

ILLUMINATIONS
OF THE
IDOLANT CIRCLE



III. XIII-XV. MMXX

[MEMO: TO ALL CONCLAVE MEMBERS//FOR THEIR DELIBERATION//I264.347]

IT HAS COME TO OUR ATTENTION THAT AN ADEPTUS ARBITES BLOCKADE ENFORCEMENT PATROL CRAFT FOUND THE FREIGHTER RESOLVE OF JAALAN DRIFTING OFF THE KORESTAL SHOALS WITH NO TRACE OR REMAINS OF THE CREW. OVER 300 SOULS LOST. SCARS ALONG THE VESSEL'S BOW BEAR THE MARK OF XENOS TECHNOLOGY.

THE DISCOVERY OF THE RESOLVE WARRANTS ATTENTION FROM FOR ITS ASSOCIATION WITH THE IDOLATANT CIRCLE, A COVEN OF TECH-MINISTERS [REF IH456-4538-23388], WITH A PROFESSED INTEREST IN THE RECOVERY OF LOST TECHNOLOGIES. HOWEVER, MULTIPLE SOURCES HAVE SUGGESTED A CONNECTION TO HERITECKS AND XENOS-AGITATORS. RUMOURS THE IDOLATANT CIRCLE HAVE STIFFLY DENIED. SO FAR, THEIR CONNECTIONS WITH THE ADEPTUS MECHANICUS HAVE KEPT THEM FROM OVERT PERSECUTION. OUR ASSETS HAVE MADE LITTLE HEADWAY IN PENETRATING THE GROUP AS THE CIRCLE'S DEVOTION TO A PROFOUNDLY... OFF KILTER TEC-RITUAL THAT HAS BAFFLED AND REVEALED OUR AGENTS.

INVESTIGATION OF THE VESSEL'S LOGS REVEALED LITTLE BEYOND STATIC AND CONGEALED BINARY, HOWEVER, THE HOLDS REVEALED REMNANTS OF SHIPPING LOGS AND DEPARTURES. A LARGE NUMBER OF SURFACE TRANSITS WHILST IN ORBIT OF THE WORLD OF VAAN AUGUSTA RAISED SUSPICIONS OF AN ENCAMPMENT OF THE IDOLATANT, AND PERHAPS EVEN A NEXUS OF THEIR ACTIVITIES.

[ARCHIVE: ADEPTUS ADMINSTRATUM CARTORGAPHIC ANNEX - SUBJECT: VAAN AUGUSTA]

IMPERIAL HOLDING: DESIGNATED FOR PENITENT COLONISATION: NO CURRENT POPULATION.

SECOND PLANET OF HOLTZBAHN SYSTEM. TWO DEMI-MOONS AUGUSTA A & AUGUSTA B.
CLASSIFICATION: SUB-OCEAN WORLD - 89.6% PLANETARY SURFACE IS OCEAN. THREE PRIMARY LAND MASSES. UNRECORDED SMALLER BODIES. MAJORITY OF LANDMASSES ARE ROCKY, HEAVILY WOODED. AMPLE BUT UNREMARKABLE NATIVE (UNINTELLIGENT) XENOS LIFE.

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APPENDIX A: TYPICAL 'BACKWATER' WORLD; LOW PRESENCE OF MINERAL WEALTH AND CHALLENGING WEATHER PATTERNS MAKE EXPLOITATION A LOW PRIORITY. RECOMMEND PLACING THE WORLD AS A MARQUE CONQUEST FOR ASTRA MILITARUM HONOURS LIST. THE OCEANS COULD HOLD SOME VALUE, MOSTLY UNSPOILED BY POLLUTANTS FROM THE OFFWORLD SHIPPING.

\\
APPENDIX B: PRESENCE OF ABANDONED IMPERIAL NAVAL STATION ON SECOND CONTINENT. CAPACITY NO LONGER REQUIRED FOLLOWING THE COLLAPSE OF THE HAGORVAN WARP CONDUIT AND THE SUBSEQUENT REROUTING OF SUB-SECTOR TRADE. RECORDS OF ESTABLISHMENT NOT FOUND, SUGGEST LOW PRIORITY INVESTIGATION.

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APPENDIX C:
[++INTERCEPT: AHLAK JORR//BLACK HARBOUR++]
...I NEED A SHIP. A FAST ONE WITH A CAPTAIN WHO KNOWS HOW TO KEEP THEIR MOUTH SHUT. USUAL FEE PLUS 50% IF THINGS GO AS INTENDED.

THAT TARGET IS IN THE HOLTZBAHN SYSTEM SO THEY'LL NEED TO BE ABLE TO NAVIGATE THROUGH THE STORMS AT HAGORVAN. LET ME KNOW IF YOU CAN HELP.

-MAALAS <<UNKNOWN: DESIGNATED US461-526-HOLTZ>>

+++ Attention: Hire-guns/Raiders/War-packs/Independent Agents+++

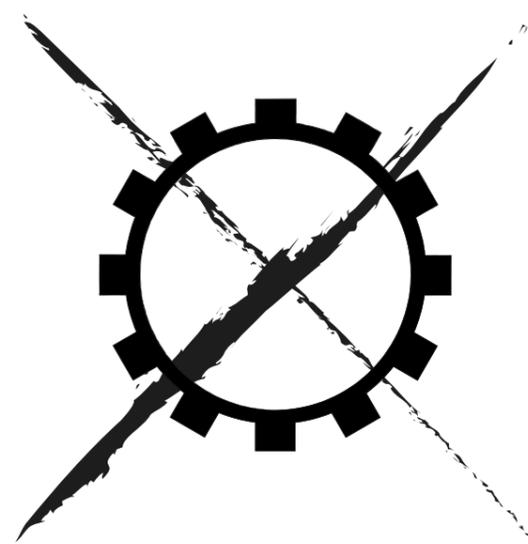
CONTRACT AVAILABLE TO CREWS WITH PROVEN REPUTATIONS. NO QUESTIONS-ASKED-CONTRACT FOR CONFIDENTIAL PARTIES WILLING TO PAY WELL FOR THE RIGHT PEOPLE.

OPPORTUNITIES FOR SPECIALIST IN VARIOUS APPLICABLE SKILLS.

OUT OF SYSTEM WORK: DESTINATION WILL BE CONFIRMED TO SUCCESSFUL CREW. CLIENT WILL PROVIDE VOID TRANSIT IN BOTH DIRECTIONS.

CONTACT SKRITTS ON AHLAK JORR TO APPLY.

+++355.567.29356.445//678.END+++



WELCOME TO VAAN AUGUSTA

+++Vaan Augusta//Thoughts of a Charter Captain+++

Officially, Vaan Augusta is an uninhabited world but like so many places the official versions aren't quite the true telling of things.

The Holtzbahn System itself is unremarkable but it was, for at least one millennia, a key warp stop-off for ships using the Hagarvan conduit. Though they rarely made planetfall, preferring instead to loiter on the system rim, recharging Gellar fields and the like, before making the run down to the trader hives at Birha Oparl or Gerren Majoris.

The presence of a large number of vessels in-system and little local control encouraged raiders from across the sub-sector, and indeed of a more exotic hue too, who began to stalk the outer system. These rogues seeking prey who had recently departed warp and could be attacked before they had wholly got their

bearings.

Following Guild of Merchants petitions to the four neighbouring systems planetary governor's it was decreed that the Imperial Navy would take control of Vaan Augusta and establish a protective presence in the Holtzbahn System. Though, when this occurred, the Navy had little interest in establishing planetary control far beyond the boundaries of their planetside Naval-station.

Reportedly motivated by an envy that the Navy had gained its own fiefdom, the Ecclesiarchy made the point of drawing on ancient treaties to use Vaan Augusta as a penitent colony, founding several settlements made up of individuals who had been found to suffer from 'insufficient zeal'. However, if the intemperate weather and beasts of Vaan Augusta motivated any greater faith, it is not known as all the settlements are reported to have failed within a few generations. Whilst as the colony suffered, the Ecclesiarchy lost

interest in their plight once it became clear the Navy wasn't bothered by the attempt to usurp their holdings.

Following the terrible events of the Citrix Malidicum the Hagarvan Conduit became increasingly unstable and the merchant trade passing through dried up bar the bravest captains, those willing to risk becoming another broken wreck drifting on the edge of the system, torn apart by the tumultuous exit from the Empyrean. With the need for their presence gone, the Navy were quick to pull out of the system and relocate their resources to more urgent needs.

As the world stands now, it is considered abandoned, but, as I said, official records and truth are not the same. I have it on good authority that a select set of vessels with motivation to travel unseen still brave the Hagarvan Conduit, and it is particularly popular with smugglers and other rogues. Though even with their skill and daring, the number of wrecks does slowly still increase annually, as the Conduit takes its toll in blood.

On Vaan Augusta itself there is still one notable settlement, a rogue town known as Bannerberg, home to survivors of the penitent colonisation and abandoned, or deserting, naval serfs. A rough place, huddled in the mountains near the old Naval-station, maybe in the hope that their lords and masters will one day return and reward them their loyalty. I am sure there are some other steadings cast over the planet, but the word is that Bannerberg is the only one with notable facilities and even those are bare-boned indeed.

It is said that they make a living resupplying those pirates and smugglers that survive the run through the Conduit, and seemingly once a decade or so some trader will risk making a pass through the system and pick-up a haul of salvage. Though I doubt the profits for Bannerberg are very great for either activity, given no-one has been

tempted to take the settlement over. Though maybe it is simply the lack of a convenient orbital-station for anchorage that makes it an unappealing proposition as a true black-port.

+++END://Archive+++



+++Addendum: Mug Rewel: Midshipwoman: Naval Penal Facility+++

Vaan Augusta, I know it. A gricks-arse place if ever there was one. I did a job out there ten years back with one of my Captains. Used to be a smuggler hub but, even then, the risks were becoming greater than the profits.

Never mind what our business was, it's well done now.

Only one settlement worth the scratch, Bannerberg, a miserable shit-hole. Cowering behind their walls to keep the local beasts away, whilst scurrying out during the light to pull the lumens and cabling out some old imperial facility there or scraping in the earth to grow what passes as crops.

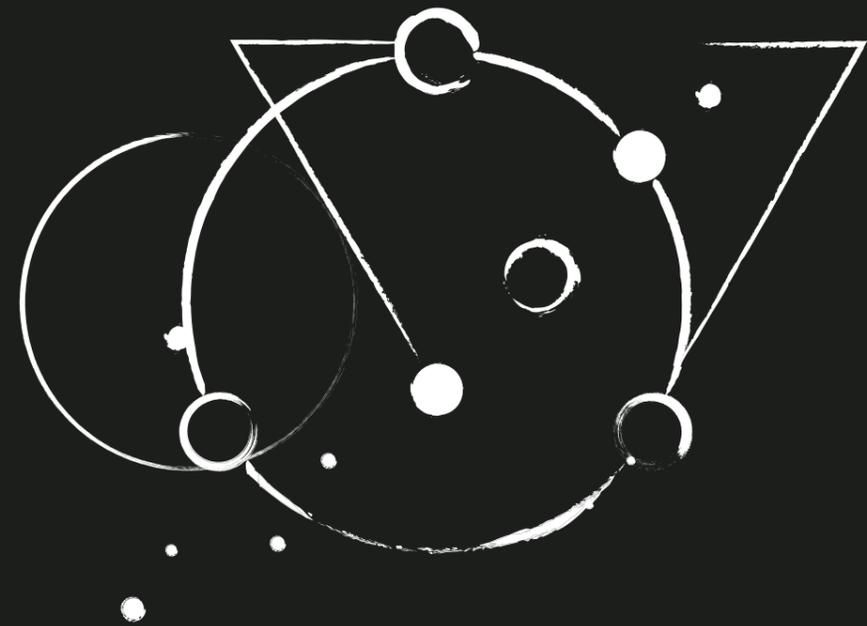
They did some trade with the few ships that passed through, but the town itself was barely worth a shuttle trip, not much chance of drink or entertainment and the locals were a miserable sort, either morose throne-noddors wallowing in their miserable situation, or desperate scavengers looking to get off world.

