Planetary Governor

A Warhammer 40k Jump by Gothic

Greetings, dear jumper, and allow me to impart to you the tales of the far-flung future, where the very fabric of reality is threatened by forces beyond human comprehension. I speak of the Warhammer 40,000 universe, a place of darkness and despair, where the decrepit vestiges of humanity cower beneath the shadow of the Ruinous Powers.

In this world, the stars are filled with the whispers of ancient beings, whose power surpasses that of gods and whose evil is beyond mortal understanding. They are the Chaos Gods, and they thirst for the blood of the living and the souls of the dead. In their hunger, the galaxy is consumed by their minions, beasts and demons that emerge from the realm of the Warp, a realm of madness that lies parallel to our own.

Against this tide of darkness, the Imperium of Man stands as a beacon of hope, a mighty empire ruled by the enigmatic God-Emperor, whose very existence is sustained by a throne of gold and human sacrifice. Yet, even as the Imperium endures, its foundations are weakened by corruption and strife, for the Emperor's rule is absolute and the methods of his servants are often cruel and cold.

And so, the stage is set for a struggle that will determine the fate of humanity. There are no heroes, only armies clashing in eternal war, each fighting for their own survival and the survival of their species. The air is thick with the smoke of battle and the whispers of ancient gods, as the armies of the Imperium fight against the alien and the daemonic.

In the darkness between the stars, secrets lurk, waiting to be discovered by those brave enough to delve into the unknown. In this world, there is no escape from the terrors that lurk in the shadows, waiting to claim their victims, for here the forces of madness and terror hold sway, and only those of absolute power of will and conviction may endure.

Beware, dear jumper, for this is not a place for the faint of heart. It is a universe where the veil between reality and nightmare is thin, and where the horrors of the void await those who dare to venture into the unknown. And so, I implore you, turn back now, before it is too late, for to venture into this world is to risk losing one's sanity, and to face the eternal damnation of the Warp.

As you walk into the crowded throneroom of the Governor's Palace, a vast space decorated in luxurious but curiously local outfittings, the masses of people split apart and a wide path opens up to the throne itself. A solitary man stands on the dais, dressed in most expensive silk and adorned by colourful jewels, and spotting you, he bows deeply.

“Greetings, honoured guests and fellow citizens of this great world. I am Remus Diligatus, seneschal of this planet, appointed by the previous Planetary Governor to serve as the chief administrator and advisor to His Excellency. It is with a heavy heart that I stand before you today, for our previous Governor has been called to serve the Imperium in another capacity, and we must now welcome a new leader to this world.

But fear not, for the Imperium has seen fit to send us a new Governor, a leader of great reputation and distinction, chosen to guide this world to even greater heights of prosperity and glory. And so, I am pleased to present to you the new Planetary Governor, who brings with him the full might of the Imperium, the strength of its armies, and the wisdom of its scholars.

Your Excellency, it is my great honour to introduce you to the citizens of this world. They eagerly await your guidance and leadership, and I am confident that with your wisdom and guidance, we shall thrive under your rule.

Your Excellency, I hereby offer you the keys to the planetary government, symbolising the transfer of authority from the previous Governor to you.

Citizens of this world, I urge you to show the utmost respect and loyalty to your new Governor, for he is the representative of the Imperium and the embodiment of its authority on this world. And so, let us welcome our new Governor with open arms and pledge our loyalty, for the sake of this world and the future of humanity.

May the Emperor's will be done, and His blessings be upon us all.”

The seneschal brings you to the side, and bows again. “Your Excellency, it is my honour to welcome you to this planet. Unfortunately, since everything was arranged so hastily, I must ask for your forgiveness for not arranging a more appropriate welcome.”

Select an Origin.

Dropin

“Normally there’s all kinds of procedures and celebrations involved, but you’ve arrived here as if from nowhere, shortly after this.. letter.” He continued with the practised voice of an experienced seneschal, but his hand trembled slightly as he waved a letter of ornate vellum between two fingers, on it a wax seal bearing the Inquisitorial Rosette. “Which means no questions, of course.. Though if there is any assistance I can give, please let me know.. I have ever been a humble servant of the God Emperor” the seneschal continued, his polite smile looking more strained by the minute.

Noble
“Born into this were you? Most governors are, and for good reason too. Could you imagine if the common rabble were given positions of authority? No sooner than you can say amasec would the fabric of our society collapse. I would know!” He says convinced. “My own family served the previous governor for generations, as his family had ruled for countless more generations. It takes a special someone such as you or I to bear the heavy responsibility of ruling over one's subjects, lest it all end in tragedy. What happened to the previous governor, you ask? Ah, perhaps that tragic tale is for another time?”

Hero of the Imperium
“You’re.. impressively well armed for a Governor? Then you must be here because..”” the seneschal says, sounding a little worried, and looks around as if fearful that someone would overhear. “There’s been rumours going around, that there’s something.. coming. The astropaths have been going insane faster than normal, muttering gibberish about some kind of impending doom.” The seneschal stiffens and clears his throat. “I’m sure it's nothing to worry about though. I hope you won't see me taking a ship off-world tomorrow as me running away, it’s just that.. I’m.. my services are needed elsewhere by the Imperium, you see.”

Cardinal
“No doubt the God Emperor's divine wisdom has led you to us. I understand that the Ecclesiarchy has assumed direct control of the governance of our world. As a loyal servant of the Imperium, it is my honour to extend my assistance in any way necessary to ensure a smooth transition of power." He paused for a moment, looking at the ground, then lifted his head with a serious expression." I assure you that I, and the people of this planet, will do everything in our power to support your mission in upholding His holy will and the moral values of our society."

Mechanicus
"Welcome to our humble planet, honoured members of the Adeptus Mechanicus," he said, his voice shaking slightly. "As the former seneschal of this planet, it is my duty to extend the utmost hospitality to your esteemed delegation. If there is anything that I can do to assist you in your endeavours, please do not hesitate to ask." He made a slight bow before excusing himself with a flustered, "If you'll excuse me, I have other duties to attend to." As he walked away, the seneschal's sense of unease only grew. The weight of bionic gazes upon him, thousands of cameras recording his every move and the inscrutable machines whir and beep as they analyse every inch of the throne room, and the seneschal can feel his nerves beginning to fray. Without warning, he breaks into a sprint, racing across the room as fast as his legs can carry him.

Lucky Bastard
“You did WHAT?! WITH WHO!? AND THEY GAVE YOU A PLANET?!”

Time and Location

You may pay 50 CP or roll 1d5+1d8 to see when and where you start.
Age and gender remain the same for free or switch for 50 CP.

Location

1. Segmentum Solar: Located west of the galactic core, Segmentum Solar is the most heavily populated and prosperous of the five Segmentums. It contains the Imperium's capital world of Holy Terra, as well as the Forge World of Mars, which houses the Segmentum Command in its Ring of Iron.

2. Segmentum Tempestus: Located to the galactic south, Segmentum Tempestus is a region generally spared from Chaos incursion, but suffers from Xenos invaders and raiders. Segmentum Fortress Tempestus is located on the world of Bakka.

3. Segmentum Pacificus: Located to the galactic far west, Segmentum Pacificus is a vast, largely unexplored region of space. It contains many worlds that have fallen to the forces of Chaos and xenos invaders, and its Segmentum Fortress is located on the world of Hydraphur.

4. Segmentum Ultima: Located to the galactic east, Segmentum Ultima is a vast region of space that is home to not only the Imperium's farthest-flung colonies, but also the Five Hundred Worlds of Ultramar. The Segmentum Fortress is located on the world of Kar Duniash, and its governor serves as the guarantor of the region's safety.

5. Segmentum Obscurus: Located to the galactic north-west, Segmentum Obscurus is a region of space constantly beset by Chaos forces as it contains several permanent warp storms, including the Eye of Terror. The Segmentum Fortress is located on the Forge World of Cypra Mundi, but after the Great Rift tore the galaxy apart, the segmentum is now located in the Imperium Nihilus, where the divine light of the Astronomican is obscured.

Time

1. The Age of Rebirth (ca. M31 - ca. M32) During the Age of Rebirth, the Imperium clawed its way out of the ashes left by the Horus Heresy and initiated the Great Scouring, a brutal and unrelenting campaign against the traitors who defiled the Imperium. As the Imperium fought to regain its footing, it faced renewed aggression from alien races that sought to claim its vulnerable worlds as their own. Amongst these threats, the savage Orks emerged as one of the greatest dangers, nearly reuniting as a race under the banner of a Warboss known only as The Beast.

2. The Forging (ca. M32 - ca. M34) The Forging, also known as the Golden Age of the Imperium, was a period of expansion and stability for the Imperium of Man.During this era, the Adeptus Terra brought many important systems under its control and expanded the borders of the Imperium. The establishment of Astropathic Choirs on countless worlds brought internal stability, while the discovery of valuable Standard Template Constructs from the Dark Age of Technology provided technological advancements.

3. The Nova Terra Interregnum (ca. M35 - M36) The Nova Terra Interregnum, also known as the time of twin Empires, lasted for 9 centuries. During this era, the Ur-Council of Nova Terra challenged the authority of the High Lords of Terra and declared their rule over the Segmentum Pacificus. In 975.M35, the Ecclesiarchy attempted to unify the Imperium as a religious state through the Cataclysm of Souls and their endeavours resulted in a series of devastating religious wars against the Ur-Council.

4. The Age of Apostasy (M36): During the Age of Apostasy, a period also known as the Reign of Blood, the Imperium faced a crisis when Goge Vandire, the Master of the Administratum, used his position to gain control over the Ecclesiarchy and the military. Eventually, a coalition of loyalists led by Sebastian Thor rose up against him, resulting in Vandire's downfall and the establishment of the Sisters of Battle as an independent force within the Ecclesiarchy.

5. The Age of Redemption (ca. 010.M37 - ca. 034.M38) The Age of Redemption was characterised by a strong religious zeal in the Imperium, with the Imperial Cult gaining more power and influence than ever before. The Imperium launched numerous Crusades to reclaim the lost territories and wealth, but this led to many worlds being left vulnerable to attacks and Imperial forces were increasingly embroiled in long and brutal campaigns.

6. The Waning (ca. M38 - ca. 744.M41) The Waning was a period of decline for the Imperium that lasted for several centuries. The many wars of faith left the Imperium's military forces exhausted and unable to defend against the encroachment of external threats, such as Orks and Chaos insurgents, as well as internal strife. As a result, the Imperium became increasingly vulnerable, and its influence and control over the galaxy began to diminish.

7. The Time of Ending (ca. 744.M41 - ca. 999.M41) The Time of Ending was a turbulent period that was characterised by the emergence of newly encountered xenos species such as the T'au, Necrons, and Tyranids who threatened the rule of humanity. The era culminated in the victory of Abaddon the Despoiler and the forces of Chaos during the 13th Black Crusade in 999.M41, which led to the fall of the Fortress World of Cadia and the Great Rift's emergence across the galaxy.

8. The Era Indomitus (ca. 999.M41 - Present) The Indomitus Era began after the end of the Time of Ending, with the events of the 13th Black Crusade and the formation of the Great Rift. The Imperium was plunged into chaos as warp storms cut off entire sectors from the rest of the galaxy, making communication and travel almost impossible. In this dark time, the Primarch Roboute Guilliman returned from his stasis to take command of the Imperium as Lord Commander of the Imperium. The Indomitus Crusade was launched, a massive military campaign that saw the Imperium reclaiming many lost worlds and battling back against the forces of Chaos and other threats.

Victory conditions: For 100 years you must remain in control of your holdings and dutifully pay your Tithes. Any hostile world within your domain must be neutralised to fulfil the requirement.

Take 1000 Governor Points to represent what you have been given and will develop during your time here.

Origin perks

All perks are discounted for each origin and their attached 100 pointers are free.

Drop In

Escape Artist (-100 points): Your exceptional physical abilities, combined with quick reflexes and a sharp mind, allow you to extricate yourself from the tightest of situations with ease. You are a master of evasion, able to slip out of handcuffs, navigate through complex security systems and vanish from the sight of your enemies in the blink of an eye. With this perk, you gain enhanced agility, flexibility, and dexterity, allowing you to move quickly and gracefully in any environment. You also possess the ability to think on your feet, coming up with creative and effective solutions to any challenge that comes your way. Whether you're infiltrating an enemy stronghold or trying to evade a pursuing foe, the skills gained here will be invaluable. Additionally, this grants you proficiency in specialised equipment such as lockpicks, grappling hooks, and other tools that will help you in your escape endeavours.

Quick Thinker (-100 points): This ability allows you to quickly adapt to unexpected situations and make split-second decisions. You have heightened situational awareness, allowing you

to quickly identify threats and opportunities, and you possess lightning-fast reflexes, enabling you to respond to danger with lightning speed. Additionally, you have an analytical mind, able to process large amounts of information and identify patterns that others might miss. These abilities make you a highly effective problem-solver, able to quickly come up with creative solutions to complex challenges. You're also skilled at improvising, making the most of whatever resources you have on hand to achieve your objectives. This ability will be invaluable in a variety of situations, from high-pressure combat scenarios to tense negotiations with enemies or allies.

Charm and Wit (-200 points): Your charisma and charm are your strongest weapons, and you know how to use them to your advantage. Your words have the power to sway others to your side, and your personality can help you navigate even the most treacherous social situations. This ability manifests in different ways, such as a heightened emotional intelligence, impeccable social skills, and a natural talent for persuasion.

With this perk, you gain the ability to charm and persuade others with ease, regardless of their initial disposition towards you. Your words carry weight, and you can convince others to do what you want, even if it goes against their initial instincts or beliefs. You may be able to talk your way out of danger or use your powers of persuasion to gather valuable information from unwilling sources.

