be. For both 4th and 5th edition Warhammer 40,000 the standard army size was around 1,500 points. 2,000 point games are a little bigger and will last decently throughout a day. A 3,000 point game will take an entire day and may be a great way to represent critical battles.

Campaign Phases

Campaigns take place over three. The campaign can be modified to fit larger groups of people by having an entire day or set of battles all linked to one offensive.

Planning Phase:

This phase takes place entirely on the campaign map. At the start of the first planning phase of the campaign, the battle groups are placed on the map. From then all, at the start of each planning phase these battle groups can be moved to new destinations in anticipation of the next round of attacks. Each battle group may move up to 2 team/player-controlled territories per phase, unless supplemented by the 'warp speed' stratagem.

At the start of the first turn of the campaign, one side is assigned the role of attacker and the other the role of defender. Once the attacker is determined, they begin an offensive which lasts D3 turns, signifying the number of battles they are allowed during this

offensive. When the number of turns in the offensive has run out, the other side becomes the attacker. If there are two players, a turn represents an individual battle to seize control of enemy territory. If there are multiple players, one turn represents all available players on one side completing one battle.

To attack a territory, the attacker's must end its move on a territory of the opposing side and declare this as an attack. If an army is already on a contested territory, they cannot move farther into opponent-controlled territory, as their supply lines would be through contested territory. Instead, if you start on a contested territory you can either withdraw to your own controlled territory or not move and fight over the territory your army is on. If a player's army is far from the front lines and cannot make an attack, they can opt to play a battle with a defence force where no territories change hands but a momentum points can be won.

As players win battles, they will accrue Momentum Points. These can be spent throughout the campaign to improve their armies or seize the momentum on the battlefield.

Battle Phase:

A battle represents the major event in the turn of the offensive. The battle phase occurs at the end of the planning phase after all attacks have been declared. The battles are completed using standard games of Warhammer 40,000 to determine what happens in the attack.

If the attacker wins a battle on an enemy controlled territory, the territory becomes contested. If they declared an attack on a contested territory and won, the territory comes under the control of the attacker's side. If two battle groups from opposing sides were involved in the battle, the loser moves to their nearest controlled territory. If they have no neighbouring controlled territories, they stay and fight to the end. If they lose in a contested territory and there are no nearby controlled territories to retreat to, the battle group is redeployed and the player loses D6 momentum points.

In any battle, players should look at the mission they have agreed on and think of a narrative objective – killing an enemy, taking a point on the battlefield, stopping the enemy from reaching a certain point. This objective can win either side an additional momentum point.

At the end of the last Battle Phase of an offensive, the attacking player's armies must finish either in territories they contest or control.

Command Phase:

After the completion of the Battle Phase, teams can collate and use their momentum points which they have gathered over the Battle Phase.

Momentum points are gathered during the battle phase by both sides by meeting any of the following objectives:

- +1 MP for winning a battle.
- +1 MP for gaining complete control over any territory.
- +1 MP if this fully controlled gained territory contains a strategic point.
- +1 MP if the players agreed a narrative objective for each side in the battle and these were achieved.

Once collated, these points can be spent using any of the following stratagems:

3MP – Prayer for Fortune: When becoming the attacker, the player/team may reroll their D3 for number of turns in their offensive. This re-roll can only be used once each time the player/team becomes the attacker.

5MP – Emergency Reinforcements: Reinforce the defenders of one territory with 10% extra points.

5MP – Summon a Hero: One named character joins the next attack in one of the team/player's armies. Only one of a single named character can be present in a single Battle Phase. E.g. The Saviour of Praxus cannot be present in two battles in the battle phase.

5MP – Warp Speed: One army may move an additional D3 territories. This is used in the planning phase.

5MP – Promotion: One custom character is upgraded.

8MP – One Last Battle: The attacker can make an additional attack at the end of their offensive. This can only be used once in an offensive.

Momentum Points will of course be gathered quicker amongst larger campaigns with multiple players on each side. To contend with this, multiply the cost of each stratagem by the number of players on each side of the campaign. So, for example, if each team has three players on them then multiply the costs by three.

Once the command phase ends, the players return to the planning phase for the next turn of the offensive. If the attacker's offensive has reached its last turn, the opposing side begins their offensive.

Special Campaign Events

At the end of the Command Phase, a number of special campaign events can occur. These have been themed around the Nova Terra Interregnum but can be easily amended with your own events. At the end of the Command Phase one player rolls a D66, where 2D6 are rolled nominating one as the tens and one as the units. It is easier to keep track of this with two differently coloured dice.

11-36 – Nothing Happens. The long grinding war continues.

41 – Delayed Reinforcements. One Battlegroup on the attacker's side cannot move this turn.

42 – Solar Storm Interference. Pick one battle. No Deep Strike or Reserves can be used.