+++END://Retain for further questioning+++



+++VAAN AUGUSTA NAVAL-STATION///SERVITOR-PROBE OVERFLIGHT///ESTIMATED 247.56 HOURS AGO, ACCOUNTING FOR TRANSMITTAL AND DECOMPRESSION+++





DRAMATIS
PERSONAE

VAAN AUGUSTA ENFORCERS SUB-PATROL H-37B - THE FEAL HEARTS

++++<INCOMING TRANSMISSION>++++

[MEMO: TO QUARTERMASTER SECUNDUS VARCHOF, VAAN AUGUSTA ENFORCERS//DESIGNATION: CHASTISEMENT//774.1909]

REGARDING 28 PREVIOUS REQUESTS FOR MAINTENANCE SUPPORT FROM ONE LIEUTENANT GABREL HONS, SUB-PATROL H-37B, RECEIPT OF WHICH IS HEREWITH ACKNOWLEDGED, I AM COMPELLED TO REMIND YOU THAT THE PL4C-8R RIOT SERVITOR IS A SACRED PIECE OF MECHANICUS TECHNOLOGY BROUGHT TO US BY THE GRACE OF THE OMNISSIAH, AND NOT A PLAYTHING. FULL PRE-EMPTIVE CARE GUIDELINES, INCLUDING THE LIMITING OF OPERATOR FATALITIES TO WITHIN ACCEPTABLE BOUNDS, WERE SUPPLIED WITH THE UNIT ON DELIVERY, AS WELL AS TO REQUISITION OFFICER PRIMUS CADFEL.

Given the pics included with Hons' last transmission, I am compelled by the agreement between the Forge and Vaan Augustus Administrata to dispatch a support asset to ensure the ongoing efficacy of the servitor and the re-education of operators. Enginseer Tertius Cha'Vro will leave the Forge on the next available bulk carrier, and should arrive in the Holtzbahn local system within 3-17 weeks (prediction accuracy: 99.7% factoring in anticipated warp disturbances. Aside: recalibrate travel prediction cogitators to eliminate unacceptable accuracy shortfall). Ensure a welcome party is present to receive Enginseer Cha'Vro upon arrival.

Cha'Vro will second themselves directly to Lieutenant Hons until such a time as the PL4C-8R is deemed to be operating within acceptable margins. Although Hons will retain command of the Sub-Patrol, it is recommended that units are briefed to assist the Enginseer with their requests where possible to ensure an optimal re-engagement of the servitor.

Glory to the Ommissiah!

[Tech-Priest Secundus Hela Dasx//Loctos Forge//464*1.127]

[Memo: To Quartermaster Secundus Varghof, Vaan Augusta Enforcers//Designation: Postscript//775.2173]

Further to previous communication, it is acknowledged that the PL4C-8R Riot Servitor assigned to Sub-Patrol H-37B has been daubed

with a non-standard ident mark, reading "Placator". I reiterate that the PL4C-8R Riot Servitor requires no additional identification beyond unit markings and planetary Enforcer colourways, given that is unlikely that Lt. Hons will otherwise confuse the PL4C-8R for another member of his Sub-Patrol. This will be rectified by Cha'Vro on their arrival, if the damage is not reversed and disciplinary action taken in the preceding weeks.

[Tech-Priest Secundus Hela Dasx//Loctos Forge//465*9.144]

++++< TRANSMISSION LINK CLOSED >++++

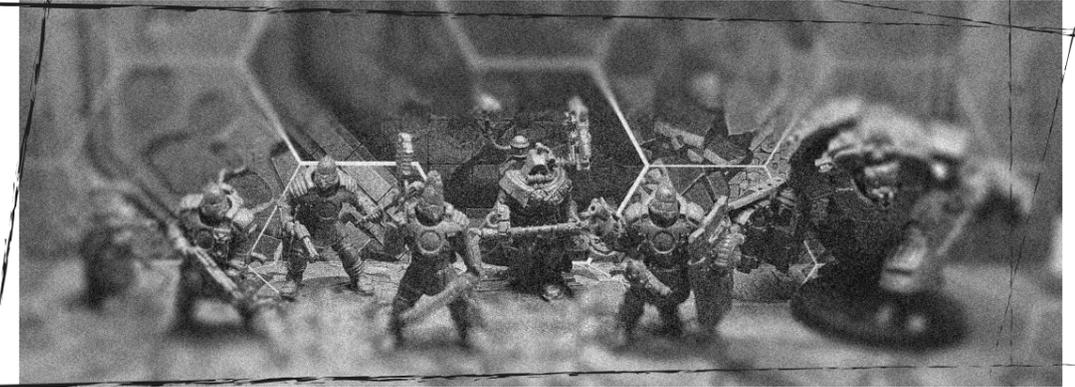
[Memo: To Lieutenant Gabrel Hons, Sub-Patrol H-37B//Heads Up//112.168.79.3] Gabe,

The pics had the desired effect - damned Forge has dispatched a frigging Enginseer to look at your Placator. A representation of the Ommissiah, here on VA! I never thought I'd live to see the day. Shame it took Hector getting scragged by the bot for them to take notice - I knew you wasn't lying when you said it was acting funny.

Varghof pretty much blew a fuse when he saw you'd painted the bot again. Might want to think about rectifying that before the priest arrives - what was its name, Charvo or something? Data in the attached packet.

Tren.

P.S. - let me know next time rotations bring you



close to Sub-District 19Q, you still owe me that recaff.

[Assistant Quartermaster Tertius Trenzi Chen// Vaan Augusta Enforcers//192.168.71.9]

[Memo: To Assistant Quartermaster Tertius Trenzi Chen//Heads Up//112.168.71.9] Trenzi,

Don't get too excited about our visitor from the Adeptus Mechanicus. Enginseers aren't exactly revered, more like a cross between a servitor and a Goliath grease monkey. No doubt they've some grand idea that making this trip to Vaan Augusta will somehow escalate their standing in the Mech. Can't say I much care, as long as the bot gets fixed.

I'll assign Quave to accompany Cha'Vro - Emperor knows she could use a refresh on the command terminal, and she's the safest pair of hands I've got with Yaller halfway to being corpse-starch by now.

And from what I recall, it was you who owes me the recaff.

Gabe.

[Lieutenant Gabrel Hons, Sub-Patrol H-37B// Vaan Augusta Enforcers//192.168.79.3]

++++[Notation//Data Log of Enginseer Tertius Sulis Cha'Vro//Loctos Forge//17.4.41.001]++++

Volunteered for off-world duty, repairing a PL4C-8R Riot Servitor on Vaan Augusta. It's a backwater, but success here has an 83.2% chance of opening up further opportunities for advancement. Travel on bulk carrier imminent.

Primary assignment data-blurts indicate servitor is assigned to one Lieutenant Gabrel Hons, to whom I will be seconded for the duration of this

duty. Acceptable, as long as no boundaries are crossed. I am a divine tool of the Ommissiah, not a cudgel to be wielded in the persecution of unruly hive-gangers.

Memo passed on from Conclave contact indicates potential presence of one "Idolant Circle" on Vaan Augusta. Further research required, speculation unhelpful.

{DESIGNATE: ENCRYPTION FACTOR 16C-SECRET} Scouring data banks for further detail on Idolant Circle, based on incomplete information from Conclave. Potential for one or more of: knowledge assimilation of tec-ritual for Forge Archivus; identification/elimination of Heriteck assets; identification/elimination of Xenos-Agitators; knowledge assimilation of Xenos technology, further developed into "new" Adeptus Mechanicus schematica. Accomplishment of one of these outcomes confers a 99.999% likelihood of advancement within Forgew hierarchy, whilst accomplishment of additional outcomes significantly enhances odds to a favourable 99.999999%.

Sub-Patrol H-37B assets, including PL4C-8R Riot Servitor, are instrumental to achieving goals with minimal risk of Forge casualties. Assimilation must begin immediately upon arrival in-system.

++++[Data log recorded and secured//17.4.41.002]++++

<THOUGHT FOR THE DAY - A CHALLENGING BINHARIC CALIBRATION MAYSEEMMOMENTARILY UNSOLVABLE, BUT IS NAUGHT BUT A SPECK OF DUST UNDER THE MIGHTY TREADS OF THE ADEPTUS MECHANICUS. ALL GLORY TO THE OMNISSIAH!>





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Thesis submission: Explorator Biologus Heironymous Dante

"From the moment I understood the weakness of my flesh, it disgusted me."

- Magos Dominus Reditus

The flesh is weak, this we take as self evident. But then I asked, what if the flesh could be made stronger? What if, rather than simply replacing our flesh, we could fortify it, working to enhance our nature rather than replacing it?

Recently, I began to pursue this line of inquiry, due to a shortage of skitarii resources, which I am sure will be rectified soon, I recruited the mercenary unit known as the Holtzbahn "Blackjacks", and began to offer them increased augmentation, in exchange for service. Thus far, my experiments have been a resounding success! The combination of biological and cybernetic enhancements have resulted in a far superior soldier to the average guardsman, but with significantly more adaptability and creativity than a skitarii.

I enclose my experimental data as proof, along with a draft plan to extend the technique to cover the local Imperial Guard regiment. I urge you to study my findings thoroughly, as my last five messages have received no response, without the support of my superiors I may be forced to adopt... unorthodox methods of retrieving further technological and biological material.

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FUNDING REQUEST DENIED

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Field notes, Explorator Biologus Hieronymus Dante:

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Subject Alpha - Long range engagement specialist

Modifications - Advanced ocular implants to aid targeting, slowed metabolism to ensure stillness when aiming.

Performance - 67% accuracy increase

Side effects - Subject reports feelings of coldness and detachment from fellow human beings (possible benefit?)

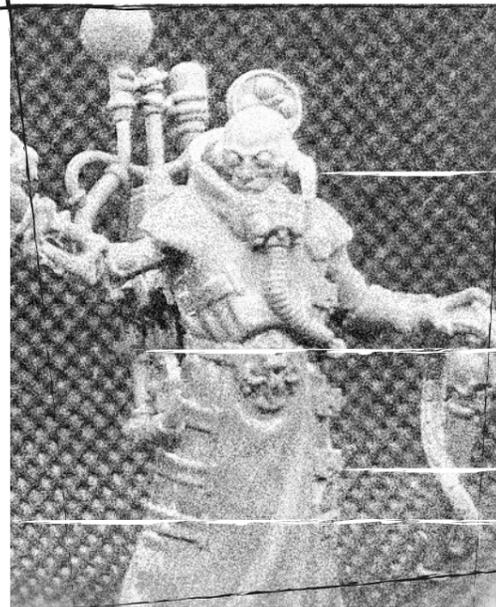
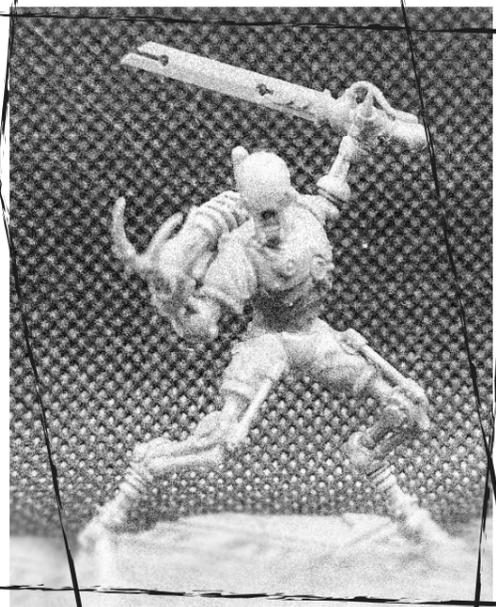
Verdict - Success

Subject Beta - Mobile scouting unit

Modifications - Lower legs replaced with lightweight mechanical substitute, adrenaline injection system to improve reaction time

Performance - Speed comparable to full skitarii

Side effects - Subject prone to cardiac episodes



(replace circulatory system?)