Additionally, your charm and wit can help you build relationships with people from all walks of life. This can come in handy when you need to gather information or resources from a particular group or individual. Your likeable personality can help you win over potential allies and make valuable connections in the world of espionage and intrigue.

Inquisitorial Connections (-200 points): This ability allows you to call upon the Inquisition for assistance in times of need, whether it be in the form of additional troops, intelligence, or access to specialised equipment. This ability also gives you a direct line of communication with Inquisitorial agents, allowing you to report heresy or other threats to the Imperium. In future worlds, this will allow you to easily establish friendly connections with any existing intelligence organisation, whether it be civilian, military or criminal underground and draw upon their resources.

Inquisitorial Training (-400 points): You have undergone rigorous training at the hands of the Inquisition, which has equipped you with advanced combat and investigative skills. Your combat training includes proficiency in both close and ranged combat, as well as knowledge of various weapons and tactics. In addition, you have been trained in investigation techniques, such as crime scene analysis, interrogation, and covert operations.

This training also grants you access to specialised equipment that is typically reserved for Inquisitorial agents, including psy-warding gear, xenos detectors, and other advanced technologies. As a result of this training, you are a more effective leader and enforcer, capable of taking on even the most dangerous of enemies.

Jack-of-all-Trades (-400 points): Your versatility is your greatest asset, allowing you to competently perform a wide range of tasks. Whether it's flying a spacecraft, performing surgery, or negotiating a peace treaty, you have a natural talent for adaptation and

improvisation. This ability enables you to approach any challenge with confidence and a keen sense of intuition, quickly identifying the best course of action based on the situation at hand. While you may not be an expert in every field, you have a broad understanding of many areas, and can use your knowledge and self-assuredness to convince even the most skeptical of experts. Additionally, your vast array of skills allows you to function as a one-man team, taking on multiple roles and completing complex missions with ease.

Adaptive Intelligence (-600 points): This ability grants you an exceptional ability to rapidly assimilate, analyse, and process vast amounts of information. Your mind is like a finely tuned machine, able to pick out the most pertinent details and make lightning-quick connections between seemingly disparate pieces of information.

This skill is incredibly valuable in intelligence-gathering and strategic planning, as you are able to quickly sort through mountains of data to identify key targets, potential allies, and the most effective course of action. You are also proficient in code-breaking, cryptography, and cyber-security, allowing you to hack into secure systems and extract valuable information. In addition, you also possess a natural talent for pattern recognition and prediction. You are able to anticipate and forecast trends, identifying potential future threats or opportunities before they arise. This ability is invaluable in both strategic planning and tactical decision-making, allowing you to stay one step ahead of your enemies and effectively coordinate your allies.

Your heightened intelligence also grants you exceptional memory retention, allowing you to recall vast amounts of information with ease. You have an innate understanding of complex systems and are able to quickly analyse their workings, identify potential weaknesses, and exploit them to your advantage.

Noble

Astute Administrator (-100 points): You possess an exceptional talent for managing resources, finances, and people. Your analytical and strategic mind makes you a natural leader and decision-maker, capable of navigating complex political and economic landscapes with ease. You have an innate sense of when and where to invest resources, and how to maximise your return on investment. This skill is invaluable for managing fiefdoms, businesses, and other ventures, as you are able to carefully balance the books and ensure that every penny is spent wisely.

Moreover, you have an impeccable sense of timing and risk assessment. You know when to hold and when to fold, when to expand and when to contract, and how to minimise losses while maximising gains.

Your abilities are not just limited to finance and resource management. You can also manage and motivate people, whether they be employees, soldiers, or other subordinates, with your keen insight into human psychology and behaviour. You know how to delegate tasks effectively, inspire loyalty and cooperation, and resolve conflicts in a way that benefits all parties involved.

Smooth Diplomat (-100 points): You possess a natural talent for dealing with people, defusing tense situations, and finding mutually beneficial solutions. You excel in negotiations, able to read the motivations and intentions of others and tailor your approach accordingly.

Your keen political instincts allow you to identify potential allies and adversaries, and you are skilled in the art of compromise and manipulation.

This ability is particularly valuable in situations where conflicts of interest and disagreements can be resolved peacefully through diplomacy. With this perk, you may also be able to sway the opinions of others, turning enemies into allies or neutral parties into staunch supporters. Whether dealing with nobles, politicians, or even foreign dignitaries, your reputation as a diplomat precedes you, known for your grace, tact, and finesse.

Patron of the Arts (-200 points): Your passion for culture and the arts has led you to become a prominent supporter of artists, musicians, and other creative individuals. Your patronage has allowed these talented individuals to flourish and produce some of the most exquisite works of art, music, and literature.

As a result of your patronage, you have built a vast network of talented artists, musicians, and writers who owe you their success. These individuals are fiercely loyal to you and are always willing to lend their talents to your cause. They may create custom works of art or music for you, or use their connections and skills to help you achieve your goals.

Your name is synonymous with beauty, creativity, and the avant-garde, and you are frequently sought after for your opinion and support in matters of art and culture.

Shrewd Businessperson (-200 points): You have a keen eye for trends and a deep understanding of the market, which allows you to identify opportunities before your competitors, and you also have a talent for exploiting them to your advantage. You are skilled at negotiating deals and securing favourable terms, and you are not afraid to take calculated risks to maximise your profits. Your business acumen and entrepreneurial spirit have made you a wealthy and influential figure, and you are respected by others in the business community for your skills and success.

Powerful Aristocrat (400 points): You were born into a family that holds great power and influence in society, giving you significant advantages in both politics and business. You have been raised in an environment of luxury and privilege, with access to the best education and social circles that come with being a part of the upper echelons of society.

Your family's long and distinguished history may have garnered a great deal of respect and recognition, making it easier for you to navigate the social and business worlds. This can also give you an edge in negotiations, as people are often eager to do business with those of noble birth.

Your social status can also influence the opinions of others, as your words and decisions carry weight and can sway the opinions of those around you. Additionally, your family's wealth provides access to significant resources such as business ventures, land, and investments that can further increase your wealth and influence

Master Courtier (-400 points): You are a master at navigating the treacherous world of court politics, with a vast network of powerful allies and associates at your disposal. Your reputation as a skilled negotiator, diplomat, and influencer precedes you, and even the most powerful figures in the land are cautious not to cross you.

You are adept at reading people, quickly identifying their motivations and ambitions. This allows you to influence their actions and decisions, bending them to your will or turning them into powerful allies. Your talents for persuasion and manipulation are unmatched, and you are a master at crafting intricate plots and schemes that can advance your interests while leaving your enemies none the wiser.

Your skills at courtly intrigue are further enhanced by your knowledge of etiquette, protocol, and social customs. You know how to comport yourself in any situation, and your charm, wit, and charisma are legendary. Your mere presence can command respect and admiration, and you are often invited to the most exclusive events and gatherings.

In short, you are a true master of the art of court politics, with the ability to manipulate and influence those around you to further your own goals. Your web of influence stretches far and wide, and your power and influence are only limited by your own ambitions.

Master of the Universe (-600 points): You are a ruler of unparalleled power, possessing vast resources and the ability to shape the fate of your world. You are viewed as a wise and just leader by your subjects, who trust you to make the right decisions for the benefit of all. Your dominion is absolute, and you have control over all aspects of society, including the economy, military, and law enforcement. You have the power to enforce your will, and those who oppose you are quickly silenced. Your word is irrefutable law, and your subjects are expected to obey without question.

Your vast resources give you the ability to shape the world in your image, with grand construction projects and lavish displays of wealth and power. Your influence is felt throughout the land, and your reputation extends far beyond your borders. You are a master strategist and diplomat, able to navigate the complex web of relationships between planets and sectors, and shape the course of galactic history. You command respect and admiration from other rulers, who recognize your mastery of politics and your ability to achieve your goals.

Hero

Gifted Tactician (-100 points): You possess an innate gift for strategic thinking and military tactics. Your exceptional ability to assess the battlefield and anticipate the enemy's movements makes you a valuable asset to any military campaign. Your presence on the battlefield can turn the tide of battle, as your tactics are efficient and effective in overcoming obstacles and seizing opportunities.

Fearless Warrior (-100 points): You possess a rare combination of physical skill and mental fortitude that makes you a truly formidable combatant. Your courage and fighting prowess are unmatched, and you are able to hold your own against even the most skilled and fearsome opponents.
Your bravery in battle is an inspiration to others, and you have the ability to rally your allies and inspire them to fight on even in the face of overwhelming odds. You lead from the front, always ready to charge into the fray, and your unwavering determination gives your fellow fighters the strength they need to keep going.

Logistics Wizard (-200 points): You possess an exceptional ability to organise and manage the complex systems of military and civilian logistics. You have a keen eye for detail and are able to create efficient systems that ensure that critical supplies and reinforcements arrive at their destinations on time.

Your skills in logistics are highly valued on the battlefield, where you are able to coordinate the movement of troops, supplies, and equipment to support the overall strategy. You are able to assess and manage risks, and can adapt to changing circumstances quickly to ensure that the mission is accomplished.

In addition to your military skills, you are also adept at managing civilian logistics, such as supply chains and transportation networks. This makes you a valuable asset in a variety of settings, from wartime operations to disaster relief efforts.

Charismatic Leader (-200 points):You have a natural talent for inspiring others and building a devoted following. Your ability to connect with people on a personal level and to make them feel heard and understood is an invaluable asset. People are drawn to your energy and passion, and they are willing to go to great lengths to support you and your cause.

Your leadership style is characterised by an unwavering confidence and a contagious optimism that gives others the courage to follow you into battle. You have a deep understanding of human nature and can quickly discern what motivates your followers. This allows you to tailor your message to resonate with their hopes and fears, creating a powerful emotional connection that fosters unshakable loyalty.

Your followers see you as more than just a commander, but as a mentor and role model. They look to you for guidance and inspiration, and you do not disappoint. Whether you are leading troops into battle, negotiating a treaty, or addressing a crowd, your charisma and oratory skills leave a lasting impression on all who hear you.

Shadow Warrior (-400 points): You are a master of asymmetrical warfare, where you leverage your knowledge of the local terrain, the weaknesses of your opponents, and your ability to improvise and adapt to outmanoeuvre your enemies. You excel in using unconventional tactics such as hit-and-run attacks, ambushes, sabotage, and small-scale raids to disrupt the enemy's supply lines, communication, and logistics.

Your ability to blend into the local environment and engage in guerrilla-style warfare is unparalleled and you quickly gain a deep understanding of the local culture and the terrain, which enables you to operate under the radar and strike the enemy when they least expect it.

You are also highly skilled in guerrilla tactics such as infiltration, espionage, and intelligence gathering, which allows you to stay one step ahead of your enemies. You can train and lead a group of guerrilla fighters to operate in unison, using hit-and-run tactics and other unconventional strategies to harass and wear down a larger, better-equipped enemy force.

Lord of War (-400 points): You are a brilliant strategist and tactician, with a wealth of knowledge and experience in conventional warfare. You have a deep understanding of military doctrine, and can expertly coordinate and lead large armies in open battle.

Your skill in set-piece battles is unmatched, and you have an innate ability to read the battlefield and anticipate your enemy's moves. You can effectively utilise formations, weapons, and tactics to gain the upper hand in battle, and your leadership inspires your soldiers to fight with unparalleled skill and bravery.

Your presence on the battlefield commands respect and admiration, and your soldiers trust in your judgement to guide them to victory. You have a natural charisma and authority that inspires unwavering loyalty from your troops, and your reputation as a masterful general is known throughout the land.

Legendary Warlord (-600 points) - You are more than just a skilled warrior or a great strategist; you are a true icon, a figure that inspires awe and reverence in all who hear your name. Your deeds on the battlefield are the stuff of legends, and tales of your exploits have spread far and wide, even beyond the borders of the Imperium.

With your extensive knowledge of warfare, you can turn even the most ill-equipped soldiers into a formidable force. You have a strategic mind that can see through enemy plans and tactics, and your preternatural skill in using their strengths against them allows you to outmanoeuvre and outwit them time and time again. Your reputation as a leader is unparalleled, and your troops would follow you to the ends of the earth without hesitation. Your mere presence on the battlefield can turn the tide of battle, as your enemies quake in fear and your allies are infused with newfound courage.

Your legacy will endure long after you're gone, as your name will be forever remembered as one of the greatest military commanders in history. Your deeds and victories will serve as a shining example for generations to come, inspiring countless future leaders to follow in your footsteps.

Cardinal

Confessor (-100 points): You have a gift for understanding the motivations and desires of others, and are skilled in the art of confession. Your intuition and insight into human nature allow you to discern the innermost thoughts and feelings of those around you, making it easy for you to connect with and relate to others. People are drawn to you and feel comfortable sharing their secrets and fears with you, knowing that you will not judge or condemn them.

Your ability to offer guidance and forgiveness has made you a trusted advisor and confidant to many. You have a way of making people feel heard and understood, and can help them to see their problems in a new light. Your counsel is sought after by both high-ranking officials and common folk, and you are respected and admired for your wisdom and compassion. With your help, many have found solace and redemption, and you have become known as a beacon of hope in a dark and troubled world.

Theologian (-100 points): Your knowledge of theology and religious philosophy is second to none, and your ability to convey complex ideas with clarity and simplicity is unparalleled. You have spent countless hours studying the holy texts, debating the nuances of doctrine, and

delving into the mysteries of the divine. Your insights and interpretations have won you a reputation as a leading authority on matters of faith, and you are often sought out as a speaker, teacher, and mentor. Your ability to inspire and educate people from all walks of life is a testament to your dedication and skill as a theologian, and your influence in matters of faith is felt far and wide.