43 – Equipment Failure. In the next turn, in every battle, one by one in alternating order players nominate their own vehicles and roll a D6. On the roll of a 1, that vehicle suffers a crew shaken result on turn 1. Once a vehicle has failed, no further vehicles in that battle suffer this effect.

44 – Warp Burst. Psykers suffer perils of the warp on any double, not just double 1s and 6s for the next campaign turn.

45 – Dug-In. The defender's army gains a extra 6+ invulnerable save for the first turn of their next battle. Models with an existing invulnerable save do not improve their saves.

46 – Mistaken Judgement. The two teams roll off. The loser loses D3 Momentum Points.

51–55 – Uprising. One side (chosen by roll off) chooses an opposing territory more than one territory from their own forces. That territory counts as contested. If that territory is contested, it is now fully in their control. No Momentum Point is gained for this territory changing hands, even if it is a strategic point.

56 – Sudden Reinforcements. The defenders pick a contested territory site. It is reinforced with +10% points at no MP cost.

61 – Warpstorm. Any forces aligned with one randomly chosen player places a Warpstorm (purple cotton) over one territory. No armies may enter this territory for the remainder of this offensive.

62 – Warp Burst. Psykers suffer perils of the warp on any double, not just double 1s and 6s for the next campaign turn.

63 – Meteor Shower. For the rest of the offensive,

players should increase the amount of difficult terrain on the battlefield. Both players gain the Preliminary Bombardment rule from the 4th Edition Warhammer 40,000 rulebook.

64 – Warp Anomaly: Darkness. All battles for the next campaign turn use night fighting rules as skies across the sector turn black.

65 – Trap. D3 defenders (or the defender if there are only two players in the campaign) play the ambush mission from the 4th edition Warhammer 40,000 rulebook in the next campaign turn.

66 – Sudden Breakdown. The attacker's offensive suffers a sudden catastrophe bringing the offensive to an end, even if One Last Battle has been paid for. If One Last Battle has been paid for, the MPs are refunded.

Winning the Campaign

As a narrative campaign, it is ultimately up to the gaming group to decide the outcome of their campaign. There are a number of choices here that can be made:

- Time-Bound Campaign – The Campaign ends after three offensives from either side.
- Strategic Victory – Both sides nominate one tile as their strategic objectives, at least four tiles from their own controlled area. The first to fully control that tile wins.
- Momentum Point Victory – After both sides have completed three offensives add up the total number of momentum points won over the course of the campaign. The side with the greatest number of Momentum Points wins.

Upgrading Custom Characters

Every turn, players have the option to upgrade one custom character. This character represents the leader of that player's Battle Group and the player's own presence in the campaign.

Custom Characters should start as the default cheapest army leader for each force, for example:

- Space Marines – Captain with Close Combat Weapon and Bolt Pistol.
- Imperial Guard – Junior Officer with Close Combat Weapon and Laspistol.

When a player spends MP to promote a character, they may either upgrade this character to their higher rank – such as a Space Marine Captain becoming a Chapter Master in stats – or may purchase them a new piece of

equipment. There is no points limit on this one piece of equipment, but the cost of this equipment is added to the total cost of the character during list building.

If a custom character dies in any mission roll 2D6. On a double 1, this character dies and is no longer usable. If this character is a named character, such as the Saviour of Praxus, they cannot be used in the next campaign turn as they tend to their wounds. If the player rolls anything else, the character recovers in time for the next battle.

Sample Campaign Map

The map below represents a small sector over which two players may fight. There are two strategic points on the map: the Forge World of Harvix and the capital Hive World of Cerulea Majoris. Armies on this map may only move over the dotted lines. The dotted lines headed off-map are added for flavour.

In the first turn of the campaign, the Imperial (red) side wins, having deployed their battle group to Cevox. They roll a 2 for their offensive, so get to have two offensive battles. They move to Alatheï in the hope of seizing it, winning both battles (2 momentum points), seizing the planet (1 momentum point), but winning only one narrative objective (1 momentum point). They now have four points. The defender, having lost both battles has two momentum points for completing both narrative objectives.

Having seized the initiative for their own offensive, the Nova Terrans roll a 3 for their offensive, winning two battles with two narrative objectives completed (four momentum points) and seizing Harvix (one point for it being a strategic objective and one for seizing a planet). The Imperial player wins one point for their victory and three points from meeting their narrative objectives. The Nova Terran player now has eight points, allowing them to attack Cevox, a battle which they lose, reducing them to no points and giving the Imperial player a further two points, totalling ten points.

The players end up ending the campaign after one turn as life gets in the way. The Nova Terran player won ten points over the campaign and the Imperial player also won ten points, meaning the Cerulean Sector sits with a stalemate awaiting their next campaign.