Verdict - Mixed

Subject Delta - Versatile rifle platform

Modifications - Major head injury offered opportunity to experiment with full cranial modification

Performance - Increased resistance to head damage, no discernible cognitive enhancement

Side effects - Subject seems docile and unmotivated, follows orders but shows no real initiative

Verdict - Fail (possibly re-purpose procedure for penal legion?)

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THE TENABRAELIS CREW

+++ARBITRATOR SECTOR RECORDS KHARONTH PRIMUS//SOURCE:SUB-SECTOR KAPPA-234-00456/
PRECINCT DOMINICUS 576//SUBJECT: TENABRAELIS CREW (THE)//MERCENARY WAR BAND+++

CASE OFFICER SUMMARY: OPERATING FROM THE JUNK-BRIGANDINE THE TENABRAELIS, FROM WHERE THEY TAKE THEIR NAME, THE TENABRAELIS CREW ARE A MERCENARY GROUP OF XENO-SCUM AND WORSE. THEY CLAIM NO ALLEGIANCE AND ARE REPORTED TO WORK FOR ANYONE WHO CAN MEET THEIR FEE.

THE TENABRAELIS AND ITS CREW HAVE BEEN HUNTED FRUITLESSLY ACROSS THE SUB-SECTOR BY NUMEROUS FORCES AND, WHILST THEY ARE RESOURCEFUL AND CAUTIOUS, I SUSPECT THERE ARE INFLUENTIAL INDIVIDUALS WITHIN THE IMPERIUM AIDING THEM IN THEIR EVASION OF JUSTICE, THOUGH I CANNOT YET PROVE IT.

>>>

Notable Members:

Makath "the Boss" - Outcast Badmoon Commando

Criminal ID: K56233-650

Crimes: Murder/Theft/Consorting with Imperial Subjects/Piracy/Rabble Rousing/Treason/Impersonating a member of the Ecclesiarchy/Smuggling/Damage to Property/Damage to Arbites Property/Operating a Voidcraft without proper Authorization/Arson

Subject Notes: Makath is a rogue element, apparently abandoned by its own kin, it first came to be mentioned in records on Dethan 11 years ago. Seemingly more at home with humans and other Xenos races, Makath does not follow the type of behaviour you would expect from its

sub-human kind, whilst still possessing all their strength and resilience.

Makath was working as a hired gun onboard a rogue trader-minoris when the local sector-house on Dethan detained it as an unlicensed Xenos. Why they didn't just shoot it I don't know, but instead they sentenced Makath to permanent hard-labour on Illuminous 6, the aberrant prison moon.

Makath escaped 14 months-standard later and has been taking mercenary work since then.

It has been noted by an astropath-adjutant that Makath is a mild 'null', though this is considered to not have any notable effect.

Whilst Makath outwardly seems brutal, the creature has demonstrated extreme cunning on numerous occasions and cannot be underestimated. Makath heads up the Tenabraelis Crew.

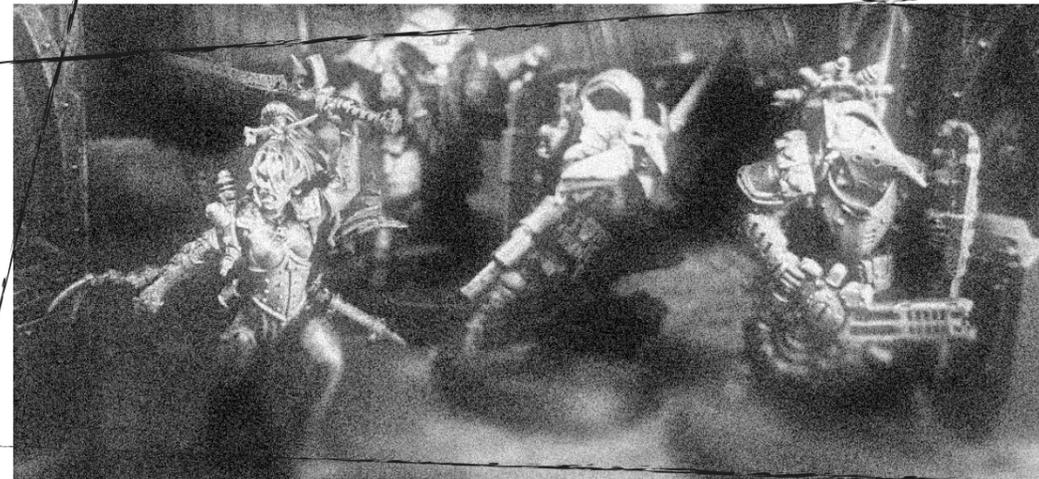
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Sendari "the Crow Witch" - Escaped Astra Militarum Psycher

Criminal ID: XX-P44238922-34568

Crimes: Murder/Witchcraft/Conspiracy/Extortion/Impersonating an Officer of the Imperial Navy/Xenophilia/Piracy/Possession of Contraband/Assault/Assault with Witchcraft

Subject Notes: Though a witch, evidence suggested that Sendari was formally trained to



some degree and from the Provost Commissariat on Arros I received information that she was enrolled in Scholastica Psykana on Derbuzh at the age of 9 after a routine blackship catchment of the neighbouring sub-sector.

The facility was subsequently attacked and destroyed by Eldar pirates. How Sendari survived the attack, or life on the reportedly hostile Derbuzh, is unknown but collusion or cowardice were suggested by the Commissariat. Her whereabouts for the next 4 years-standard are not clear, but 10 years ago reports of a witch-for-hire on Haan might be attributed to her. 8 years ago she joined the Tenabraelis Crew, and where Makath is the brawn, Sendari is the brains that has seen them rise above the regular minor mercenary groups operating in this region.

>>>To be returned to the Scholastica Psykana on arrest.

>>>

Bohfordain "the Volt-Knight" - Xenos Tekwarrior

Criminal ID: Z65090-457823-455**

Crimes: Destruction of Property/Destruction of Imperial Property/Tek-Heresy/Possession of Controlled Technology/Fraudulent use of a Questoris Title/Assault/Assault with a Deadly Weapon/Consorting with Imperial Subjects

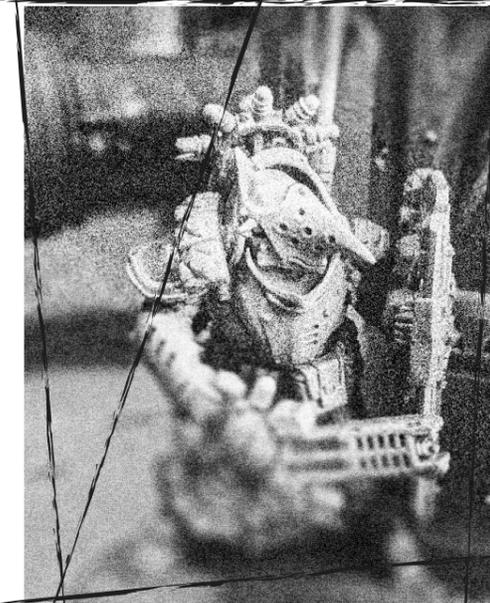
Subject Notes: A member of the [REDACTED - by order of REDACTED] species. Little is known about how they came to be operating in Imperial Space, but it is likely that they came up the Urhdos black-routes in the wake of the Fensari Mercantile Conflicts which are known

to draw in a wide number of mercenaries and hired guns.

An individual matching Bohfordain's description has been active in the region for nearly 20 years, but whether this is the same creature is unknown. Confirmed reports indicate Bohfordain has been with the Tenabraelis Crew for at least the last five years. At first inspection, they are a skilled tech-adept, but it has been confirmed that their processes and methods are dangerous and unholy.

>>>Any mechanism that Bohfordain has been known to have worked upon is to be immediately impounded and sent to the Adeptus Mechanicus Temple-Errant for cleansing and sanctification.

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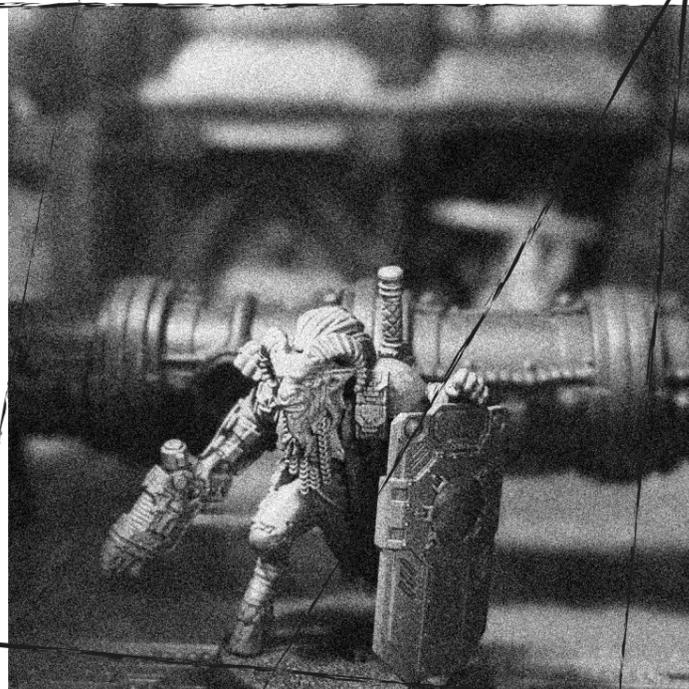
Hanoth "the Rebel"- Beastmen Intellectual
Criminal ID: Ab452-568592-90344
Crimes: Aberrancy/Assaulting an Arbitrator/
Theft/Piracy/Treason/Conspiracy/Rabble
Rousing/Education of the Unworthy/Unlawful
distribution of Food Rations/Assault/Assault
with a Deadly Weapon/Xenophilia

Subject Notes: Formerly an abhuman medicae-
orderly auxilia, Hanoth was sentenced to 80
years hard-labour on the Illuminous 6 aberrant
prison moon for the charge of 'education of the
unworthy'. Reportedly, a sentence of death was
commuted on the request of a senior medicae
officer, though I've found nothing to back this
up.

Hanoth escaped Illuminous 9 years ago in the
same incident as Makath. Both have worked
together since and are among the founding
members of the Tenabraelis Crew.

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Var'Che "the Exile" - Eldar Wanderer
Criminal ID: Z00034-10-2334-569000-233
Crimes: Smuggling/Murder/Conspiracy/
Distribution of a Controlled Substance/
Possession/Operating an Illegal Entertainment



Establishment/Profiting from Gambling/
Theft/Influencing a Minister of the
Ecclesiarchy into an Action Unbecoming/
Fraud/Misappropriation of Imperial Property/
Misappropriation of Imperial Funds/
Consorting with Imperial Subjects

Subject Notes: Var'Che may have been
operating in this sub-sector for the last hundred
years or more, certainly there are reports of
someone matching her description and modus
operandi dating back to before the Greshin
Wars. A gambler and blackmarketeer, she is
more than willing to get her own hands dirty to
get the job done.