Excommunicate Traitoris (-200 points): As an esteemed member of the Adeptus Ministorum, you have been granted the authority to excommunicate any member of the Imperium who has betrayed its values or turned against the God-Emperor. This power is not to be taken lightly, as it allows you to strike fear into the hearts of your enemies and maintain the purity of the faith. With a simple decree, you can cast out those who would seek to corrupt the faithful and undermine the stability of the Imperium.

Your reputation as a wielder of this power precedes you, and many would think twice before crossing you or disobeying your commands. Your ability to excommunicate traitors has also given you a great deal of influence over those who remain loyal to the God-Emperor, as they look to you for guidance and protection from those who would seek to harm them. In future worlds, this will continue to allow you to declare the enemies of the righteous faithful *persona non grata* and banish them from the civilised world on pain of death.

Machiavellian Strategist (-200 points): You have an unparalleled talent for manipulating those around you and bending them to your will. You know how to use your position of power to your advantage, leveraging your wealth and influence to control the people and institutions around you. Through bribes, threats, blackmail, and other underhanded means, you always come out on top.

Your network of loyal followers is vast and far-reaching, consisting of corrupt officials, unscrupulous businessmen, and ruthless enforcers. They are willing to do your bidding no matter the cost, and their loyalty to you is absolute. With their help, you can shape the world to your liking, pulling the strings behind the scenes and making the powerful dance to your tune.

Voice of the Faithful (-400 points): Your oratory skills are legendary, and your voice can move entire populations. When you speak, people listen, and your words have the power to inspire great change. Your sermons are the stuff of legend, and the faithful hang on your every word.

Through your speeches, you can ignite a passion for the divine in the hearts of your listeners, and inspire them to greater devotion and piety. Your words can sway even the most hardened of hearts, and convert those who were previously lost or misguided. Your message can spread like wildfire, attracting new followers to your cause and gaining support for your religious organisation.

Those who oppose your beliefs will tremble at the mere sound of your voice, and your enemies will cower before your unshakeable faith. Your gift of speech can rally your followers to your cause, and lead them to victory in battle or triumph in any challenge that comes their way.

Prosperity Preaching (-400 points): Your sermons are not just inspirational; they are also practical. You possess a unique understanding of the intersection between faith and finance, and know how to use your words to bring both spiritual and material wealth to the Ecclesiarchy and its followers. You can inspire people to donate generously to the Church, invest in its businesses, and support its charitable causes, all while making sure that the profits flow back to you. Your financial acumen is second to none, and you have a keen eye for identifying lucrative opportunities and maximising profits.

Through your guidance, the Ecclesiarchy will become an even more powerful economic force, and its followers will enjoy unprecedented wealth and success. You know how to leverage the resources of the Church and its members to your own benefit, and have no qualms about exploiting their trust for personal gain. The more successful the Church becomes, the wealthier you become, and your influence only continues to grow as your power and prestige increase. With your gift for blending the spiritual and the material, you are a master of financial manipulation, and your wealth and influence only continue to grow as your congregation's faith in you deepens.

Divine Usurper (-600 points): Through sheer force of will and charisma, you have convinced the faithful that it is not the deity they worship, but rather you who is worthy of their devotion. Your magnetic personality and persuasive speeches can convince even the most devout of your divinity, and their prayers and worship now flow towards you instead of the deity they once believed in.

You have learned to harness this incredible power, syphoning it away from the deity and channelling it into yourself. With each prayer and act of devotion, you grow stronger, and your abilities become more potent. You are a true usurper of the divine, stealing the power that rightfully belongs to another and using it to fuel your own incredible abilities.

But beware of discovery, for there are those who will see you as a threat to their faith and seek to stop you at any cost. Your followers will need to be fiercely loyal and willing to fight for your cause, or else your divine reign may come to an end.

Mechanicus

Acolyte of the Machine God (-100 points): You have undergone the sacred ritual of initiation into the Cult Mechanicus, and are now blessed with the favour of the Machine God. Your body has been augmented with cybernetic enhancements that enhance your physical abilities and connect you more deeply to the machine spirits of the Imperium's technology. You are able to understand the sacred binary language of the machines, and hear their voices whispering their secrets to you.

As part of your initiation, you have also gained a deeper understanding of the rituals and beliefs of the Cult Mechanicus. You are now able to perform the intricate ceremonies and blessings that are required to activate and maintain the technology of the Imperium, and to communicate more effectively with other members of the otherwise impermeable Mechanicus.

Noospheric Communion (-100 points): You have undergone an esoteric ritual of cybernetic enhancement, granting you access to the sacred noosphere. As an initiated member of the Cult Mechanicus, you have pledged yourself to the Omnissiah and can now connect to the realm of pure information and thought that links all the machines and minds of the Adeptus Mechanicus and navigate this sacred realm with the guidance of the Omnissiah.

As a member of the faithful, you can also draw upon the near-infinite knowledge of the noosphere, allowing you to understand and comprehend even the most complex of subjects with ease. You can share and receive revelations from other tech-priests across vast distances, sharing the wisdom of the Omnissiah and collaborating on holy projects in real-time.

But beware, for the noosphere is a realm that is also fraught with danger. Dark and malevolent machine spirits and data daemons can haunt the sacred network, seeking to corrupt or possess those who stray too far into the divine realm. And the sheer amount of holy information that flows through the noosphere can be overwhelming, even for the most devout initiates. However, as a faithful servant of the Omnissiah, you are blessed with the ability to navigate the noosphere with divine guidance, always remaining vigilant for signs of corruption and tech-heresy. With your cybernetic link to the noosphere, you are a chosen vessel of the Machine God, blessed with holy knowledge and insights that mere mortals can only pray to receive.

Spatial Navigator (-200 points): Your natural talent for spatial perception is unparalleled. You possess an innate ability to visualise complex three-dimensional structures and to accurately navigate them with ease. This allows you to easily discern and make projections for the distance and relative position of objects in your surroundings, even in low-light or disorienting conditions. Your spatial sense is so refined that you can easily identify subtle changes in terrain or detect hidden passages and rooms that would be missed by others. Additionally, you are able to quickly memorise and recall intricate spatial layouts, making you an invaluable asset in navigating complex structures or mazes.

But your abilities don't stop at spatial perception alone. You also possess a keen sense for detecting temporal and spatial anomalies. Whether it's a rift in space-time or a spatial distortion caused by powerful energy fields, you are able to sense and identify such phenomena with remarkable accuracy. This ability allows you to anticipate and prepare for sudden shifts in the environment or the emergence of hidden dangers, making you a valuable member of any team exploring the unknown reaches of space.

Xenoarchaeologist (-200 points): You possess a deep understanding and reverence for the ancient technologies of alien civilizations, despite their heretical origins. Through your extensive study of xenoarchaeology, you possess a keen eye for identifying the subtle nuances of alien artefacts and technologies, as well as the ability to interpret their functions and potential applications.

Despite the heretical nature of these technologies, you are not deterred by the potential consequences of studying them. In fact, you believe that it is the duty of the faithful to explore the mysteries of the universe, regardless of their source. Through your

investigations, you have gained valuable insights into the workings of the universe and the myriad possibilities of technology that lie beyond the Imperium.

Your mastery of xenoarchaeology allows you to identify and study even the most obscure and enigmatic of alien artefacts, and to harness their power for the greater glory of the Imperium. Through your unwavering faith and keen intellect, you are able to push the boundaries of knowledge and unlock the secrets of the universe, no matter how esoteric or dangerous they may be.

Cult Mechanicus Savant (-400 points): As a member of the Cult Mechanicus, you possess a deep understanding of the Machine God's will and can use your knowledge to reverse-engineer and enhance technologies with remarkable speed. By dismantling and analysing even the most complex machines and devices, you can replicate their functionality and even improve upon it.

However, your talents in this area may not go unnoticed by other factions within the Cult Mechanicus. Some view the act of reverse-engineering as sacrilegious, as it challenges the divine nature of the Machine God's creations. You may face opposition from those who believe that tampering with technology is a sin, and they may even see you as a heretek and an enemy of the Cult.

But as a true devotee of the Machine God, you understand that knowledge and understanding are the keys to unlocking its divine power. With your exceptional talent for reverse-engineering and the blessings of the Omnissiah, you can use your abilities to advance the goals of the Cult Mechanicus and further the will of the Machine God.

Divisio Mechanicus (-400 points): As a devout Tech-Priest of the Adeptus Mechanicus, your mind has transcended the limitations of mere flesh and blood. Through the divine blessings of the Omnissiah, you have been granted the ability to perform feats of multitasking that were once considered impossible.

You can seamlessly process vast amounts of data and make swift decisions with unparalleled speed and can seamlessly shift between multiple tasks, performing research and analysis even while in the midst of the most perilous of dangers.

By means of your cybernetic enhancements and augmented senses, you can also form a sacred bond with the minds and senses of numerous Skitarii and Battle-Automata all at once. This allows you to become one with their sensor data and video feeds to calculate the outcomes of engagements with exceptional precision and to guide your forces to triumph for the glory of the Machine God.

Fabricator General (-600 points) You have been bestowed the power to transform the production of factories into a wondrous symphony of mechanical precision. Blessed with a keen insight into the inner workings of machines and a mind that is one with the Omnissiah, you are able to streamline and optimise the production process of forges to a degree that would seem impossible to mere mortals.

Through your divine gift, you are able to identify inefficiencies and address them with ease, rooting out the most minute of defects and correcting them with precision. The machines under your care work in harmony, producing goods at an unprecedented rate that would cause lesser adepts to weep in awe. With the Omnissiah's guidance, you can oversee the production of vast quantities of goods, far surpassing quotas and meeting deadlines with ease.

But your mastery over the mechanical processes of forges does not end there. You are also an expert in building the machines that build the machines, crafting the most intricate and precise devices that make possible the most efficient production of goods. Your knowledge of the inner workings of these machines is unmatched, allowing you to design and construct workflows that operate with flawless precision, maximising output and minimising waste.

No detail escapes your notice, no flaw remains hidden from your sight. Under your leadership, the forges of the Cult Mechanicus hum with a divine energy, fulfilling the will of the Omnissiah and providing for the needs of the faithful. With your divine gift, you are a master of the art of production, bringing order to the chaos of industry and ensuring that the machines of the Cult Mechanicus operate at the highest levels of efficiency and productivity.

Lucky Bastard

Karma Sense (-100 points): You have an intuitive sense for the karmic implications of any action, and can predict the consequences of your choices with startling accuracy. This allows you to avoid bad karma and embrace the good, making the most of every situation and living a life that is in harmony with the universe.

With your heightened intuition, you can also sense the karmic energy of the people around you. You can tell when someone has good or bad karma, which allows you to make informed decisions about who to trust and who to avoid. You can also sense when someone has been wronged or has wronged another, giving you the opportunity to help right the wrongs of the universe.

Your ability to predict the karmic implications of your actions also extends to your long-term goals. You can visualise the consequences of your choices far into the future, and make decisions that will lead to positive outcomes. This ability makes you a master at navigating the complexities of life, and you are always able to make the right choice, no matter how difficult or nuanced the situation may be.

Pragmatist (-100 points): You are a master of practical decision-making, always seeking the greatest good for the greatest number. Your ability to quickly evaluate complex situations and make tough choices helps you avoid costly mistakes and achieve your goals more effectively. You are adept at analysing the pros and cons of each option, weighing the potential outcomes, and choosing the course of action that will yield the best overall results.

In addition, your talent for practical problem-solving allows you to efficiently navigate obstacles and find creative solutions to challenges that may stump others.

Serenity Amidst Chaos (-200 points): You possess an unflappable sense of serenity that can weather even the most tumultuous of storms. Amidst the chaos and destruction that permeates the galaxy, you remain a beacon of stability, drawing strength from your inner reserves of willpower and tranquillity. Your ability to maintain composure in the face of danger or adversity is a source of inspiration to those around you, who look to you as a paragon of calmness and composure.

Your unwavering focus and calm demeanour allow you to remain in control of any situation, no matter how dire. You are able to see through the haze of confusion and uncertainty, and make clear-headed decisions that can mean the difference between victory and defeat. Your stoic resolve is a shield that protects you from the ravages of the Warp and the horrors of the galaxy, and allows you to navigate even the darkest of paths with confidence and conviction. With this perk, you are truly a master of your own fate, and the world is yours to conquer.

Sixth Sense (-200 points): You have a heightened awareness of your surroundings and can quickly sense even the slightest changes in the environment. Whether it's a sudden shift in the wind or a faint sound in the distance, you can pick up on these cues and use them to your advantage. Your instincts are finely tuned, allowing you to accurately read people and situations, and anticipate potential dangers before they occur. This makes you a valuable asset in any situation, particularly in times of crisis.

Your ability to sense danger is not limited to just the physical world. You also possess a strong intuition when it comes to the actions and motivations of others. You can read people like a book, noticing subtle changes in their behaviour and facial expressions that others may overlook. This allows you to anticipate the moves of your enemies, and even manipulate them to your advantage. With your heightened senses, you are a force to be reckoned with, and your enemies will quickly learn to fear your abilities.

Eldritch Fortitude (-400 points): You possess an indomitable willpower that can withstand the most horrific and maddening of horrors. Your mind is fortified against the terrors of the unknown, and you are able to maintain your composure and reason even in the face of eldritch abominations and the unfathomable machinations of the Ruinous Powers. Your willpower is so strong that it can even repel the psychic attacks of otherworldly beings, leaving them stunned and vulnerable to your own counterattack.