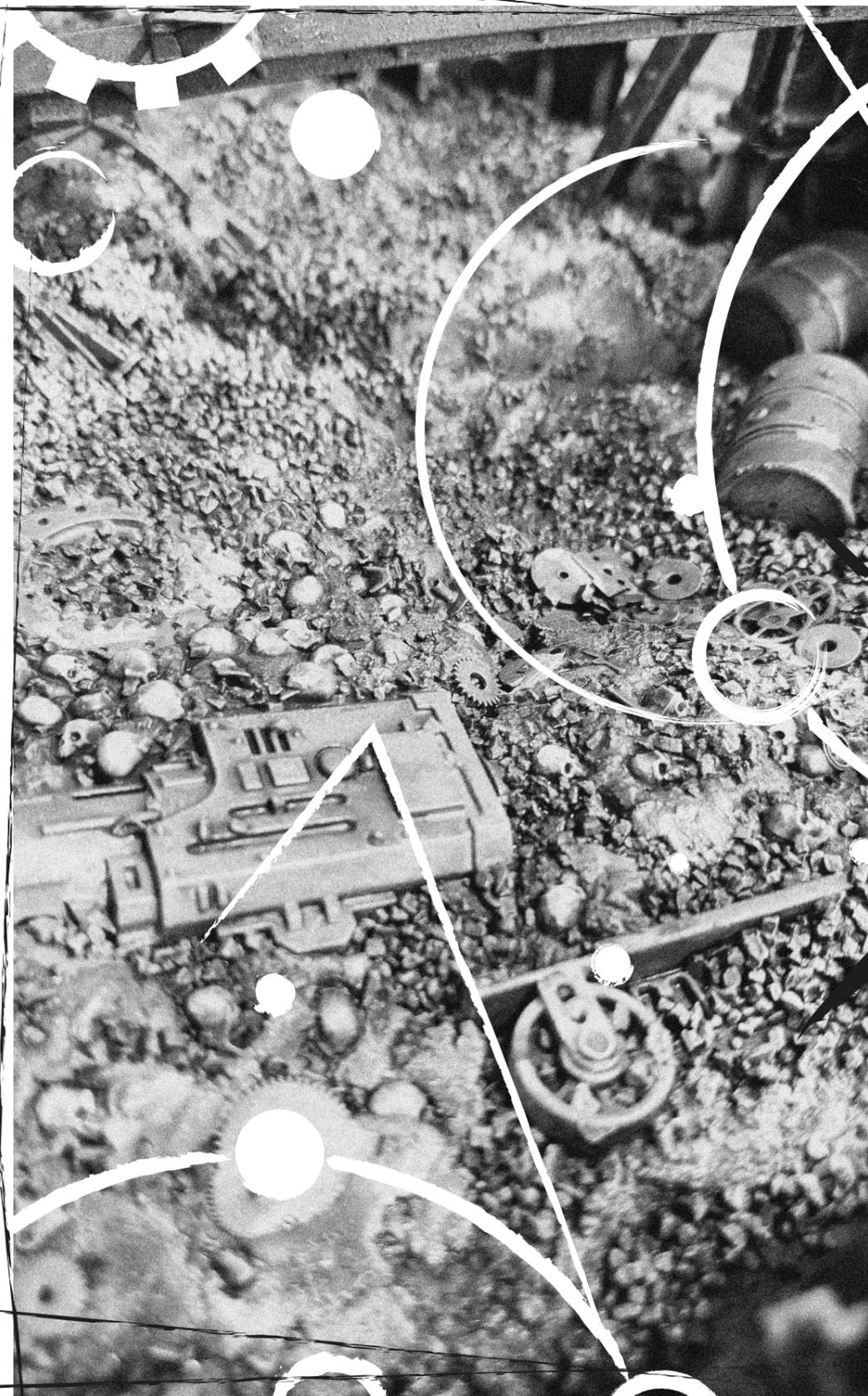
We are not sure exactly when she joined the
Tenabraelis Crew, an uncertainty that likely
stems from an on-off relationship with them for
various specific jobs.

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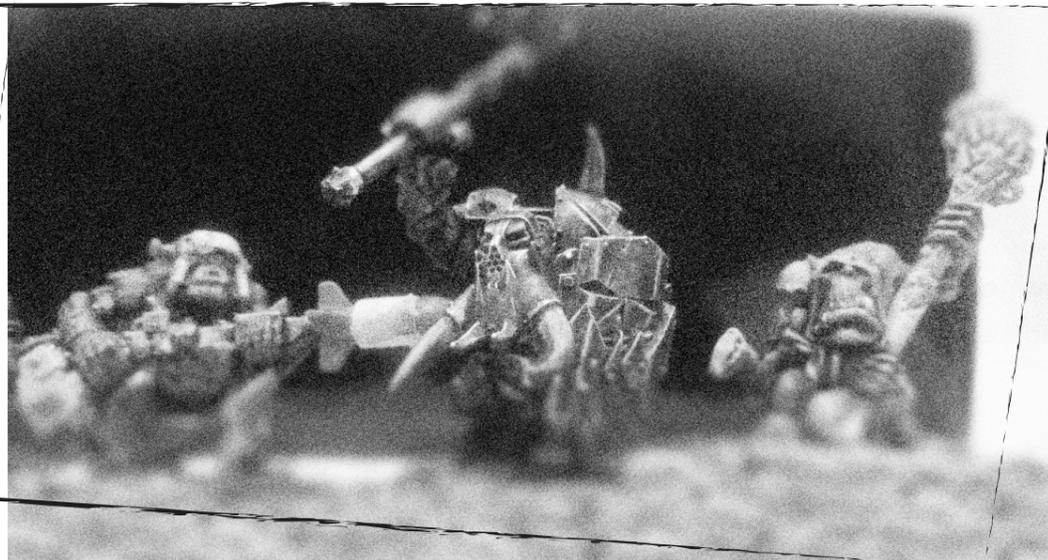
FILE NOTE: Close this investigation and
promote the investigating officer to a post
outside of the sector. This investigation is to be
archived with immediate effect.

>>Accessing this file has been recorded
and communicated to [REDACTED] of the

[REDACTED]



ORKSTRA MILITARUM



+++There is no end to the abomination of the alien.+++

The following sample comes from a rare "written" example of the greenskin tongue, apparently recorded by a member of the above group. It has been transliterated with the cooperation of heretical segments of the Scholam Augmenta as penance, who as a reward have been purged of their crimes through the purifying scourge of flame.

Disturbingly, once transliterated into the Imperial alphabet, the xenos were found to be writing in a guttural version of Low Gothic. Considerations of whether this implies our language has been irretrievably compromised and thus we require a new tongue have been tabled pending the consideration of higher offices.

The sample takes the form of crude scrawlings in a paper diary, apparently looted from an officer of the Praetorian 142nd. It appears to have been left in a looted outpost for us to find.

"Der records of da first regiment of der Orkstra Militarum

Kept by Pirate First Class Drizgruk.

We'z leavin' dis ere so you'z humies get dat we're on your side. We'z 'card about dis imperial toof you lot 'ave, and we fink we want as much of it as possible. We fink dem spiky bois wiv all der monstas are due a good kickin', and der grin of Gork 'as shown us der way. We'z been fightin' like orks for a long time, and we've all 'ad a good time, but now we'z joined der big throne bloke's brave lads to go and stomp some gribbly gitz. So you'z don't need to keep shootin' at us boyz. Der boss sez we've gotta go find der imperial toof, an' he reckons he knows where it iz- some lads called der "idiot Circle" 'ave somethin' to do with it. We ain't gonna tell you where we'z goin' cause we'z a bunch of kunnin gitz, 'specially der boss, but we'z gonna say who we iz so you'z know who to smack and who not to smack when it comes to a scrap. We'z all smacked our mate wivout meanin' to more 'n' once though, so no 'ard feelin's if you gets one of us by accident.

First off dere's der boss. 'E's got the biggest choppa, doesn't like shootas, and e's one of dem beaky space marines. E' don't speak much, but we callz 'im Boss Beaky. Very good lad in a scrap.

Den dere's our weirdnob, Wozgob. 'Ez readin'

dis over my shoulder and just gave me a smack cause 'ez not a not a weirdnob no more, 'ez a psyker. Wozgob is a runty git but 'e can make all sorts go on in your 'ead so it's not kunnin to start on 'im.

Den dere's der propa boiz of der orkstra militarum, startin' wid me, Drizgruk. I'z in charge of der squad, coz I got one of dem sqawky back fings. I'z also 'ad to swap me shootah for a sparky fing, which ain't much cop but iz part of der imperial toof.

Den dere's der two 'eavy shootas. All orks love dakka, but dey love dakka A LOT. We 'ave Mugbux wiv der rokkits, and den Ugdok who 'az der stubbah.

Den dere's Sargeant Domecrackah and Sargeant Mugsmasha. Dey'z good at krumpin, and dey got some of dem whizzy choppas. Mugsmasha has a sparky fing too, but Domecrackah 'az kept iz shootah, which we ain't too 'appy about but dere's not much we can do coz every time we try to nick it 'e smacks us one.

Dese are der orks of der orkstra militarum. Der emprah protects.

If you can confront the xenos, look upon the xenos, even think upon the xenos, without revulsion, then you are as damned as they.

++++Record Expunged++++

Classification level: Emerald-Delta

++++++Extract from the records office of the Tertiary Under-Xenobiologarch of the Ordo Xenos++++++

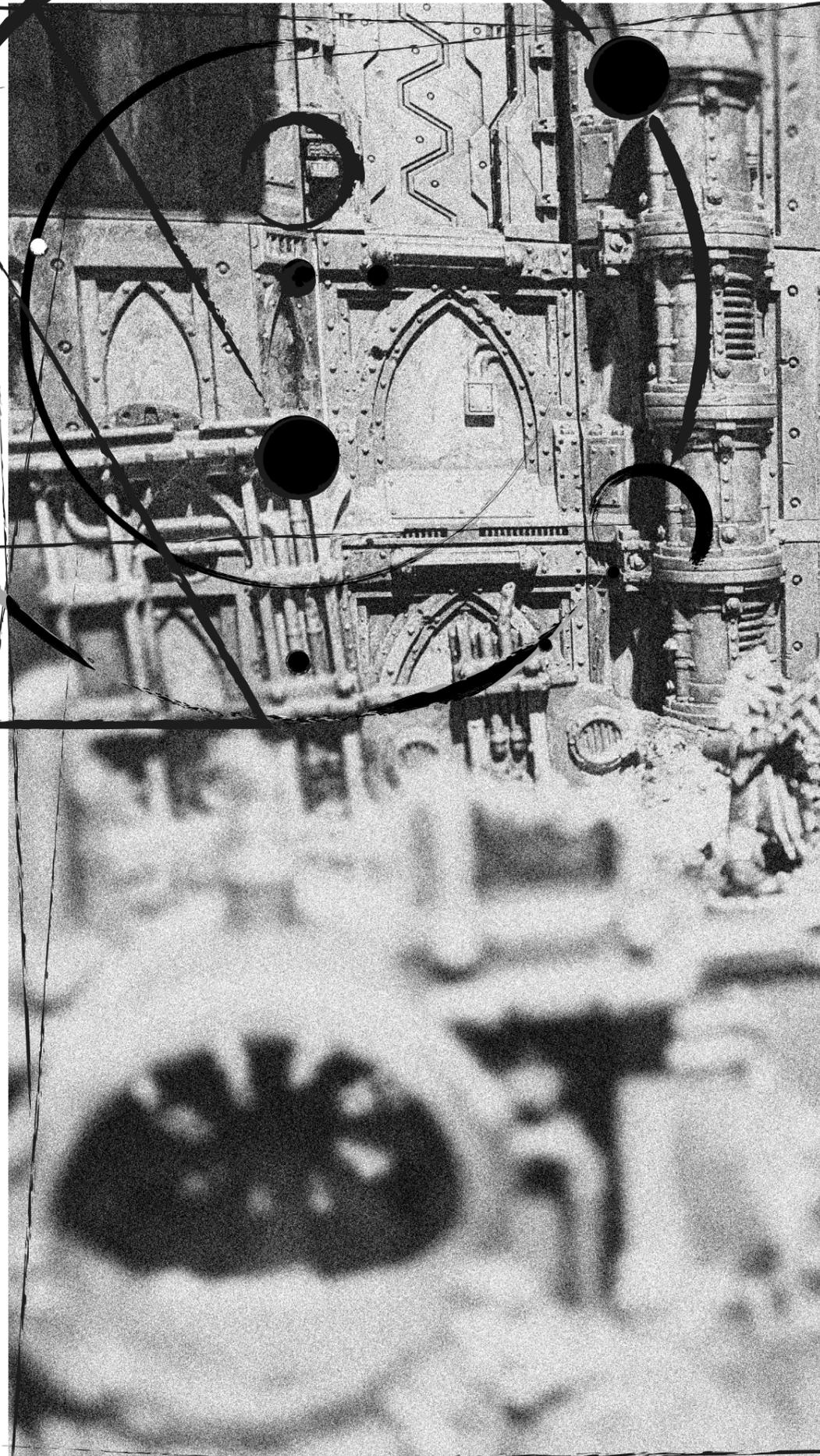
+++He who allows the alien to live shares in the crime of its existence.+++

Record Title: Towards an Ecology of Ork-kind: A Thesis of Psycho-Evolution.

Warning: Unauthorised access is impossible, and forbidden. Consequence level: Lamda-Phi.

Warning: Author had been expunged from records as a consequence of the views expressed below. Record of thesis maintained in order to provide example of unacceptable academic submissions.





Record Begins:

As our colleagues in the Ordo Malleus are aware, the foes of the Emperor and his devoted subjects are capable of ever-changing and growing challenges to our primacy. The example of the common Greenskin may seem at first to belie this axiom; their “strategies” have ever represented the base, the animalistic, and the simple. At times, there are more greenskins, when they are more of a problem, and at times there are fewer. However, their presence is always accompanied by a level of directness and an almost admirable purity of purpose. The greenskin, it has been assumed, is incapable of invention. This assumption, as recent records provided by the Praetorian 142nd show, is unfortunately no longer accurate. The influence of witchery and devilment on the greenskin has led to a new phenomenon- a kind of twisted parody of true, honest, Imperial warmaking.

Essentially, some Greenskinz appear to have been so influenced by the power and might of the Imperium as to adopt the nomenclature and even uniform of our military units. One “squad” in

particular will be the focus of this thesis, having been identified by the Praetorian 142nd on the planet Charonia. They include apparent Orkish representations of a fire-team of five “guardsmen”, a warlock who appears to consider himself a “sanctioned psyker”, and most troublingly, of all, an (obviously inferior) equivalent of one of the Emperor’s most holy servants, a space marine. The allegiances and desires of this group are by no means clear, and they eluded the elements of the 142nd sent to detain them for further study.

The rest of this thesis will go on to hypothesise around the possible origin of this group, and put forward some considerations of how they might fit into what might be crudely deemed greenskin “culture”...

Record Closes: No further information stored due to increased risk of corruption.



EXERCISE JUDGEMENT-17

+++++

BROTHER-PRICIPAL NASON,

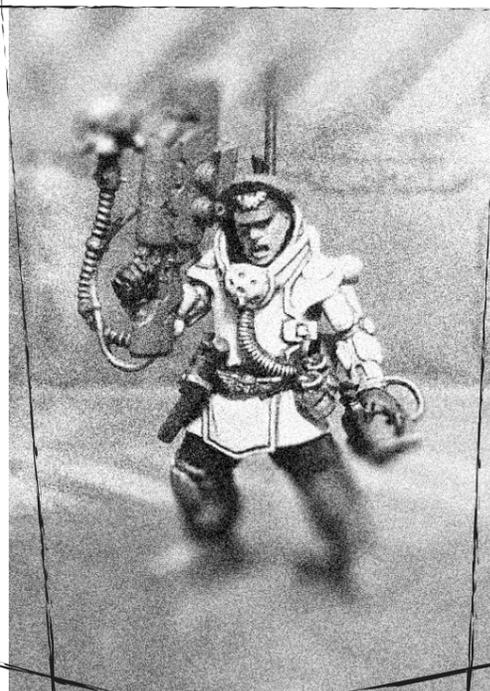
PLEASE FIND ATTACHED THE DETAILS OF THE SERF-TIER MISSION CANDIDATES. BROTHER-SECMINISTRATOR OYL-NEULL WAS MORE DISTRACTED THAN USUAL DURING THIS SELECTION, AS HE WAS ENGAGED IN LIVE-COMBAT TRAINING IN THE [REDACTED] AGAINST FOUR [REDACTED] CAPTURED BY THE CHAPTER DURING [REDACTED]. HE HAD TO KILL 3 BEFORE HE COULD FINISH COMPILING THE MISSION LIST, HE TOLD ME. HE SAID THEY WERE DISTRACTING. HE IS SO VERY KEEN ON COMBAT TRAINING; I OFTIMES CONSIDER WHETHER HE IS SATISFIED AS A SECMINISTRATOR. THAT SAID, ALL WORK IS GLORIOUS IN SERVICE OF THE EMPEROR, AND YOU WILL AGREE THAT HE IS VERY, VERY SKILLED; THE ATTACHED WILL ATTEST AS SUCH. HIS SELECTION OF MY PRIME SERF TO LEAD THE MISSION WAS IRRITATING, BUT CORRECT.

AS YOU WILL EXPECT, SENSITIVE SECTIONS HAVE BEEN REDACTED FOR TRANSMISSION. ATTEND THE CHAPTER ARCHIVES ON YOUR RETURN, SHOULD YOU WISH FULL DETAILS.

I WISH FOR YOU A LEARNED JOURNEY, AND SAFE TRAVELS.

THE EMPEROR PROTECTS.

-CAP. T



```

++ Record begins: ++
+++++
++
>>>/>///>>+./
>
> task-exercise select
>> ENTER TASK-EXERCISE REFERENCE
> judgement-17
>> ENTER SKELETON-CODE
> #####
>> SKELETON-CODE ACCEPTED.
WELCOME, CAPTAIN TROCKK. PRAISE
THE EMPEROR.
>> THIS ACCESS HAS BEEN RECORDED
TO YOUR DORMITORY-ARCHIVUS-FILE.
>> ENTER TASK REQUEST FOR
[judgement-17]:
> assignee selection -fulldata
>> PRINTING SELECTION DATA:
    
```

Task-exercise selection biographus:

++ SERF-PRIMUS MAXIME RADOVAL ++



Age: 57 terran years / [[REDACTED]]
Fortress-Cycles

- Exceptional leadership qualities.
- Exceptional tactical acumen.
- Exceptional data processing proficiencies.
- Sufficient combat skill.
- Sufficient physical proficiency.

- Historical Record:

- Fortress-monastery t'charr hunting dynasty stock.
- Great Grand Uncle is Brother Cogg-Thun of 29th Cadre.
- Aged 7, void-hooked a t'charr over 157 kilums. Presented to 2nd Tactical Squadron, 14th Cadre, at the Celebration Feast on their return from [REDACTED].
- 85th percentile tactical cognitive function observed during pre-schola screening.
- Candidacy for Aspirant program assessed.
- Denied entry to Aspirant program: gene-compatibility for haemastamen predicted only 24%.
- Tactical acumen above Ordo Tempestus parameters; candidate rerouted to Chapter Serf Scholarship.
- Serf-conditioning successful age 18 terran y., 81st percentile.
- Assigned serf to Brother Doman.
- [[REDACTED x12]]
- Assigned serf to Captain Trockk.
- [[REDACTED x28]]

- Assigned test-mobile cogitor 5K-Alpha-Meripus

- [[REDACTED x7]]
- Organisation of Imperial Cult on renegade world Apropos-0 aided in remote destruction of planetary governor by a Mentors Brother Eliminator.
- [[REDACTED x19]]
- Selected as Serf Primus for Exersize Judgment-17 by chapter secministrators.

++CONT'D.++

++ SERF-SECUNDUS GERARD HADMIN ++

Age: 45 terran years / [[REDACTED]]
Fortress-Cycles

- Exceptional combat skill.
- Exceptional data processing proficiencies.
- Sufficient tactical acumen.
- Strong loyalty to Adeptus Mechanicus.

- HISTORICAL RECORD:

- Low-born to kryll farm fortress-commune.
- 91st percentile capacity for learning observed during pre-schola screening. No action taken.
- Unsanctioned farming techniques increased commune kryll yield by 18%.
- Reassigned to Scions program.
- Elevated but acceptable levels.
- First deployment in support of Chapter





- Reassigned as Scion Sniper.
 - [[REDACTED x12]]
 - Selected as Serf Secundus for Exersize Judgment-17 by chapter secministrators.

++CONT'D...++

++ SERF-TERTIARY PRASHUN AL-ALOR
 ++

Age: 42 terran years / [[REDACTED]]
 Fortress-Cycles

-- Exceptional physique.
 -- Exceptional disregard for personal safety.
 -- Exceptional adherence to chapter creed.

-- HISTORICAL RECORD:
 - Fortress-Monastery Water Caste heritage.
 - Unusual size noted from birth, rejected by water caste for excessive body water retention.
 - Raised in recyculum, joined monitored Imperial Cult "Trash Lobbas".

- Assigned to work recyculum aboard Galdius escort "A Little Knowledge".
 - Survived partial failure of Gellar field; physically tore [[REDACTED]] limb-from-limb. Exceptional strength noted.

- PARTIAL MIND-WIPE [1]
 - Survived second partial failure of Gellar field. Trapped [[REDACTED]] against a bulkhead until removed by Astartes purge squad.

- PARTIAL MIND-WIPE [2]
 - Reassigned to Scions support crew, physical labour.

- [[REDACTED x6]]
 - Killed 2 support crew on discovering the beginnings of their [[REDACTED]] cult.
 - Commendation for above.

- PARTIAL MIND-WIPE [4]
 - [[REDACTED x9]]
 - PARTIAL MIND-WIPE [6]
 - Inducted to full Scion.
 - [[REDACTED x35]]
 - PARTIAL MIND-WIPE [27]

-- Selected as Serf Secundus for Exersize Judgment-17 by chapter secministrators.

++CONT'D...++

++ SERF-TERTIARY DILOS REPIVE ++

Age: 29 terran years / [[REDACTED]]
 Fortress-Cycles

-- Exceptional teamwork skills.
 -- Exceptional devotion to chapter creed.
 -- Exceptional adaptability.
 -- Sufficient combat skills.

-- HISTORICAL RECORD:
 - Planetary stock.
 - Joined Fortress-Monastery Castle Guard.
 - Strong loyalty from peer enforcers.
 - Notable swift judgement action during the famine-riots in Fortress sub levels, commended by Brother-Sergeant Glath.

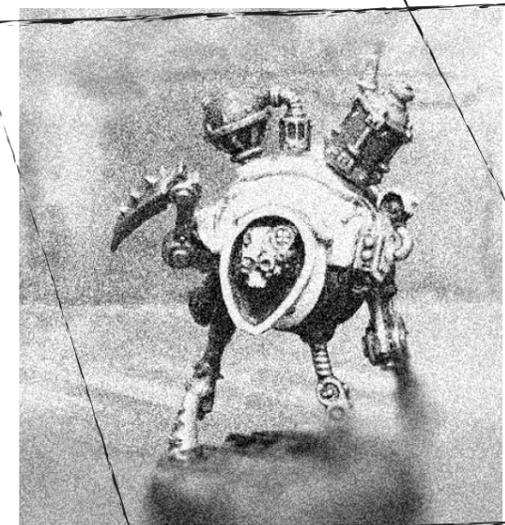
- On recommendation of the Brother-Sergeant, reassigned to Scions.
 - First deployment as a morale-stabilisation in support of Mentors action on Praagivus-XI.
 - [[REDACTED x14]]
 - First deployment with Scion Al-Alor. Improvement in neural stability of Al-Alor is noted.

- [[REDACTED x9]]
 - 5th deployment with Scion Al-Alor.
 -- Selected as Serf Secundus for Exersize Judgment-17 by chapter secministrators.

++CONT'D...++

++ [[REDACTED]] ++

Age: [[REDACTED]]



-- [[REDACTED]]

-- HISTORICAL RECORD:
 - [[REDACTED x4205]]
 -- Selected [[REDACTED]].

++ [[REDACTED]] ++

Age: [[REDACTED]]

-- [[REDACTED]]
 -- HISTORICAL RECORD:
 - [[REDACTED x391]]
 -- Selected [[REDACTED]].

++ [[REDACTED]] ++

Age: [[REDACTED]]

-- [[REDACTED]]
 -- HISTORICAL RECORD:
 - [[REDACTED x9385]]
 -- Selected [[REDACTED]].