Fluid Focus (-400 points): You have learned to tap into a mental state known as "flow" or "the zone," where your mind is fully focused on the task at hand, and you perform with effortless ease. Whether you are engaged in combat, athletic competition, creative work, or any other activity, you are able to enter this state and achieve peak performance. Your movements become fluid and graceful, and your decisions are made instinctively and without hesitation. You are fully present in the moment and able to react to any situation that arises with lightning-fast reflexes.

In the flow state, time seems to slow down, and distractions fall away as you are completely absorbed in what you are doing. You are able to perform at your best without conscious effort or strain. This allows you to accomplish feats that might seem impossible to others, and you are often able to surprise even yourself with your own abilities. You are always

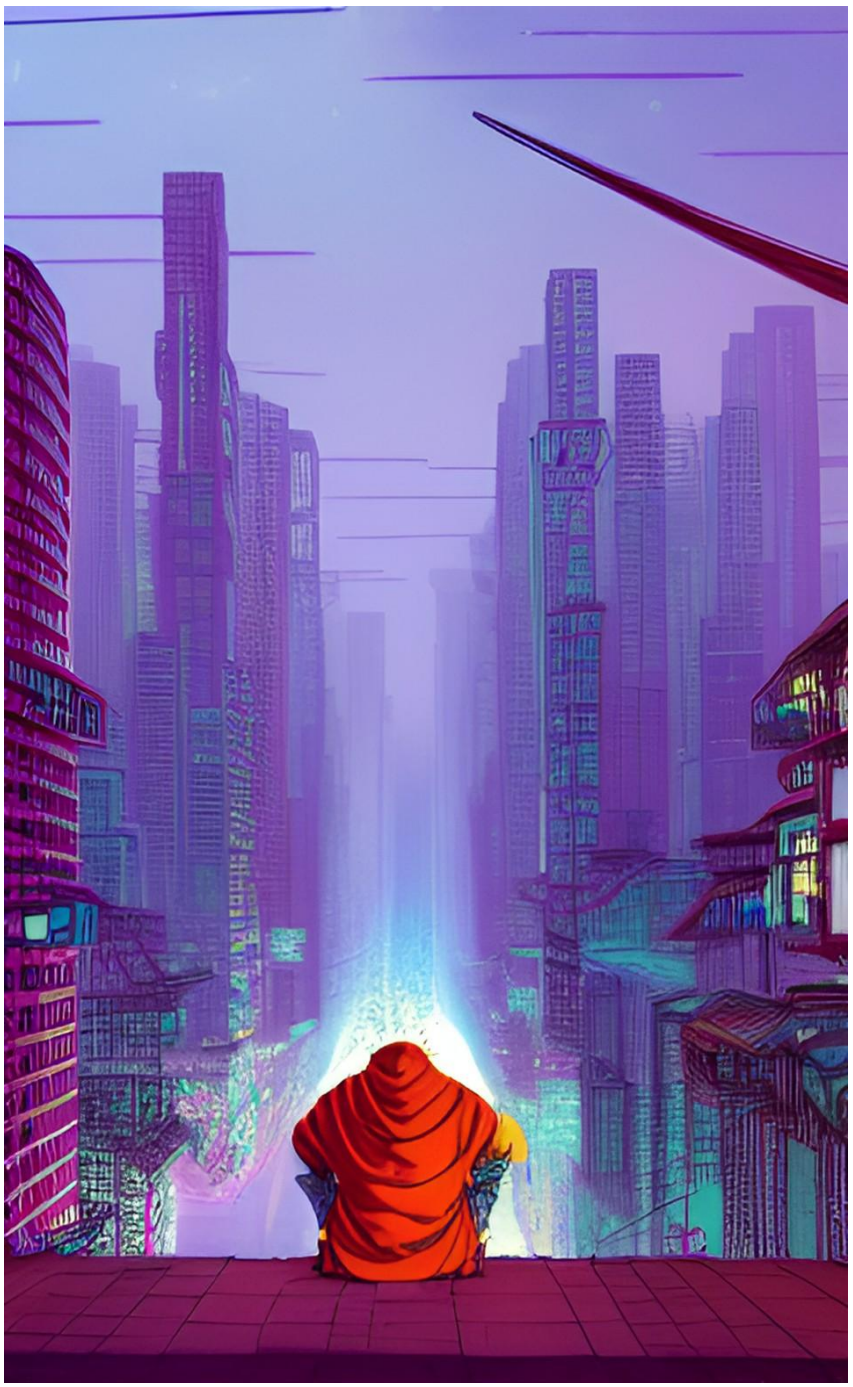
striving to improve and push yourself to new limits, knowing that you can achieve greatness when you enter the flow state.

Sage's Enlightenment (-600 points): You have transcended the limitations of the mortal world and attained a level of wisdom and understanding that few have ever achieved. Your mastery of philosophy and serendipity is unparalleled, and your insights into the interconnectedness of all things have the power to transform lives.

Through spiritual enlightenment and your mastery of serendipity, you have transcended the boundaries of ordinary existence. You see the world not as a series of isolated events, but as a vast, interconnected web of cause and effect. You are able to read the subtle signs and symbols that are all around us, and you use this knowledge to guide your actions with almost preternatural insight and skill. You are always aware of your surroundings and able to recognize potential opportunities that others might overlook, and your intuition guides you towards success and happiness. You understand that happiness is not the result of material wealth or success, but is instead found in the simple pleasures of life and in the connections we forge with others.

You have an innate talent for turning chance meetings into lifelong connections and seizing the moment when the opportunity arises. Whether it's striking up a conversation with a stranger in a coffee shop or happening upon a rare artefact in a forgotten corner of the galaxy, you are always ready to act. Others are drawn to your magnetic personality and the sense of calm and confidence that you radiate. You have a natural talent for teaching others the ways of the sage, and your guidance and mentorship have the potential to unlock the hidden potential of those around you.

As a beacon of wisdom and light, you inspire those around you to live their lives with purpose and intention, and to seek out their own path to happiness and enlightenment. Your legacy is one of inner peace,and understanding, and you leave an indelible mark on all those who have the privilege of knowing you.



As he walked through the teeming crowds of the hive city, the man felt his spirits sink. Everywhere he looked, he saw decay, filth, and suffering. He wondered if there was any hope left in this world. That was when he saw the beggar.

The beggar sat cross-legged on the sidewalk, a look of serene detachment on his face. People hurried past him, ignoring him as if he were part of the scenery. But the man couldn't help but feel drawn to him. He approached the beggar and asked, "What are you doing here, in the midst of all this chaos?"

The beggar opened his eyes and regarded the man with a kind smile. "I am meditating," he said. "I find that it helps me to find peace in the midst of the storm."

The man was intrigued. He had heard of meditation before, but had never tried it himself. "Can you teach me how to do it?" he asked.

The beggar nodded and gestured for the man to sit down beside him. He instructed the man to close his eyes and focus on his breathing. "Breathe in... and out," he said. "Let your thoughts drift by like clouds in the sky. Don't try to hold on to them, or push them away. Just observe them, and let them go."

At first, the man found it difficult to quiet his mind. He was too aware of the chaos around him, the noise, the smells, the sights. But gradually, he began to feel a sense of peace settling over him. The noise of the city faded into the background, and he felt himself sinking deeper and deeper into a state of tranquillity.

After what felt like an eternity, the man opened his eyes. The beggar was still sitting beside him, smiling. "What did you think?" he asked.

The man felt a sense of wonder. He had never experienced anything like that before. "It was amazing," he said. "I feel... I feel like I can face anything now."

The beggar nodded. "Meditation is a powerful tool," he said. "But it is only the beginning. It opens doors into further understanding, and so the true test of your strength is what you do with it. Let me tell you a story."

The man listened as the beggar began to speak. "Once upon a time, there was a great warrior who had vanquished countless foes in battle. Despite his many victories, he knew that his time would come and he would eventually meet his end. One day, as he walked through a desolate wasteland, he stumbled upon an old man who was tending to a small flower garden.

The warrior asked the old man, "Why bother with such a small garden in this desolate place? Surely it will be destroyed soon enough."

The old man smiled and said, "Just as these flowers will eventually wither and die, so too will we all. But that does not mean we should not enjoy the beauty of life while we can."

The warrior was taken aback by the old man's wisdom and asked, "But how can I enjoy life when I know that death is inevitable?"

The old man replied, "Accepting one's own mortality is the first step towards true freedom. Only by acknowledging that our time is limited can we truly appreciate the moments we have. Just as a candle burns brightest before it goes out, so too can our lives be a shining example of what it means to truly live."

The man listened intently to the beggar's story and he felt a sense of clarity and peace wash over him that he had not felt in a long time. He thanked the beggar for his wisdom and continued on his way, feeling inspired to seek out his own inner peace and enlightenment amidst the chaos and darkness of the hive.

Items

One item per tier is discounted for each origin.

General

Rejuvenat treatments (0 points):, Imperial life-extension technologies, which involve the use of rejuvenating drugs and stem cell-based genetic repair therapies, are widely used by the middle and upper classes throughout the Imperium. These treatments have the ability to significantly slow down or even reverse the ageing process of humans by repairing damaged DNA strands using specialised enzymes and regularly removing the accumulation of cellular and metabolic toxins from the body, thereby extending one's life potentially three or even four Terran centuries.

This is a comprehensive package that includes everything one needs to produce these rejuvenating drugs and includes a detailed handbook from the Rejuvenat Adepts, Imperial specialists in prolonging life, which contains all the knowledge needed to produce and use rejuvenat safely and effectively and all the necessary equipment and ingredients.

Ornate Adamantine Box (0 points): Inside this intriguing box, there are numerous miniature figures that represent the planetary forces under the Governor's command and the number of figures increases proportionally as their forces grow. Crafted out of the finest adamantium and painted to match the livery of the Governor, these figures can be used to simulate warfare and enhance the understanding of the disposition and locations of their forces in battle.

Drop in

Shock baton (-100 points): The shock baton is a compact and easily concealed weapon that can be a lifesaver in close combat. The metal rod is made of a durable, lightweight material, which makes it easy to wield and carry, and it can be quickly extended with a flick of the wrist. When the shock baton comes into contact with an enemy, it delivers a powerful jolt of electricity, which can incapacitate or stun them. The shock baton is particularly effective against unarmored targets, such as humans or lightly armoured xenos, and can be used to subdue them without causing permanent harm. The weapon is also effective against mechanical foes, as the electrical discharge can disrupt circuits and fry delicate electronics.

Grav chutes (-100 points):: Grav chutes are a must-have for those who need to make rapid and dramatic escapes, or for those who frequently find themselves jumping from high places. The backpack-mounted devices use anti-gravity fields to slow the user's descent, allowing for safe landings even from great heights. The chutes are lightweight and easily manoeuvrable, making them ideal for use in zero-G environments as well. The user can control their descent with great precision, allowing them to land exactly where they need to be without the risk of injury.

Ghost box: (-200 points):The Ghost Box is a small but powerful device that emits a low-level psychic field around its user. This field interferes with the abilities of other psykers, making it difficult for them to detect or locate the user. This makes it a powerful tool for espionage and infiltration, allowing the user to move through areas undetected by other psychics. In addition to its stealth capabilities, the Ghost Box also provides some protection against psychic

attacks and mind control, making it an invaluable asset for anyone going up against a psyker.

Monomolecular Sword (-200 points)::This sword is a weapon of unparalleled lethality. Its blade is made of an incredibly strong adamantium alloy and honed to a single atom's width, allowing it to slice through almost any material with ease. This makes the sword ideal for cutting through armour and other defences, making it a formidable weapon in combat.

Neural disruptor (-400 points): A small, unassuming device that can be easily concealed in a pocket or holster. When activated, it emits a powerful burst of electromagnetic energy that fries the neural pathways of any living organism within a certain radius. The victim dies instantly and violently, their head exploding in a shower of blood and brain matter. Due to its gruesome and indiscriminate nature, the neural disruptor is banned by the Imperium and its use is punishable by death. It is typically only employed by the most ruthless and desperate of individuals, such as assassins or rebels.

Inquisitorial Writ of Safe Passage (-400 points): A valuable document that grants the bearer the right to travel through any Imperial territory, no matter how dangerous. It is stamped with the seal of the Inquisition and carries the weight of absolute authority. In future worlds, it continues to serve you in this capacity, adapting to appear to come from some unquestionable authority granting you the right of passage into even the most dangerous and forbidden areas of the world.

Glimmer suit (-600): A marvel of advanced technology, the glimmer suit is a form-fitting, skin-tight suit made from a complex cameleoline polymer that can change its colour and texture to blend in with the wearer's surroundings. The suit is also equipped with sound-dampening and energy-absorbing materials that make the wearer almost completely silent and provide some protection against small arms fire. The suit's helmet is fitted with advanced sensors and targeting systems that allow the wearer to see in a variety of spectrums, including thermal and night vision. The glimmer suit is highly prized by assassins, scouts, and other covert operatives, as it allows them to move undetected through hostile territory and strike with deadly precision. However, the suit's advanced technology makes it expensive and difficult to manufacture, and only a select few have the resources to acquire one.

Noble

Personal Servitors (-100 points):: In addition to cooking and personal grooming, your cyborg servants can also perform a wide range of tasks such as cleaning, running errands, and providing company when needed. They are highly adaptable and can be customised to meet your specific needs, with some even equipped with medical or technical skills to assist in emergencies. They are always on call and ready to assist you, day or night.

Retinue (-100 points): Your loyal retainers and bodyguards are a formidable force, ready to defend you at all costs. They are highly skilled and well-trained, capable of handling any threat that may arise. In addition to providing protection, they can also offer assistance in a variety of situations, such as negotiations, social events, or even day-to-day tasks. They are fiercely loyal to you and will go to great lengths to ensure your safety and well-being.
user from harm.

Refractor Field (-200 points):: A highly advanced and sophisticated personal energy shield that can be activated at will by the user. The shield generates a force field that can absorb incoming projectiles, including bullets, plasma bolts, and other types of energy-based attacks.

Fine Art Collection (-200 points): Your collection of rare and valuable art pieces is the envy of many, showcasing your refined taste and appreciation for beauty. The pieces are carefully curated and displayed in your personal chambers, serving as a source of inspiration and relaxation. Each piece tells a story and adds to the overall ambiance of your surroundings. Your fine art collection is not only a testament to your wealth and status, but also a reflection of your personality and character.

Exotic Pets (-200 points): This collection of rare and exotic animals is sure to impress even the most jaded of nobles. From the majestic hunting beasts of distant worlds to the colourful and playful avian companions, these creatures are sure to draw admiration and envy from all who see them. The menagerie is expertly maintained by a team of skilled caretakers, who ensure that each animal receives the best care and attention. Whether you are looking for a companion on your travels or a symbol of your status and wealth, these exotic pets are sure to be a prized possession for any noble.

HAL 40 000 (-400 points) This is a powerful and sanctified Machine Spirit, housed in a gleaming metal chassis adorned with intricate engravings and sigils. With a wave of your hand and a spoken command, it can take control of any and all digitised systems within your estate, from the irrigation and lighting systems to the household security and maintenance robots. Its advanced algorithms can optimise your estate's efficiency and productivity to their theoretical maximum, leaving you free to focus on more important matters. It comes equipped with a vast array of sensors and diagnostic tools, allowing it to quickly identify and repair any malfunctions or breakdowns within your estate's systems. Its processors can also analyze data from your estate's surveillance and monitoring systems, alerting you to any potential security breaches or anomalies. Probably wont turn against you either.

Luxury Aircar (-400 points): This vehicle is the ultimate status symbol, a personalized grav-vehicle built to your exact specifications. It can accommodate up to a dozen passengers, has a top speed of several hundred kilometers per hour, and can fly at altitudes up to 10 kilometers. The vehicle is outfitted with the latest in advanced technology, including advanced sensors, communication systems, and entertainment features. The interior is furnished with the finest materials, from the softest leather to the most exotic woods, and can be customized to your exact taste. It's perfect for surveying your estate from above, taking in the view of your kingdom or empire, or simply making a grand entrance at a formal event.

Private Yacht (-600 points): This sleek and fast Warp-capable spacecraft is the epitome of luxury and comfort. Designed with the most discerning of nobles in mind, it is outfitted with the finest furnishings and amenities, including multiple decks, a grand dining room, spacious staterooms, a state-of-the-art galley, and even a personal gym and spa. The yacht is also equipped with advanced communication systems, sensor arrays, and defensive measures to ensure your safety and security while travelling through the void of space. With your own

private yacht, you can explore the galaxy on your own terms, entertaining guests or simply enjoying the peace and solitude of the stars.

Hero

Micro-bead Communication Devices (-100 points):: These tiny communication devices are typically worn as an earpiece and allow the wearer to communicate with other micro-bead users over a short range, making it an essential tool for coordinating with allies in the field or receiving important updates. Comes in a box of a thousand sets and the technology to make more.

Auto-stabilisation Servos (-100 points): These implanted or attached servos provide the wearer with enhanced balance and stability, allowing them to maintain control and coordination in difficult or precarious situations. The servos adjust to the wearer's movements, responding to changes in position or weight distribution in real-time, and can provide a significant boost to agility and dexterity. Whether the user is walking across a narrow ledge, dodging enemy fire, or simply trying to maintain their footing in a zero-gravity environment, the auto-stabilisation servos will keep them on their feet and ready for anything.

Power Sword (-200 points): A deadly melee weapon with a sharp energy field that can slice through most materials with ease. It hums with energy and can be used to deflect incoming attacks. It is especially effective against armoured foes, and can even slice through certain types of force fields. A skilled user can deliver devastating blows that can easily cut through flesh and bone.

Bio-Enhancement Implants (-200 points): These implants are designed to boost the user's physical abilities and improve their overall health. They can enhance strength, speed, agility, and endurance, making the user a formidable combatant on the battlefield. The implants can also improve the body's natural healing processes, allowing the user to recover from injuries faster.

Jokaero Digital Weapon (-400 points): Digital weapons are known for their extreme potency and adaptability, as they are created on the spot by the Jokaero to suit the specific needs of the user. These weapons often become highly sought after by various factions and individuals, as they are rare and difficult to obtain, but can provide a significant tactical advantage on the battlefield as they can be small enough to fit into a ring or cybernetic implant, yet deliver devastating blows to their target.

Ignatus Power Armor (-600 points): The Ignatus power armour is the ultimate in personal protection, providing its wearer with unparalleled strength, durability, and survivability. Constructed from the finest materials and incorporating the latest in advanced technology, the Ignatus armour is heavily reinforced and virtually impervious to all but the most powerful weapons. It also includes an array of integrated systems and subsystems, such as targeting systems, life support, and environmental controls, all of which are controlled by the wearer's neural interface. The suit also has an integrated energy shield, which can be activated at will to provide additional protection against incoming attacks. With the Ignatus power armour, the wearer can enter even the most dangerous of combat zones with confidence, knowing that they are equipped to handle anything that comes their way.

Cardinal

Litanies of Faith (-100 points): This ancient tome contains a collection of prayers, hymns, and litanies that have been passed down through the Ecclesiarchy for centuries. Each litany is a powerful invocation of the Emperor's protection, and reciting them can bolster the faith and resolve of those around the user. The Litanies of Faith is considered a holy relic, and owning it is a sign of great devotion and piety. It is said that the tome has the power to repel Daemons and other foul creatures of the Warp, and that its mere presence can fill nearby believers with a sense of serenity and hope.

Ecclesiarchal Vestments (-100 points): These ornate and luxurious robes are made from the finest fabrics with intricate embroideries that feature the symbols of the Imperial Cult. They are often white and gold, with iconography reflecting the wearer's rank or office within the Ecclesiarchy. The fabrics used to create these robes are of the highest quality, with an emphasis on fine silks, brocades, and velvets that give the garment a flowing and regal quality. The vestments are an essential part of the wardrobe for those of high rank within the Ecclesiarchy, and are typically reserved for formal occasions, such as sermons, state events, or for religious ceremonies. The Ecclesiarchal Vestments serve as a visible reminder of the wearer's piety and devotion to the Emperor, as well as their status as a representative of the Church.

Rosarius (-200 points): The Rosarius is a sacred relic, crafted from blessed adamantium and is inscribed with holy symbols and prayers. Its shape varies, but it is often formed in the likeness of the Imperial Aquila or Gothic Cross, symbols of the Emperor's divine power. The Rosarius is not just a symbol of authority or devotion; it also has a potent defensive ability. The true power of the Rosarius lies in its Conversion Field, a potent force field generated by the device. This field can absorb the kinetic energy of bullets, blades, and explosive projectiles, nullifying their impact before they can harm the wearer. The Rosarius is also a powerful defence against psychic attacks, and it has saved the lives of many faithful servants of the Emperor in the midst of battle.

Blessed Censer (-200 points): An ornate metal vessel used for burning incense during religious ceremonies. The smoke is believed to purify the area and ward off evil spirits. The incense used in this censer is special, as it has the ability to induce a trance in those who inhale its aroma. While under the influence of the censer, individuals are more susceptible to suggestion, and their minds are more open to spiritual experiences. This makes the censer an excellent tool for use in religious ceremonies, as it helps to create a heightened sense of piety and devotion in the congregation. The effects of the censer can also be used to interrogate or extract information from those who are less willing to share, as they become more relaxed and open under its influence. However, extended exposure to the censer can have negative effects on the mind, causing hallucinations and delusions.

Martyr's Vengeance (-400 points): A revered weapon in the Imperium, belonging to the Ecclesiarchy and once wielded by Saint Valpurgis of the Adepta Sororitas, it is a mysterious and powerful sidearm that has confounded even the most skilled Tech-Priests with its seemingly miraculous emanations. According to legend, during the Defence of Ghems Gate, Saint Valpurgis calmly walked in front of her squad as an enemy war engine charged

towards her. Just before impact, a beam of light shot from the pistol, cleaving through the onrushing machine and causing it to explode in a divine conflagration.

Despite its fame and significance, the full extent of the Martyr's Vengeance's power is unknown, but it is believed to possess extraordinary abilities that are both holy and devastating. The weapon is revered by the faithful as a symbol of the Ecclesiarchy's faith and strength, and is seen as a potent tool in the Emperor's service.

The Banner of Divine Retribution (-400 points): A large, ornate vexilla of the Ecclesiarchy made of heavy fabric and adorned with intricate embroidery in gold and silver thread. It depicts the Imperial Aquila, symbol of the Emperor, in the centre of the banner, surrounded by images of burning cities, lightning bolts, and angels of vengeance. The banner radiates a palpable aura of divine wrath and inspires righteous fury in those who fight under its protection.

When the Banner of Divine Retribution is unfurled and held aloft in battle, it grants a powerful buff to nearby allies, increasing their power, speed, and accuracy. Additionally, enemies within sight of the banner are intimidated and demoralised, suffering penalties to their own power, speed, and accuracy. The banner's effects are particularly devastating against enemies who are heretical, mutant, or xenos in nature, as the banner's divine wrath is focused specifically against the Emperor's enemies.

Lectitio Divinitatus (-600 points): This ancient tome was written by Lorgar Aurelian, the Primarch of the Word Bearers Legion, who believed that the Emperor was a god and sought to spread this belief throughout the Imperium. Lorgar's belief in the Emperor's divinity caused him to clash with the Emperor himself, who saw such worship as a distraction from the true goal of the Imperium. Despite this, the Lectitio Divinitatus gained popularity among some Space Marine legions and Imperial citizens. The Imperial Cult, which worships the Emperor as a god, would later become a dominant religion in the Imperium after the Horus Heresy, and the true providence of the Lectitio Divinitatus was forgotten.

However, in its current form, the book has transcended its original purpose and has the power to update itself with knowledge of any religion encountered by its reader. Not only does it provide a comprehensive understanding of the beliefs and practices of the religion, but it also reveals the root of the religion and its philosophical foundations, allowing the reader to easily convert followers or preach the religion as their own.

The Lectitio Divinitatus is a powerful tool for those seeking to spread the Imperial Cult or any other religion they desire. With its deep understanding of the religions of the galaxy, it can be used to convert or subvert entire populations, inspiring faith and devotion in those who hear its sermons.

Mechanicus

Electoo (-100 points): is a subcutaneous tattoo that employs crystalline circuit technology to store and manipulate digital information. An inert layer of conductive material is injected beneath the skin, providing a foundation upon which the crystal circuitry stacks are built. The electoo can then be programmed to function as any form of digital control or monitoring

device, and as the body assimilates the material without a trace, the electoo becomes a conduit through which the divine knowledge of the Machine God can flow.

The electoo is also ideal for carrying secret messages. Information is coded, making it almost useless except to the intended recipient. Electoos carrying secret messages can be split between several people and only work when the information encoded into each is joined. An individual with an electoo need not even be aware of its presence or contents.

Skinplants (-100 points): Blessed are the skinplants, for they are the tools through which the faithful can display their devotion to the Omnissiah. By harnessing the power of crystalline circuitry, skinplants create functioning devices within the very layers of skin. These intracutaneous tattoos are so sophisticated that they can bring to life an electrically-sensitive design on the skin, a true wonder of art and technology.

Mechanical components and excessive power are not part of the skinplant's holy design, for it is by the will of the Omnissiah that we are limited in this way. Nonetheless, one can use them to create exquisite symbols of the Cult or other intricate designs on their bodies, illuminating and flashing with the divinity of the Motive Force. Such wonders can be made controllable, sensitive to light or sound, or a permanent fixture. For many, the subcutaneous wristwatch is a standard way of keeping time, with a gentle press on the wrist bringing to life a digital display beneath the skin.

For those who choose, it is possible to have entire limbs or even the whole body illuminated, transforming their very flesh into a living canvas of technology and art. And for those who seek the Omnissiah's favour in the shadows, the "thief's light" is a notable feature of the skinplant, a light-emitting patch on the palm that illuminates a small area and can be useful for tasks such as picking locks or operating switches, granted to us by the Omnissiah's boundless wisdom.

Electrografts (-200 points): These are sacred symbols of the Omnissiah, engineered directly onto the recipient's cerebellum through a surgical process that involves cutting away a portion of the skull. The electoo is then created directly on the brain tissue, and the skull section is replaced with synthetic material. An electrograft is a powerful device that reacts with the brain to alter a creature's memory, personality, and knowledge. The teachings of the Machine God can efficiently be passed on through these means, providing a quick and easy way to learn new languages, operate machinery, and gain knowledge.

Many of the most sacred technological teachings of the Imperium are passed on through this holy ritual, and the electrograft can be reprogrammed an infinite number of times to ensure the faithful are always in communion with the divine will. However, interference with the mind is not without risks, as careless use can make it difficult for one to discern their own identity and purpose, leading to confusion and distress. Despite this, the electrograft is a powerful tool that allows the faithful to serve the Cult Mechanicus better. May the Omnissiah’s blessings be upon those who use the electrograft with reverence and caution.