>> CONTINUE?
 > N

++++
 +++++
 ++ RECORD ENDS ++

knowledge transfer to 133rd Lambdan Lions/
 Forge World Mezoa.

- [[REDACTED x33]]
 - Dismemberment of left arm during Ork suppression campaign on Forge World Columnus.

- Left arm augmented with power weapon by Columnus Adeptus Mechanicus.

- [[REDACTED x8]]
 - [[=] = REDACTED =] =]
 -- Selected as Serf Secundus for Exersize Judgment-17 by chapter secministrators.

++CONT'D...++

++ SERF-SECUNDUS CRIENNE KRAICH
 ++

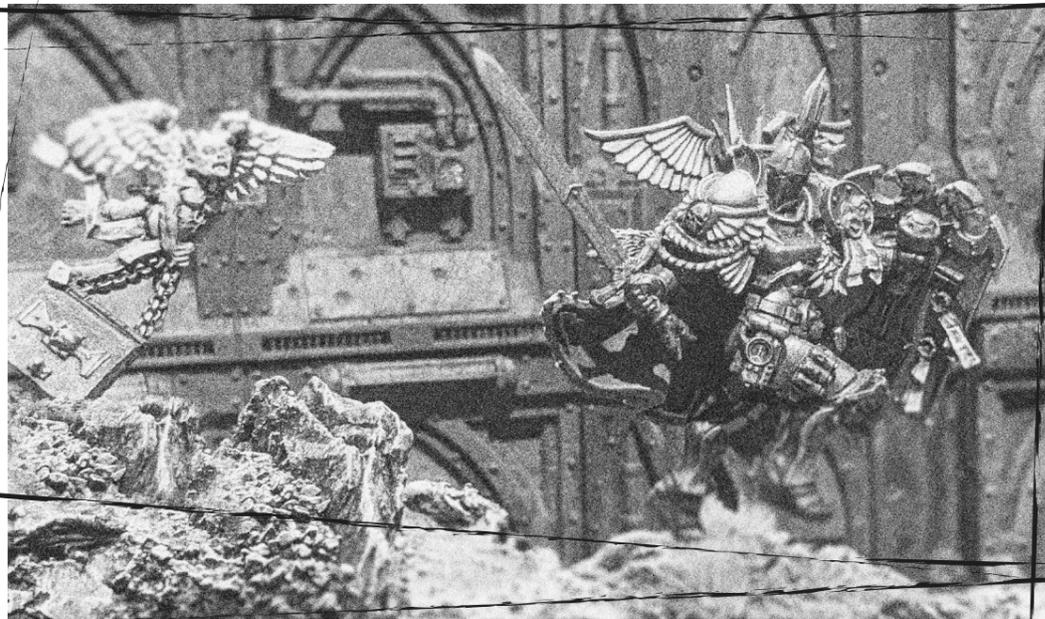
Age: 37 terran years / [[REDACTED]]
 Fortress-Cycles

-- Exceptional marksman skill.
 -- Exceptional medical knowledge.
 -- Exceptional low-profile infiltration technique.
 -- Above-average understanding of Astartes Physiology.

-- HISTORICAL RECORD:
 - Officio Medicae lineage.
 - Aided containment of Everseep outbreak on [[REDACTED]] Prime.
 - HeadMatron of Fortress Ward 14-B-Atrimoph.
 - Late assignment to Scions Program
 - Mentor Scions Medical Officer.
 - Meritorious service to Chapter during service aboard The Emperor's Teachings, repelling boarders from the ship's ward.
 - Notable marksman skills identified.



SISTERS OF THE CENSURAM AES



The black ship, *Amissa Petenti*, hangs at high anchor above *Vaan Augusta*, unwatched, unnoticed. The silent halls and corridors ring with the cries of the damned, those not rendered to gibbering wrecks by the null-fields and physical bonds, or simply the unrelenting darkness.

A smaller vessel of the League, *Amissa Petenti* was fast, and had been dispatched to fill its holds many cycles ago, and there had been rich pickings throughout the *Hagorvan Conduit*. Yet, so it was in the cruel light of the *Maledictum*, things had shifted.

What had begun as a routine scouring of the system, the *Untouchables* making surgical strikes against terrified camps, towns and cities, in one case damning an entire household of physically touched nobles, but in the deeper regions, the call of a so-called abandoned world was felt.

The Sisters of the *Censuram Aes* began following the rumours and ravings of their prey, torn words from the minds of the unstable. Words spoke of a cleansing of the soul, a purging of the weak.

Of something that could rid the body of the soul.

As the *Amissa Petenti* slipped back into the real under the pale lights of the *Holtzbahn* sun, the abandoned world of *Vaan Augusta* was a beacon. Records had clearly been mistaken, or worse, a fiction dealt to keep others away.

Kelanis Sim, one of the few surviving astropaths, who had tolerated the months aboard the black ship in what most would call writhing agony, gazed out upon the world, seeking the faint whispers of the Sisters' prey. Instead, she had found nothing. More than nothing. She found the same gaping nothingness found within each of the soulless maidens. In her mind, she tried to reach out, as she had done over hundreds of planets on this journey alone, to light the beacons of minds touched by the empyrean.

The same sickness rose. Her bleeding form was removed from the observation deck by medicae servitors.

Like a pulsar, *Vaan Augusta* was pulsing between the void and the warp. The *Null-Maidens* stood in vigil in the darkness, watching



and waiting. As the picture drew clearer. They watched all manner of unmarked vessels drift naively to a shipping port on one of the planets smaller continents. Ships blurring coded binaric cants gave away the interests of tech-priests. The Sisters hacked ship to ship transmissions, learning of a Mechanicus sect named *The Idolant Circle*. Fools? Hereteks?

Between the vessels of the *Circle*, others had been arriving. Assembling the *Censuram Aes*, *Oblivion Knight-Centura Sahn Chrevel*, a

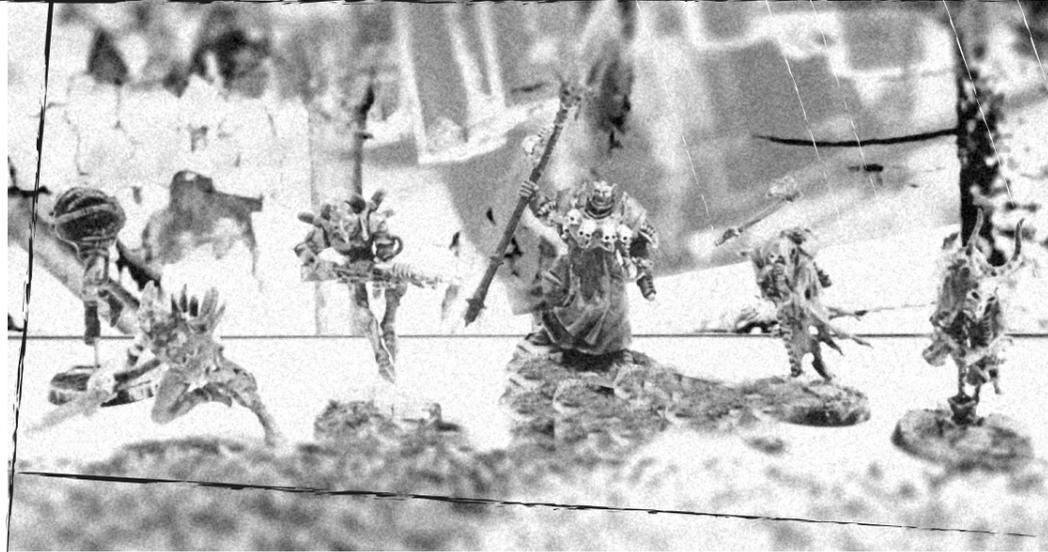
giant among her Sisters, volunteered to lead an expedition to the surface to find the source of the physic flares and washes of hollowness that gnawed at the heart of *Vaan Augusta*. With her, the Pursuer *Mistress Valenus Kaal*, her *Sense-hounds* and sister acolytes drawn from the 1st and 3rd cadres. They descend upon the traumatized world. The grey rain masking the controlled fall of the *Katahperic* lander, it's chamoline skin fizzing under the beating storm.

+++++ THOUGHT MARK
TRANSLATION BEGINS +++++

- Place us down, close to the naval station.
- Yes Mistress
- What can you see?
- Nothing
- What else is there?
- Nothing
- What a waste..
- Wait.. Lights
- Where
- Two clicks, 567.NE678 Sector 5
- How long til we break through the storm?
- Two cycles
- Be vigilant sisters, I don't trust this place

+++++ TRANSLATION ENDS +++++





+++File Recollection+++

+++

NAME:

.

.

.

Redac...

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.

.

AUTHORITY OVERRIDE ACCEPTED -
EXPEDITIONARY ALEPH 891

NAME:

LONGCROFT, VEDASTUS

SCHOLA RECORD, SUMMARISED.

SUMMARISATION: SERVITOR

THETA87203

Mental - 99th Percentile. Recommended
outcome - High Service.

Physical - 88th Percentile. Note from Scholastic

Physical - "A particularly sturdy figure"

Spiritual - AT RISK AT RISK AT RISK.

Diagnosis - Free Thought. Independence.

Defiance.

SKIP FILE COMMAND ACKNOWLEDGED

Recommended for raising to the rank of
Inquisitor Ordinary at the XXXVII Conclave of
Uemoto.

SKIP FILE COMMAND ACKNOWLEDGED

Operational Oversight: the Witch-trials of the
Nalonian Belt

SKIP FILE COMMAND ACKNOWLEDGED

Synthwitch: A concept within the Archenemy
cult-orders of Ysfeilion. In the veneration of the
Forces of Ruin United, this refers to a leader
who is, themselves, not a "True-seer" (def: a
Psyker), but utilises the technological expertise
of the Machine Cults to "make contact" with
their False Gods. Heretical technology is used
to bind abomination-fauna to human hosts,
sometimes much the same as the "daemonhosts"
found elsewhere, sometimes a weaker form
(see Savant Menapius' The Abomination of the
Synthgheist).

SKIP FILE COMMAND ACKNOWLEDGED
COMMAND - THIS IS A HOLY
COMPULSION - IGNORANCE OF THIS
COMMAND IS NO DEFENCE

The Traitor, Vedastus Longcroft, a fraud
and heretic who claims to himself the title of
Inquisitor (though he has never been a member
of the Holy Orders), is hereby condemned
to immediate execution on sight. All faithful

members of the Adepta have an inescapable
duty to kill him, or give their lives in the attempt.
SKIP FILE COMMAND ACKNOWLEDGED

— He calls himself "Yihoveaum" now.

—A traitorous name. I assume it has some
occult meaning?

—My savants are investigating, but given the
ways of the Ysfelion Tendency, that seems
likely.

—We need more resources. Given what
happened on Nalon, surely more can be done.

—There are too many other crises... and, to be
cruel, his trend is leading him out of the sector.
Perhaps he will simply not be our problem any
longer.

—Not good enough. We must pursue, even
purely on an investigatory level, and then recruit
what we can in his new location.

—There are demands on us... we have a duty.
Nalon is still in chaos, there are other witch-
lords, the Kaberoi are gathering at a staging
post on Gidea. The Synthwitch can only take so
much of our attention.

—We can at least distribute warning to other
sectors.

—I will still task one of my agents to follow,
but I will agree not to draw on the sector's own
resources.

—Then we have agreement.

SKIP FILE COMMAND ACKNOWLEDGED
To our Honoured Colleagues of the Emperor's
Holy Orders;

A Warning on the Goals of a Traitor, the Foul
"Longcroft", now called "Yihoveaum", as well
as appendices on his allies and methods.

FILE SUMMARY COMMAND
ACKNOWLEDGED

[[[Yihoveaum seeks out any lead on technology
that may link humanity to the warp, attempting
to bring about fusion.

[[[He is supported by a variety of heretic and
traitor forces, including Kaberoi Legionnaires,
the Anthrovore Clans, the "Transbinaric"
Machine Cults, and agents of the Ysfelion
Tendency. Though not always deployed in
force, he is nearly always accompanied by a pair
of twins from the Anthrovore Clans {Gaugamela
and Pieydagnelle}, as well as a fully-manifested

Daemonhost {REDACTED FOR SAFETY,
The Void In All Things} and some of his
"Synthgheists", a form of warp-infused agent
using cloned hosts to carry the power of a weak
warp entity.

[[[He has been sighted further and further
away from Ysfelion itself, perhaps reflecting
a difference of goals between himself and the
Ysfelion Sovereigns, but also perhaps reflecting
an expansion of ambition for the Tendency.

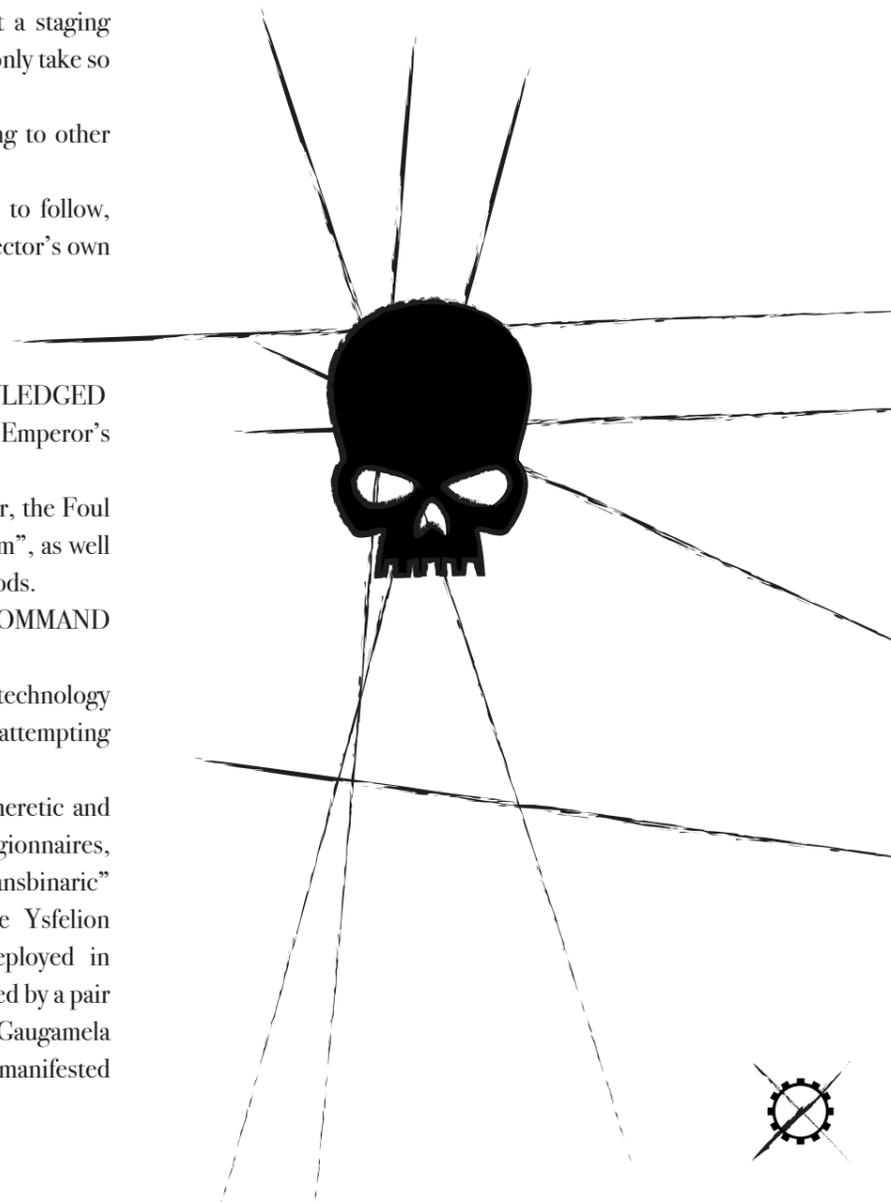
[[[Yihoveaum seeks out such technology
personally, and keeps whatever will not directly
support the Tendency's mission of fusion

.

+++File Closure.

+++Faith is Vitality, Victory is Life

====][====



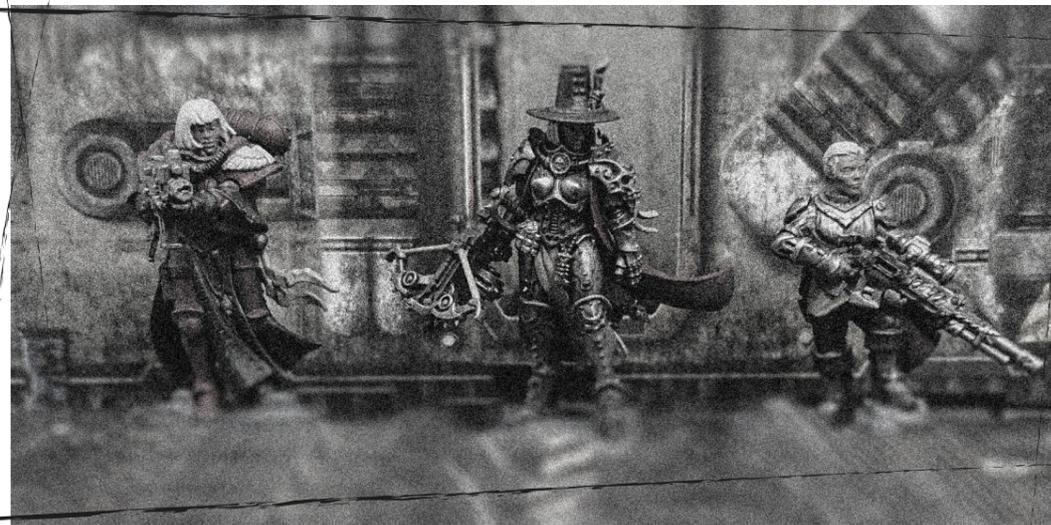
THE ORDER OF THE HOLY FLAME

+++++

TRANSCRIPT 47554
INQUISITORIAL SEGMENTUM HEADQUARTERS
SECURITY LEVEL ALEPH-I-7-A

+++++

[REDACTED] "WHAT IS TO BE DONE ABOUT THE VAAN AUGUSTA SITUATION?"
[REDACTED] "AH YES, THE IDOLATANT CIRCLE. DO NOT WORRY, I HAVE DISPATCHED EYMERIK TO DEAL WITH IT."
[REDACTED] "WHAT!? THAT FANATIC! SHE CANNOT BE TRUSTED TO DEAL WITH A MATTER OF THIS DELICACY. DO YOU NOT REMEMBER KRITIUS SECUNDUS? SHE DECLARED EXTERMINATUS ON THE ENTIRE SYSTEM OVER A MINOR CULT UPRISING. WHAT IF SHE DESTROYS THE PRIZE, OR WORSE, DISCOVERS OUR INVOLVEMENT?"
[REDACTED] "DO NOT TROUBLE YOURSELF. EYMERIK AND HER... BLUNT APPROACH TO INVESTIGATIONS MEANS THAT OUR ENEMIES WILL BE DESTROYED, AND THE COLLATERAL DAMAGE WILL ENSURE ANYONE WHO COULD BETRAY US WILL BE SILENCED BEFORE THEY HAVE ANY CHANCE TO REVEAL WHAT LITTLE THEY KNOW. AND IF NOT, OUR AGENT ON [REDACTED] WILL ENSURE SHE DOES NOT HAVE A CHANCE TO ACT ON ANYTHING SHE DISCOVERS."
[REDACTED] "I TRUST YOU ARE CORRECT. WE HAVE WORKED TOO LONG TO HAVE OUR PLANS DISCOVERED AT THIS POINT"



Inquisitor Rebekah Eymerik

"There is no place for the weak-willed or hesitant. Only by firm action and resolute faith will mankind survive. No sacrifice is too great. No treachery too small."

A member of the Ordo Hereticus, Eymerik follows the Libricarian ideology within the inquisition. Even among her fellows, Eymerik

is known for her complete intolerance for any corruption, heresy, or minor deviation from the imperial creed. She surrounds herself with equally fanatic adherents to her crusade.

Sister Halina of the Order of the Bloody Rose

"By bolter shell, flamer burst, and melta blast, the mutant, the heretic and the traitor alike are cleansed of their sin of existence"

Sister Halina came to the attention of Inquisitor Eymerik after she determined that the Cardinal-Governor of Veneris had failed in his duty as a member of the Adeptus Ministorum in his insufficient zeal in purging the local mutant population, despite his protestations that they were innocent of any wrongdoing and could be brought into the Emperor's light, Sister Halina executed him in front of his congregation. Since then, she has proved a doughty ally in Eymerik's crusade.

Sister Die-Well

"The power of the Emperor compels thee and the radiant light of faith abjures thee! Cast thyself before the Emperor's mercy that he might absolve you of your sins"

Sister Die-Well joined the ranks of the Repentia as the sole survivor of her squad of sisters following a cult uprising on Betalis IV. Eymerik had arrived shortly after the uprising had begun, and travelling to the Cathedral of the Benificent Emperor to retrieve a relic before it could be desecrated by the cult, she found the sister atop the altar of the city's cathedral, surrounded by hundreds of dead cultists and the bloodied remains of her sisters. Impressed by the Sister's dedication Eymerik brought her on board the shuttle before destroying the city via orbital strike. When the sister awoke, stricken by grief, she took the oath of the repentia and the new name of Die-Well.



Pardoner Kill-Sin

"Forward my children, spare no effort until all the unbelievers and traitors are purged from this place"

A member of a mendicant order, the Pardoner was attached to the 81st Miasman Redcowls, where, clad in her sackcloth robes, and wielding her chainsword, she could be found at the front of every advance, urging the fighting men and women of the regiment to purge the enemy with ever increasing fury. She joined Inquisitor Eymerik after she reported the commanding officer of the Redcowls upon suspicion of heresy.

Credo 5183

"Raaaaaaagggghhh"

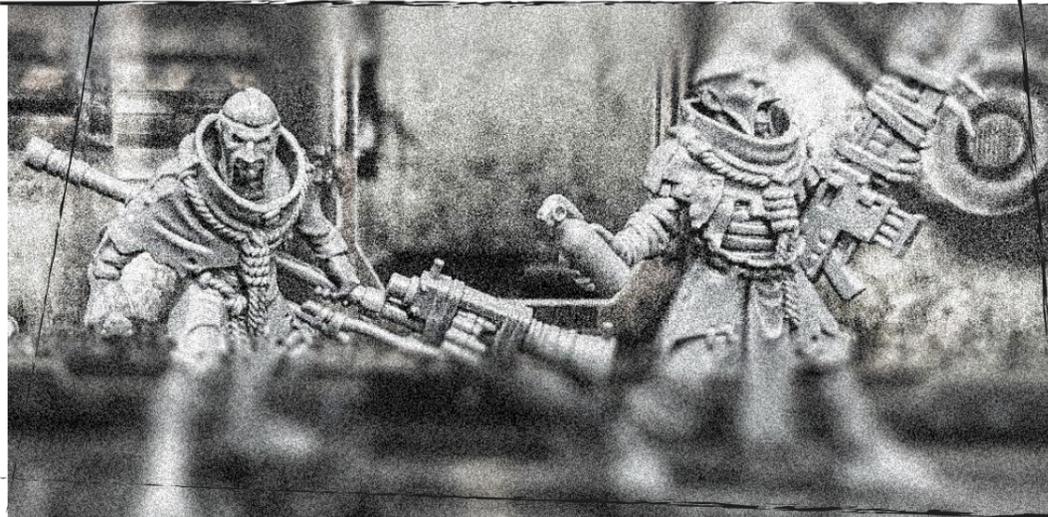
Former Colonel of the 81st Miasman Redcowls, sentenced to Arco-flagellation upon the testimony of Pardoner Kill-Sin, after he refused to order his men into a suicidal attack upon a stronghold of the Blood Cult of the Stigmartus.