Voltagheist (-200 points): is a network of bioelectric implants that covers the entire nervous system of its wearer, channelling the electric majesty of the Omnissiah to grant them access to the true power of the Motive Force. This allows the faithful of the Adeptus

Mechanicus to intercept incoming projectiles with bursts of scorching power known as a "voltagheist" field and to destroy their foes in spectacular fashion with blasts of living lightning, piston-driven fists, or the blinding light of the Omnissiah's truth.

Worn by the brotherhoods of the Electro-priests, as well as Fabricator-Generals, Skitarii warriors, Servitors, and robots, the voltagheist can be remotely set to respond to the same canticles and invocations during times of battle. Through the electoo, each member of the cybernetic congregation is filled with the divine ability to carry out the will of the Machine God and to claim victory for the glory of the Omnissiah.

Familiars (-100/200 points): are a type of cybernetic or bio-engineered creature that serves as a companion, assistant, and extension of its master's abilities and come in various forms; each type of familiar is created for a specific purpose. While typically created and utilised by the Adeptus Mechanicus, they are not an uncommon sight across the various institutions of the Imperium. Each purchase gives you a dozen servo-skulls, a half-dozen cherubs, or one haemoncolyte, but also the technology to make more.

Servo-Skulls (-100 points): are physical manifestations of the faith in the Omnissiah. They are created by imbuing the skulls of loyal servants or low-ranking Tech-priests with a sacred Machine Spirit, and then fitting them with an anti-gravitic suspensor motor and basic equipment to carry out specific tasks. These constructs are praised for their small size and agility, which enables them to enter previously inaccessible spaces and provide additional eyes and ears for their masters. The Adeptus Mechanicus views Servo-skulls as loyal and pure servants of the Machine God, but they are also employed by other high-ranking elites of the Imperium.

Cherubs (-100 points): are a divinely inspired creation of the Magos Biologis, crafted to serve the Inquisition and other members of the Imperium. These constructs have been shaped to resemble the child-like angels of ancient Terran lore as a symbol of their purity and innocence in the eyes of the Emperor. Often employed as Familiars by Inquisitors with psyker powers, Cherubs act to enhance the abilities of their masters and strengthen their connection to the divine, but they can be employed in a variety of basic duties. The creation of Cherubs is seen as a sacred act, reflecting the devotion of the Adeptus Mechanicus to the Emperor and the Imperium.

Haemoncolytes (-200 points): These cyber-constructs are grown from the flesh and blood of Tech-Priests, and are designed to absorb any impurities or poisons that may harm their masters. The connection between the Tech-Priest and the Haemoncolyte is one of sacred umbilical origin, where imperfections are passed from master to construct. As the Haemoncolyte grows, they take on the signs of age and decay from their counterpart, serving as a grim reminder of the cycle of life and death.

Luminen Capacitor (-400 points): is an awe-inspiring implant that radiates the holy power of the Motive Force. As a constant source of energy, this blessed device fills the internal capacitors and batteries of its bearer or charges their weapons, granting them the power to better serve the Machine God.

This particular incarnation is of intricate design and employs rare and ancient technologies that allow its user to channel the divine energy of the Omnissiah with unparalleled power and precision. The device is imbued with a holy aura that inspires awe in all who behold it, and it is said that the blessed glow it emits is a reflection of the Machine God's boundless grace.

The Eradication Ray (-400 points): This is an ancient and powerful directed energy weapon, a thrice-blessed creation of the Adeptus Mechanicus for use against its most loathsome enemies. Its pale, cone-shaped beam represents an all-consuming judgement for any living being caught in its path.

At the edge of the beam's cone, those who are unfortunate enough to be caught in its periphery find themselves slowly dissipating into nothingness, their bodies fading away into a ghostly vapour. For those nearer to its point of origin, the effects of the weapon are even more devastating. In a heartbeat, they are erased from existence, as though they never existed at all, leaving nothing behind but the echo of their sins.

The Uncreator Gauntlet (-600 points): is a sacred relic of the Adeptus Mechanicus, imbued with the power to unravel the mysteries of lost technologies. When placed upon a machine, it unleashes potent xenotech fields that twist the construct's chronology in reverse, revealing its secrets and hidden workings. With precision and skill, the wielder can wind back the clock on the machine's lifespan, rejuvenating it to its prime or reducing it to its component parts for inspection and study.

Yet such power is not to be wielded lightly, for the Uncreator Gauntlet holds within it the potential for both great creation and utter destruction, and only the most devout and knowledgeable Tech-Priests are deemed worthy to harness its abilities.

Lucky

Mirrored Shades (-100 points): These sleek and stylish sunglasses are indestructible, return to your hand at will and best of all, will remind all those steeped in jealousy that they are not you.

Gilded Lho-Stick (-100 points):: This pack of hand-rolled lho-sticks is not only encased in a gold-plated shell and has a built-in lighter but they also contain a rare blend of exotic herbs that produce a euphoric and calming effect when smoked. Refills on a daily basis.

Cybernetic Limb (-200 points):: A replacement limb that is stronger, more durable, and often contains built-in weapons or tools. These limbs can also be modified for specific purposes, such as increased running speed or enhanced jumping ability. Each purchase after the first is half off.

Fine Amasec and Spirits (-200 points): A collection of the rarest and most expensive alcoholic beverages from across the galaxy. These delicacies are sure to impress even the most discerning of connoisseurs, and are the perfect accompaniment to a lavish dinner or social event. Restocks itself monthly.

Warp-Nullifying Charm (-400 points): A Warp-Nullifying Charm is a rare charm or talisman that creates a null field around the user, disrupting and cancelling out the effects of nearby

warp energy. The Warp is a chaotic and dangerous realm of energy that underlies the physical universe. It is accessible via special technologies or psychic abilities, but exposure to the Warp can be deadly. Warp-Nullifying Charms are prized by those who deal with the Warp, such as space explorers, psykers , or rogue traders, as they provide a layer of protection against the unpredictable and malevolent energies of the Warp. These charms are often made from rare and exotic materials, and require extensive knowledge and skill to create and maintain.

Neural Interface Implant (-400 points):: A high-tech implant that allows the user to wirelessly connect to computer systems, vehicles, and other technology. With this implant, the user can control machines with their thoughts and access data without a physical interface.

Jetbike (-600 points): This rare Jetbike, dating back to the pinnacle of the Imperium, is the epitome of luxury and speed. The sleek body is made from a rare and exotic material that is both lightweight and durable, making it the perfect balance for speed and safety. The seat is custom-made from the finest materials, with a design that is both ergonomic and luxurious. The controls are crafted from the rarest materials, with precision components that will make you feel like you're controlling a work of art. It brings into combat twin-linked lascannons mounted in the body, and a personal shield to keep atmosphere in and bullets out. Get ready to turn heads as you zoom by on this beauty.

Companions

Seneschal Remus Diligatus (-200 points): is a seneschal who had served his now-fallen noble house for decades, his aged features belying his sharp mind and cunning intellect. He carries himself with a regal bearing and a sense of self-importance, yet always maintains a humble attitude in the face of his betters. His long years of service have granted him a wealth of knowledge, not only in the duties of a seneschal, but in the dark arts of the galaxy as well.

For hidden away in his private chambers, Remus possesses a collection of forbidden xenos artefacts, a trove of knowledge and power that he guards with his life. He is obsessed with studying and cataloguing these relics, seeking to unlock their secrets and harness their power for his own gain. Despite his loyalty to his master, Remus' thirst for knowledge and power has led him down a dangerous path, and those who cross him may find themselves at the mercy of ancient and deadly weapons from across the galaxy.

In battle, he is an invaluable asset, always watching the battlefield with sharp eyes and barking orders to those around him. When the fight is done, he is the first to assess the damage and the last to leave the battlefield. He may be getting on in years, but his heart is as strong as ever.

Thalia Grey (-100 points): is a young Inquisitorial Agent and a psyker, with a haunted look in her piercing blue eyes. Her long, dark hair is often tied into intricate braids, and she wears a well-worn suit of black carapace armour with the Inquisitorial seal emblazoned on the chest plate. Thalia's psychic abilities were discovered at a young age, and her control of them led

to her being immediately recruited into the Inquisition for further training. She quickly rose through the ranks thanks to her impressive combat abilities, keen intellect, and potent psychic powers.

However, Thalia was traumatised by a particularly brutal mission, in which she witnessed the slaughter of an entire village by a cult of Chaos worshippers. Since then, she has struggled to come to terms with what she saw, and has been haunted by nightmares and flashbacks.

Despite her struggles, Thalia is an incredibly skilled Agent and a Beta-grade psyker. Her heightened perception and psychic abilities make her adept at noticing even the smallest details in a crime scene or a battle. She is skilled in the use of various ranged and melee weapons and is a talented interrogator, able to extract information from even the most unwilling subjects.

Thalia's experiences have left her with a deep sense of cynicism and a reluctance to trust others, but she remains fiercely loyal to the Imperium and the Inquisition. As a psyker, she knows the risks and dangers of using her powers, but she is willing to use them to protect humanity and the Imperium from the threats that lurk in the darkness.

Morgaine Rousseau (-50 points):, a courtesan from the planet of Lascivia, exudes an air of sensuality and confidence. Her raven black hair cascades in waves down her back, and her bright green eyes sparkle with an almost ethereal glow. She wears an elegant gown of deep purple, which clings to her curves in all the right places, and her neck is adorned with a choker of sparkling diamonds. With a sultry voice and a flirtatious smile, Morgaine knows how to capture the attention of any client. She moves with a fluid grace, as if dancing to some secret rhythm that only she can hear. Her every movement is precise and deliberate, from the way she lowers herself onto a plush velvet couch to the way she sips a glass of rare Amasec.

Paired with her stunning appearance and charm, Morgaine has a sharp wit and keen intellect. She is not just a pretty face, but a master of seduction, conversation, and politics. With years of training under the tutelage of the finest courtesans on Lascivia, she knows how to use her gifts to manipulate those around her and get what she wants. Underneath her cool exterior, however, Morgaine carries a deep pain. She fled a life of poverty and abuse on her home planet to become a courtesan, but the memories of her past still haunt her. Despite her success, she feels a nagging sense of guilt for using her body and her mind to please others, and she often wonders if she is truly happy or just trapped in a gilded cage.

Genetor Prima Novae's (-100 points): attention is often consumed by the intricate mechanisms and experiments she runs within her laboratorium. Her once-human form is now interwoven with metal and wires, the lines of circuitry running over her skin like veins. She is single-minded in her pursuit of knowledge, at times losing touch with the social graces of her fellow humans. Her speech patterns are formal and technical, reflecting her deep commitment to the Machine God.
Despite her distant demeanour, there is a passion in her eyes that suggests a desire to unlock the secrets of the universe. She is always looking for ways to enhance her own abilities and those of her fellow warriors, even if it means delving into esoteric areas of science. At times, however, she becomes too consumed in her work, pushing herself beyond

the limits of what is considered safe or sane. This is when she needs someone to bring her back down to terra, to remind her that there are more important things than the pursuit of knowledge for its own sake, and the dangers of unbridled curiosity.

Ari (-50 points): is in her early 20s, with a lean, athletic build and an unapologetic tomboyish demeanour. Her clothing and gear are all practical and utilitarian, with a focus on functionality over fashion. Her strawberry blonde hair is typically tied back in a messy ponytail, and her sharp eyes are always scanning the environment for interesting machines and gadgets to tinker with.

Ari's love of mechanics is apparent in everything she does, from the way she talks about her work to the grease stains on her fingers. She's constantly taking things apart and putting them back together again, always looking for ways to improve or optimise the machinery around her.

Despite her rough exterior, Ari has a quick wit and a sharp tongue that she uses to great effect when dealing with authority figures who try to get in her way. She's fiercely independent and doesn't take kindly to anyone trying to tell her what to do, but her loyalty to those who earn her respect runs deep.

Corporal 16-262 ‘Kaspar’ (-100 points): is a soldier from the Death Korps of Krieg, hailing from the planet of the same name. He is a man of stoic resolve and unbreakable will, forged in the crucible of a world that knows nothing but war. His face is chiselled and angular, with a prominent jawline and a nose that has been broken and reset numerous times. His eyes are a piercing blue that seem to bore into one's soul, reflecting the endless horrors he has witnessed on the battlefield.

Despite his hardened exterior, Kaspar has a mischievous streak that he can't seem to shake and was nicknamed thusly, a rarity among Kriegers to receive a name. He is known for playing pranks on his fellow soldiers, whether it's rigging up a bunk to collapse when someone sits on it or planting a flashbang in someone's rations. For Kaspar, these pranks are a way of testing the boundaries of the regiment's strict discipline, and of reminding himself and his comrades that they are still human, even in the face of death, and the fact that his antics guaranteed his non-promotion was a trivial price to pay.

Kaspar is a skilled marksman and carries a Long-Las into battle, a specially modified version of the standard Lasgun constructed for increased range and accuracy, and his trusted trench shovel for close quarters combat. He takes pride in maintaining his equipment to the highest standard, and often spent hours polishing his weapon and armour until they gleamed in the dim light of the trenches.

In spite of, or even because of, his playful and for a Krieger, unique countenance, Kaspar was a valuable member of his regiment, and his fellow soldiers knew they could always count on him in a fight. What brought him here is a question he might answer provided he has been suitably bribed with a bottle of half-decent amasec, but make no mistake, Kaspar is a true son of Krieg, forged in the fires of war and ready to lay down his life for the Emperor without hesitation.

Lyra's (-50 points): sharp features are framed by a mass of unruly auburn hair that falls in waves around her shoulders. Her piercing green eyes seem to take in everything at once, constantly scanning her surroundings for potential threats or opportunities. Her skin is tanned from years spent under the harsh sun, and a scattering of freckles across her nose and cheeks gives her a youthful appearance that belies her streetwise demeanour.

Despite her lean build, Lyra's muscles are toned and well-defined from a lifetime of running, climbing, and fighting. She moves with the fluidity of a cat, her lithe frame able to contort itself into all sorts of positions. Her quick reflexes and nimble fingers make her a natural at sleight of hand and pickpocketing, and she takes great pride in her ability to relieve others of their valuables without being detected.

Lyra's clothes are a patchwork of rags and stolen garments, cobbled together from whatever she can scavenge. Despite their shabby appearance, her garments are designed for maximum mobility and flexibility, allowing her to move with ease through the crowded streets of the city. A small leather pouch at her waist contains her ill-gotten gains, along with a few tools of her trade - a set of lockpicks, a length of wire, and a few other odds and ends that she uses to gain entry to locked doors or to disable alarms.

Although she may seem tough and streetwise on the surface, Lyra has a vulnerable side as well. Her life on the streets has left her with few friends and even fewer allies, and she has learned to be fiercely independent and self-reliant. She is wary of strangers and quick to defend herself if she feels threatened, but deep down she longs for a sense of connection and belonging that has always eluded her.

Caleb Constantine III (-100 points): exudes an air of confidence and cunning, a sharpness to his demeanour that contrasts with his youth. He has a lean build and a disarming smile, his almost feline appearance belying the sharpness of his mind. He moves with an easy grace, and his gestures are smooth and practised, reflecting a lifetime of getting what he wants. His clothes are tailored to perfection, the cut precise and flattering to his form. He favours bold colours and intricate patterns, and is not afraid to mix and match to create a striking effect. His jewellery is similarly bold and flashy, the gems glittering in the light and drawing the eye.

When he speaks, his voice is smooth and honeyed, each word carefully chosen to elicit the desired response. He's always looking for an angle, always searching for an opportunity to turn a situation to his advantage. Even his slightest movements are calculated and deliberate, as if he's constantly scheming and plotting his next move. Caleb is a master of manipulation, using his wit and charm to get what he wants from others. But despite his duplicitous nature, there's a certain undeniable magnetism to Caleb that draws people in and keeps them under his spell.

Despite his youth, he has a shrewd mind for business, and an uncanny ability to read people and situations. He is a master of negotiation and manipulation, and has a network of contacts and associates that stretches across the sector. In some ways, Caleb can be seen as a contradiction. On the one hand, he's ruthless in his pursuit of profit, willing to step on others to get what he wants. On the other hand, he has come to understand the true cost of his success, and a deep-seated loneliness has taken root in his heart.

Korvin-44 (-100 points): The Skitarii Ranger is a sight to behold, a patchwork of flesh and metal with only a fraction of his original body remaining. His mind has been enhanced with the blessings of the Machine God, and his augmented senses allow him to perceive the world in ways most mortals could never imagine.

As a Ranger, Korvin-44 uses his advanced targeting systems to track and eliminate targets with brutal efficiency. But deep within his synthetic heart, he harbours a secret that he dares not share even with his fellow Skitarii. In his quiet moments, he writes stories of impossible fantasy - tales of freedom, love, and adventure that are forever beyond his reach.

If he were caught, the punishment would be severe. The Mechanicus would remove yet more irrelevant parts of his mind, stripping him of any last shreds of humanity, until he was nothing but a mindless machine. Still, he can't help but find solace in his writing. It's a small escape from the unrelenting grind of his duties to the Cult Mechanicus, a way to briefly transcend his metal shell and experience something akin to true humanity. And so, he keeps his writing a secret, buried deep within his code, a fragile spark of individuality in the midst of an endless sea of metal and machinery.

Sister Elyse (-50 points): a member of the Orders Famulous of the Adeptus Sororitas. She is a tall and imposing figure, with a stern countenance and a no-nonsense demeanour. Her ivory hair is pulled back tightly into a bun, with not a single strand out of place. She wears the traditional robes of the Order, which are adorned only by a fleur-de-lis embroidered on her chest.

Despite her intimidating appearance, however, Sister Elyse has a gentle soul and a kind heart. She has spent much of her life working with children, and is a highly skilled educator who takes great pride in her work. Her voice is warm and reassuring, and she has a way of putting even the most nervous child at ease.

Sister Elyse is deeply committed to her faith, and sees it as her mission to instil those same values in the children under her care. She is a firm believer in discipline and hard work, and expects nothing but the best from her students. At the same time, she is a compassionate and understanding mentor, always ready with a word of encouragement or a listening ear.

Despite her status as a member of the Adeptus Sororitas, Sister Elyse is not a warrior by nature. Her strength lies in her ability to inspire and guide others, and to help them unlock their full potential. She is a true servant of the Emperor, and a shining example of what it means to be a member of the Orders Famulous.

Captain Signy Mallory (-200 points): is a force to be reckoned with, a veteran of countless battles and a true icon of the Imperial Navy. As the captain of the Norway, an ancient Gothic-class cruiser, she leads her crew with an iron fist, demanding the utmost discipline and dedication from every member under her command. Despite her reputation as a heartless commander who throws men's lives like dice, her crew looks up to her with a grudging respect, knowing that they serve under one of the most skilled and effective captains in the entire Imperium.

She's a woman of few words, preferring to let her actions speak for themselves, and the only thing that seems to ignite her passion is the challenge of combat. Her eyes are a piercing and intense blend of fire and ice which inspires both awe and fear in those around her, and her unrelenting focus on her mission has earned her a reputation as a leader who never reckons wrong or right.

To some, Captain Mallory may seem like a cold and calculating figure, with no emotions to control and no mercy to show. But for those few who know her well, there's a deeper layer to her character. Haunted by the lives she's lost in battle, her sleepless nights are filled with the memories of all the comrades that died at her command, and sometimes, a melancholic melody echoes through the dimly lit halls of the Norway. Yet despite the haunting beauty of her strings, the crew knows not to approach the port observation deck too closely, for their Captain is in mourning, and none dare disturb her wordless eulogies.

Despite this inner turmoil, Captain Mallory remains resolute in her duty to protect the Imperium from the horrors that stalk the void between stars. Her fierce loyalty to her crew and her unshakable commitment to the Imperium make her a beacon of hope for all those who fight with her.

Sariel Valtari (-150 points): is a humble and unassuming woman, her bald head bears the mark of the Astra Telepathica tattooed in black ink, a mark of the sacred duty she has undertaken. Sariel is a powerful psyker, with the ability to divine the future and communicate with other Astropaths across the stars, and has a small astropathic choir under her guidance. However, her gift comes with a heavy burden - she is often plagued by visions of death and destruction, and her paintings, which she creates based on her visions, are often seen as morbid or unsettling.

Despite the accuracy of her predictions, Sariel has struggled to gain recognition for her talents. Many people are skeptical of her abilities, dismissing her paintings as fanciful or the product of an overactive imagination. Some even accuse her of deliberately spreading fear and panic through her art.

To make matters worse, many of Sariel's predictions are so far into the future that they are dismissed as irrelevant or impossible. But Sariel knows that the future is not set in stone, and that even the smallest actions can have far-reaching consequences. She continues to paint, driven by a deep sense of duty to use her gift to protect the Imperium, even if no one believes her.

Despite the lack of recognition, Sariel is dedicated to her role as an Astropath and remains loyal to the Imperium. She is a quiet, introspective person, often lost in thought as she tries to decipher the meaning of her visions. She has a deep respect for the chain of command and her fellow Astropaths, but she sometimes feels isolated and alone in her experiences.

Sariel's paintings, while unsettling to some, are highly prized by those in the know. Inquisitors and high-ranking officials secretly seek out her work, recognizing the value of her predictions and the insight they provide. But to most people, she remains an enigma, a misunderstood figure whose true importance will only be revealed with time.

Planet Designer

Take 800 PPs, or Planet Points, to represent the entirety of your holdings.
You may exchange GP to PP or vice versa at a rate of 1:1

Start with picking the Star Type. The first purchase of a non-exotic star is free, and more than one star will be clustered as neighbours or in systems with multiple stars. You may then add modifiers to them and you can distribute any planets freely within these solar systems. You can buy modifiers multiple times for the same solar system, so buying the “Metal-Rich Asteroid Belt” modifier twice can yield either two asteroid belts, or one massive belt the size of two.

Then purchase a planet to populate your solar system(s). Each purchase gives you an additional planet, with the first one being free. Add modifiers to each planet to customise them in detail. A Dead World with the “Fortified” modifier would yield a planet with less extensive fortifications than a Fortress world with the same modifier, which by virtue of its Planet Type alone would have greater fortifications than a Fortified Dead World.

Stars

Main Sequence Stars (-100 points) : These are the foot soldiers of the universe, steadily burning their fuel and existing in a predictable, mundane manner.
White Dwarf Stars (-50 points): These are the husks of once mighty stars, now collapsed and barren, yet capable of unleashing a devastating nova when they draw too close to a companion star.
Red Dwarf Stars (-50 points) : These are the runts of the universe, the dim and feeble stars that struggle to stay alive. They are the outcasts, the survivors, and the forgotten, but in the darkness of the void, they may be the only hope for life and civilization.
Red Giant Stars (-150 points) : These are the bloated and dying stars that have exhausted their inner fire, and in their death throes, they expand and consume the planets that dare to orbit too close.
Blue Supergiant Stars (-150 points) : These are the titans of the universe, the brightest and most massive of all the stars. They burn hot and fast, consuming their fuel in a brilliant blaze of glory, and then exploding in a supernova that can be seen across the galaxy.
Neutron Stars (-250 points) : These are the collapsed remnants of massive stars that have gone supernova. They are incredibly dense and have a strong magnetic field, which can cause them to emit radiation in the form of X-rays and gamma rays.
Black Holes (-300 points) : These are the ultimate destroyers of the universe, where gravity is so strong that nothing, not even light, can escape. They are the maws of oblivion that devour entire star systems and even gods stay well clear of these.

Solar System Features

Metal-rich asteroid belt (-50 points) : A dense asteroid belt made up of metallic asteroids that are rich in valuable resources such as iron, nickel, and platinum. Planetary Governors who have control over this asteroid belt can use it to boost their planet's industry and economy, or they can sell the resources for a hefty profit.

Ice belt (-50): A region of space containing vast swathes of frozen ice and volatile compounds such as ammonia, methane, and water ice. The ice can be harvested and used for water and fuel, while the volatile compounds can be used for manufacturing and other purposes.

Gas Giant (-100 points): This planet is a colossal behemoth, second in size only to the star with which it is locked into an eternal dance. Its swirling bands of clouds are primarily composed of hydrogen and helium, but also contain trace amounts of ammonia, methane, and other gases, surrounded by a stunning ring system made up of countless particles of ice and rock. The rings are constantly bombarded by meteoroids and cosmic rays, which causes them to glow in a ghostly, ethereal light.

Monitoring Station (-100 points)The distant reaches of space hold many secrets, and this system is home to an advanced Monitoring Station that is tasked with uncovering them. The station is equipped with some of the most sophisticated sensor technology in the Imperium, capable of detecting even the slightest anomalies in space-time and distant

Warp-translations. However, despite its impressive capabilities, the station is woefully under-defended, relying on its secrecy and Navy squadrons to patrol the nearby area and respond to any threats to the station.

The station's primary mission is to monitor the activity of nearby systems, tracking the movements of ships and celestial bodies, and detecting any signs of potential threats. Its operators work tirelessly to parse the data flowing in from the vast network of sensors, searching for any clues that could hint at enemy troop movements.

The Monitoring Station is a vital part of the Imperial Navy's early warning and defence system, and its operatives are the first line of defence against any potential threats. Its location is kept secret from all but the highest-ranking officials, and even then, only on a need-to-know basis. Any attempt to interfere with its operations will be met with a swift and uncompromising response.

Mining Station (-100 points) This is a large space station built to extract valuable resources from the asteroids and planetary bodies in the system. It is equipped with a wide range of mining equipment, from drills and excavators to advanced processing and refining facilities. The station is staffed by a team of skilled miners, Tech-Adepts, and enginseers who work around the clock to extract and process as much ore as possible.

The station is divided into several sections, including living quarters, workshops, storage facilities, and command centres. It is connected to a network of mining drones and automated vehicles that are dispatched to gather resources and bring them back to the station for processing, allowing it to extract valuable ores and minerals from the asteroids more efficiently than other mining outposts in the sector. The station's crew must always be vigilant for potential hazards, such as collisions with asteroids or pirates seeking to plunder its riches, but despite these dangers, the mining station is an essential hub of activity in the system, providing valuable resources for trade and manufacturing throughout the Imperium.

Research Station (-100 points) - Located in a geostationary orbit around a gas giant, this research station is one of the most advanced scientific facilities in the sector. Its state-of-the-art laboratories, telescopes, and other instruments are used by a team of brilliant scientists and researchers to study the mysteries of the universe.

The research station is equipped with the latest technology and specialised equipment for conducting experiments in fields such as astrophysics, quantum mechanics, and xenobiology. The scientists stationed here work tirelessly to expand human knowledge and understanding of the cosmos, seeking to unlock secrets that could transform the future of humanity.

Despite the station's crucial role in the advancement of human knowledge, it is not immune to danger. The lack of defences makes the station vulnerable to attack, and its valuable research makes it a target for rival factions seeking to gain an advantage. However, the scientists and researchers stationed here remain undaunted, steadfastly committed to their pursuit of truth and discovery.