Alcalde Ezquerria

"How do I know who to shoot? Well, I start with the ones with tentacles. That's always a safe bet"

A former Arbites, whose skill with a rifle Eymerik calls upon where she feels a more subtle approach is required. Ezquerria has a confirmed kill count of more than a dozen cult





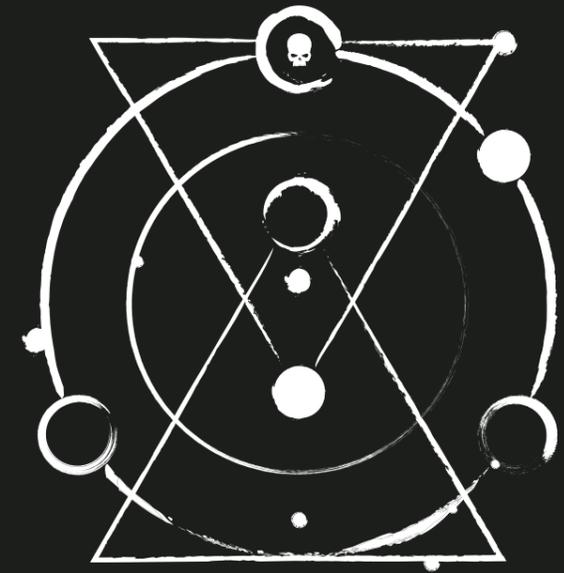
leaders and heretics. She approaches her work with less zeal than the other members of the retinue, but her sense of duty means that she is equally as unwavering in her dedication to purging the enemies of the Imperium.

The unworthy: The Obedientary, The Anchorite

*"Let us raise our song to the Golden Throne!
Come brother, join me in a verse of 'We Bless the Sinner as He Burns'"*

Eymerik is accompanied by various members of the Unworthy, drawn from all ranks of the imperium, they have sworn themselves to her service, and make up for in zeal what they lack in equipment, skills, and basic hygiene.





PROLOGUE

AND SO THEY FALL

+++VOX THIEF INTERCEPT://NECROMUNDA.3789//45.5678.223+++

-HOW DO THEY GET PAST THE EYE?

-DEADSHIPS, SMALL AND RUNNING ON MINIMAL POWER. MAKES RE-ENTRY TOUGH BUT LOOKS LIKE AN ASTEROID IF THEY DO IT RIGHT.

-IF NOT?

-IT'S A SHORT TRIP. BUT, MORE OFTEN THAN NOT IT WORKS OUT FOR THEM.

-WHAT'S THE ISSUE THEN?

-THEY DON'T HAVE A LOT OF CONTROL ABOUT WHERE THEY PUT DOWN IN THE WASTES. SO THEY CACHE THE SHIPMENTS AND WAIT UNTIL A CARAVAN CAN MOVE IT SAFELY. ONE OF THEIR CACHES IS IN AN OLD FIELD STATION, EXCEPT NOW THE FIELD STATION IS HOME TO A LOAD OF ECCLESIArchY FANATICS.

-REDEMPTIONISTS?

-WHO KNOWS?

-DO THEY KNOW ABOUT THE SHIPMENT?

-PROBABLY NOT. THERE'S A CHANCE TO GET OUT THERE AND SNAG IT BEFORE THEY DO. AND BEFORE THE SMUGGLERS GET AROUND TO MAKING A MOVE ON IT THEMSELVES.

-IN AND OUT, NICE AND EASY?

-WHEN IS IT EVER EASY?

ASH-WASTES WAYSTATION EAST45.67ABANDONED.

The path of divination is a narrow one, people are happy to pay for the Emperor's tarots when the news is good, and when I sift the more obscure astropathic communications, my fellows are thankful, but if my skills seem to keen, my predictions too accurate, then I risk the witch-mark on my door and the attentions of the watchers - such is my lot in life

I see a world, Vaan Augusta, the marks are clear, whether now or the future I cannot be sure. Many cards are in play, and many more are upon the periphery. What do they mean? What do they seek to tell?

The Missionary beside the Questioner - something is sought. A commitment or drive by the seeker?

The Bells, a threat - that is clear, but what does it pertain to?

The Knight, inverted, an unsuspecting hero perhaps? Or a warrior for the wrong cause?

The Fool in motley, inverted also... a warning to the strength of the telling? Perhaps not, perhaps it is a key player?

The Rogue, beware of lies or theft.

The Beast, but which one? It lies remote from the bells but adjacent to the Knight.

The Shadow, more deceit more untainty?

The Fire, brought into primacy with the globe... the world will burn?

The Shade, a hidden hand, what part to play?

The Executioner, almost last, it underlines everything that has gone before.

And finally Death, but inverted... Death? Death, the end of one thing, the start of another? Death, the end of life - the end of hope?



Fate has marked Vaan Augusta, much like it marks many worlds but what may happen there has the potential to spill out across many worlds. There are too many forces at play, the reading cannot be made clear. What do I do now, do I risk becoming embroiled in this? Do I push deeper into the visions? The truth escapes me, is it even safe to try and warn others of what may be about to unfold? Perhaps it has already happened? Perhaps it will not happen for a hundred years? Is there safety in ignorance? Maybe it is wisest to look away...

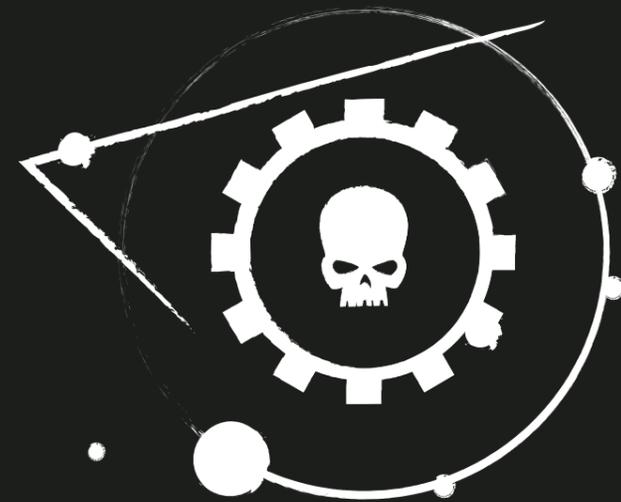
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THE SHUTTLE GLINTED DIMLY IN THE LIGHT OF HOLTZBAHN'S WEAK SUN, STUBBY WINGS EXTENDED AND IT DRIPPED DOWN TOWARDS VAAN-AUGUSTA. THE PILOT KNEW THEIR TRADE WELL AND THE ANGLE OF DESCENT WAS SHARP, LITTLE FLARE OF RE-ENTRY TO ALERT ANYONE ON THE GROUND. IT WOULD BE A ROUGH FLIGHT BUT FOR THOSE WITHIN IT WAS PREFERABLE TO DETECTION, AND THEY WERE FAMILIAR WITH SUCH DISCOMFORTS.

THEIR BUSINESS WOULD START ONCE THEY GOT TO THE SURFACE, FOR NOW THEY ENJOYED A MOMENT OF REFLECTION, OVER THE NEXT FEW DAYS INSTINCT TOLD THEM THEY WOULD HAVE LITTLE TIME FOR SUCH.

THE WINGS EXTENDED TO BE FULLY SPREAD, THE TURBINE-HOUSINGS JUDDERED OPEN, THE SHUTTLE BEGAN SWEEPING LOW OVER THE MOONLIT MOUNTAINS AND SCRUB - A DARK BLUR, KNIFING TOWARDS ITS TARGET. INSIDE THE LIGHTS CHANGE OVER TO RED AND THE OCCUPANTS STAND, READY, THE PITCH OF ENGINES RISING, THEY APPROACH THE LANDING HATCH, THE CRAFT PITCHING UP AND SLOWING TO A HOVER, WEAPONS ARE READIED, THE HATCH DROPS OPEN, BOOTS HAMMER DOWN IT, THE CRAFT PULLS AWAY, ARCING TO THE NORTH BUT THEY DON'T WATCH IT GO, ALREADY THEY ARE CUTTING THROUGH THE DARK, THEY ARE ON THE GROUND, NOW THEY DO THEIR WORK.





GAMEPLAY

THE VAAN AUGUSTA ENGAGEMENT



RULE VARIATIONS

In most areas the rules for this game reflect that of Necromunda: Underhive, however in some points things deviate in order to make the game better fit the “Inquisitor” theme or style of play we wish to encourage.

AMMUNITION

Bands operate far from supply and the expenditure of ammunition is always at a cost.

As such, if at any time a weapon runs out of ammunition, after a successful reload-action roll is made that model, or another friendly model within 3”, must discard an ammunition token otherwise the weapon remains out-of-ammo.

This is also true of weapons reloaded after a mission has ended, except that no roll is needed - weapons that are not reloaded will begin subsequent mission out-of-ammo.

Plentiful trait weapons are exempt from this rule and may be reloaded at no cost. Scarce or limited trait weapons require that two

ammunition tokens must be discarded.

Each band begins the game with a number of ammunition tokens and more are available during play.

INJURIES & HEALING

This is a game about the characters you have created and the models you have put effort into converting, therefore it is not possible for characters to die during play.

When a character is taken-out-of-action they do not make a roll on the injury table.

However, conflict is not without risk and character taken-out-of-action will gain a random penalty to one or more of their stats until a medical-kit token is spent by that model’s player during the recovery-phase following a mission.

If the character has multiple penalty cards, one medical-kit token must be spent per card removed.

Each band begins the game with a limited

number of medical-kit tokens and more may be available during play.

BOTTLE AND NERVE TESTS

Bottle and Nerve Tests are not made for bands within the game, the team-members are no mere gangers, they have seen glimpses of the horrors amongst the stars and death holds little fear for them.

Fear and horror checks are still made as normal.

ACTIVATIONS

Activation order:

1. A player activates their model (or models in the case of a group activation).
2. That player spawns opposition models, if required.
3. That player activates an opposition model, as described in the Abominable Intelligence section.

4. Next player’s activation.

Definitions:

When a rule refers to ‘activation’, or the ‘activated model’, in the case of a group activation it is considered to be a single ‘activation’ and the ‘activated model’ is the one who initiated the group activation.

‘Appropriate’ is used to define when an action is the logical course of action for a model to take. It is often used in conjunction with special actions for opposition models. Ie a model will only perform an action that buffs friendly models if there are friendly models in range. A model will not perform a grenade attack if the only viable target is engaged with a friendly model etc.



ABOMINABLE INTELLIGENCE

Opposition actions are controlled by a simple AI system which wishes to thwart your warband and end their pitiful existences.

At its core every time a player model finishes their activation the AI responds, this response is defined by a behaviour dice which is rolled and then has modifiers applied from the surrounding conditions.

Some opposition models may have special abilities, which are always active, and special actions, which may come into play if certain results are met on a behaviour roll, either of these will be noted on the opposition model's card.

OPPOSITION

Each type of opponent has a type and therefore a behaviour dice.

- Scum - D6
- Champion - D8
- Villain - D10

ACTIVATION PRIORITY MATRIX

Models are activated by an order or importance, this order is defined by situation firstly, and then by type. In simple term models closest to the action activate first, and more senior models activate before lesser ones.

If there are more opposition models than player activations, leftover opposition models do not get to activate.

EXAMPLE

First Priority
Engaged Villain > Champion > Scum

Second Priority
Within 9" of an activated objective
Champion > Aware Villain > Scum

		VILLAIN	CHAMPION	SCUM
ENGAGED				
WITHIN 9" OF ACTIVATED OBJECTIVE				
AWARE				
UNAWARE				



ACTIVATION MODIFIERS

As the situation escalates, as do your opponents.

When making an activation roll, use the table below to modify the result:

- +1 for every visible friendly models within 3"
- +2 for being within 6" of an Activated Objective.
- 1 for every visible enemy model within 3"
- 1 for every downed friendly fighter within 6"

Some Special Rules on the opponents card may also modify thier activation roll.