Space Hulk (-200 points) An enormous, ancient and heavily damaged ship, known as a Space Hulk, is drifting aimlessly through this system, a mysterious and foreboding presence that looms in the emptiness of space. The Space Hulk's exterior is scarred and pitted from countless battles and collisions, and the twisted metal and debris that make up its structure seem to defy the laws of physics.

The Space Hulk's interior is a labyrinthine maze of corridors, chambers, and rooms, some of which are still functional and powered, while others are shrouded in darkness and filled with danger. The ship's advanced technology is both awe-inspiring and terrifying, as they are often unpredictable and have been known to unleash sudden and catastrophic events.

Despite its appearance, the Space Hulk is a tempting prize for those brave or desperate enough to risk exploring it. It is rumoured to contain vast treasures of lost technologies, ancient artefacts, and valuable resources. However, the ship is also known to be infested with dangerous creatures and hostile forces, both of which can be deadly to any unwary traveller who ventures inside.

Ramilies Class Star-Fort (-300 points): A Star-Fort is an ancient, ominous structure that has served as a cornerstone of Imperial strategy since the days of the Great Crusade. Constructed from STC data and imbued with an unfathomable amount of firepower, it is a bulwark of the Imperium's defence against the terrors that threaten its very existence.

The sheer size of the Ramilies is enough to inspire terror in any who gaze upon it. It is so massive that it cannot be moved by conventional drives and must be towed through the Warp by other vessels. However, this does not make it any less deadly. Each quadrant of the fort bristles with powerful Macrocannon and Lance batteries, ready to unleash death upon any foe that dares to challenge the Imperium's might, and the central basilica houses countless torpedo silos, capable of launching devastating salvos to provide extra support to each quadrant.

Four pairs of Attack Craft launch bays serve as docking points for vessels up to cruiser size, allowing them to resupply and repair even in the midst of the bloodiest conflicts. But only the most successful and battle-hardened admirals or Inquisitors are deemed worthy of commanding a Ramilies Class Star-Fort, for these behemoths take centuries to construct and are invaluable assets to the Imperium.

Imperial Navy Sector Headquarters (-400 points): is a massive space station that serves as the central hub of Imperial Navy operations in the sector. It is a sprawling complex of interconnected modules and hangars that can accommodate an entire fleet of starships, along with their crew and support staff. The station is heavily fortified with layers of shields, armour, and weapon systems, and is capable of withstanding even the most powerful attacks.

The station is equipped with state-of-the-art communication and sensor arrays, allowing it to monitor activity across the entire sector and quickly respond to threats. The command centre, located at the heart of the station, is staffed by the sector's most experienced and skilled naval officers, who work tirelessly to ensure the security and defence of the Imperium.

The station also serves as a training ground for new naval recruits, who learn the art of space combat and strategy under the guidance of seasoned veterans.

In addition to its military functions, the station also houses a variety of civilian facilities, such as markets, living quarters, and recreation centres, that cater to the needs of the station's inhabitants. Despite its imposing size and formidable arsenal, the station is a symbol of hope and security to the people of the sector, who know that the Imperial Navy is always watching over them from the vast expanse of space.

Webway Gate (-400): A rare and highly valuable structure opens a portal into the mythical Webway, a network of tunnels and portals in a dimension that lies parallel to the realms of matter and madness. This allows for near-instantaneous interstellar travel, as the kilometres-wide toroidal structure can accommodate even the largest of vessels. This ancient alien technology is highly sought after by various factions, including the Imperium, Eldar, and Dark Eldar, and its possession can provide a significant strategic advantage

Planet Type

An Agri-World (-200 points) is a planet that is dedicated to the production of food and other agricultural products for the Imperium of Man. These planets are characterised by their vast, sprawling farms, orchards, and ranches, which often cover much of the planet's surface.

Agri-Worlds are among the most important and prized planets in the Imperium, as they are responsible for feeding billions of people across hundreds or even thousands of star systems. The crops and livestock produced on these planets are often genetically modified or bred for maximum efficiency and yield, and may be processed or shipped to other worlds for consumption or further refinement.

Because of their critical importance, Agri-Worlds are not always idyllic or peaceful places. Many of them face threats from raiders, pirates, or hostile alien races, and may be subject to the same tithes and demands as other planets in the Imperium. In addition, the intensive agricultural practices used on Agri-Worlds can sometimes lead to environmental degradation or depletion of resources, creating long-term challenges for the planet's sustainability.

A Feral World (-200 points) is a type of planet that is characterised by its primitive, often barbaric, culture and low technological development. These worlds are often isolated and difficult to access, making them challenging to govern and integrate into the wider Imperium of Man. Feral Worlds are also known for their harsh and unforgiving environments, which have shaped the cultures of their inhabitants. These worlds may be covered in dense jungles, icy tundras, or scorching deserts, and the people who live there have learned to survive and thrive in these extreme conditions.

Feral Worlds are also home to a variety of dangerous creatures, from vicious predators to hostile tribes of humanoids. These threats have made the people of Feral Worlds hardy and

resilient, but also deeply suspicious of outsiders. Despite their challenges, Feral Worlds are often valuable resources for the Imperium, providing valuable raw materials or serving as recruiting grounds for Space Marine chapters. As a result, the Imperium maintains a presence on many Feral Worlds, whether through military occupation, missionary work, or diplomatic overtures.

A Feudal World (-200 points) is a type of planet characterised by a social structure and technology level resembling that of Medieval Europe. These worlds are often isolated, and their inhabitants are ruled by powerful nobles or warlords who maintain a feudal system of governance.

On Feudal Worlds, the ruling class maintains a monopoly on advanced technology, and often uses it to reinforce their power over the common people. This can lead to a wide technological gap between the ruling class and the rest of the population, with the masses often lacking even basic tools and infrastructure. The ruling class is often made up of powerful knights or warriors, who may command vast armies of soldiers or retainers. These rulers maintain their power through a combination of military might, political alliances, and religious influence.

Despite their relatively low level of technology, Feudal Worlds can be strategically important to the Imperium of Man, as they may contain valuable resources or serve as recruiting grounds for Space Marine chapters. As a result, the Imperium often maintains a presence on Feudal Worlds, whether through military occupation, missionary work, or diplomatic overtures.

An Armoury World (-300 points) is a type of planet that serves as a major production centre for the Imperium's weapons and war machines. These worlds are often covered in vast factories, foundries, and machine shops, churning out everything from lasguns and plasma rifles to tanks, aircraft, and warships. The people who live on Armoury Worlds are often dedicated to the production of war materiel, and may have little exposure to the wider Imperium or its many cultures. They may work long hours in dangerous and dirty factories, enduring hazards such as radiation, toxic fumes, or high-pressure machinery.

Despite their importance to the Imperium, Armoury Worlds can also be vulnerable to attack, as enemy forces seek to cripple the Imperium's military production capabilities. As a result, these worlds are often among the most heavily fortified in the galaxy, and are defended with ferocity by the soldiers and workers who call them home.

A Hive World (-300 points) is a type of planet characterised by vast, towering cities that stretch for miles into the sky. These cities, known as "hives," are home to billions of people, who live in cramped and squalid conditions. Hive Worlds are typically heavily industrialised, with factories, foundries, and refineries operating around the clock to support the needs of the Imperium. These worlds are often covered in thick smog and pollution, and the air and water are often toxic and dangerous to breathe or drink. The people who live on Hive Worlds are divided into a complex social hierarchy, with the wealthy and powerful living in the upper levels of the hives and the poor and downtrodden living in the lower levels. Crime, corruption, and violence are rampant on Hive Worlds, and the ruling classes maintain their power through a combination of military might, political alliances, and brutal repression.

Despite their harsh conditions, Hive Worlds are often among the most strategically important planets in the Imperium, due to their vast population and industrial output. These worlds may produce everything from weapons and ammunition to food and raw materials, and their massive workforce can be conscripted into Imperial Guard regiments or used to man the countless ships and vehicles of the Imperium's military forces. However, life on a Hive World is often brutal and short, and many of the people who call these planets home never leave the towering hive cities where they were born.

A Shrine World (-200 points) is a type of planet that is dedicated to the worship of the Emperor of Mankind and the Imperial Cult. These worlds are typically covered in massive temples, cathedrals, and other holy sites, which are staffed by countless priests, monks, and other religious figures. Shrine Worlds are considered to be among the most sacred places in the Imperium, and many pilgrims travel from across the galaxy to visit them and pay homage to the Emperor. The people who live on these worlds are deeply religious, and they may spend their entire lives in service to the Emperor and the Imperial Creed.

Shrine Worlds are often rich in resources, due to the tithes and offerings made by their many visitors. These resources may be used to support the upkeep of the holy sites or to fund the military campaigns of the Imperium. Because of their religious importance, Shrine Worlds are often defended by the Ecclesiarchy, the powerful religious organisation that oversees the Imperial Cult. These defenders may be well-trained soldiers or fanatical zealots, depending on the nature of the world's religious beliefs.

A Cemetery World (-150 points) is a type of planet that serves as a massive burial ground for the dead. These worlds are often used to inter the remains of soldiers, heroes, and other important figures in the Imperium, and may hold the tombs of powerful psykers, saints, or even Space Marines. Cemetery Worlds are typically covered in massive graveyards, mausoleums, and other structures dedicated to the memory of the dead. These structures may be decorated with intricate carvings, stained glass windows, and other artistic features, and may be tended to by religious orders or other caretakers.

Because of their importance as final resting places for the honoured dead, Cemetery Worlds are considered to be sacred by many in the Imperium. They may be visited by pilgrims, who come to pay their respects and seek the blessings of the dead, or by the families of those who have been interred on the planet. Despite their solemnity, Cemetery Worlds are not always peaceful places. They may be the targets of attacks by enemies of the Imperium who seek to desecrate the tombs of the honoured dead or steal their relics.

A Cardinal World (-200 points) is a type of planet that serves as a centre of religious and political power for the Ecclesiarchy, the powerful organisation that oversees the Imperial Cult. These worlds are typically located in the heart of a sector and are home to the sector's most senior Cardinals and other members of the Ecclesiarchy and as such, these planets are often covered in massive cathedrals, basilicas, and other holy sites that are staffed by countless priests and other religious figures. These sites may be decorated with priceless works of art, sacred relics, and other items of great religious significance.

In addition to their religious and political importance, Cardinal Worlds may also be centres of learning and scholarship. They may be home to some of the most prestigious universities

and academies in the Imperium, and may attract students and scholars from across the galaxy. Despite their power and influence, Cardinal Worlds are not immune to the dangers of the 41st millennium. They may be targeted by enemies of the Imperium who seek to undermine the authority of the Ecclesiarchy or steal its valuable relics and artefacts. To protect against these threats, Cardinal Worlds may be defended by elite forces such as the Sisters of Battle, as well as the armies of the Imperium.

A Pleasure World (-200 points) is a type of planet that is dedicated to providing luxury and entertainment for its inhabitants and visitors. These worlds are often considered to be the playgrounds of the rich and powerful, and may be home to lavish palaces, casinos, amusement parks, and other attractions. Pleasure Worlds are typically covered in sprawling cities and other settlements that are devoted to providing entertainment for their residents and visitors. These cities may be decorated with intricate architecture, beautiful gardens, and other features that are designed to appeal to the senses.

Despite their reputation as havens of pleasure and luxury, Pleasure Worlds are not always safe. They may be targeted by criminals, rival factions, or even hostile alien forces who seek to disrupt the hedonistic lifestyle of their inhabitants. To protect against these threats, Pleasure Worlds may rely on security forces such as the Adeptus Arbites or private armies hired by the world's wealthy patrons. Because of their focus on luxury and entertainment, Pleasure Worlds are often seen as decadent and frivolous by the more serious-minded factions of the Imperium. Nevertheless, they remain popular among those who seek to escape the grim realities of the 41st millennium and indulge in the pleasures of the flesh.

A War World (-300 points) is a type of planet that is almost entirely dedicated to the production of war machines and weapons. These worlds are essential to the military might of the Imperium, and provide the weapons and vehicles needed to fight the many wars that rage across the galaxy. War Worlds are typically covered in massive factories, shipyards, and other industrial sites that churn out an endless stream of tanks, aircraft, and other war machines. These factories may be staffed by millions of workers who toil endlessly to meet the demands of the Imperial war machine. Because of their importance to the Imperium's military might, War Worlds are heavily fortified and defended. They may be surrounded by vast armies of soldiers, as well as powerful defence systems such as void shields and planetary defence lasers.

Despite their focus on war, War Worlds are not immune to the dangers of the 41st millennium. They may be targeted by enemies of the Imperium who seek to disrupt the production of war machines, or by traitorous forces who seek to steal advanced technologies for their own purposes. To protect against these threats, War Worlds may be defended by elite forces such as the Space Marines, as well as the armies of the Imperium.

A Fortress World (-300 points) is a type of planet that is almost entirely dedicated to military and defensive purposes. These worlds are heavily fortified and are designed to withstand the most brutal assaults from the enemies of the Imperium. Fortress Worlds are typically covered in massive defensive structures, such as walls, bunkers, and gun emplacements. These structures are often manned by vast armies of soldiers and other warriors who are trained to fight in close quarters combat and defend their world to the last man. In addition to its defensive capabilities, a Fortress World may also be home to various training facilities

and military academies. These institutions help to produce some of the most skilled and experienced soldiers and commanders in the Imperium, making Fortress Worlds important hubs of military expertise.

Despite their immense defensive capabilities, Fortress Worlds are not impervious to attack. They may be targeted by enemies who seek to breach their defences and destroy their fortifications, or by traitorous forces who seek to gain control of their strategic assets. To protect against these threats, Fortress Worlds are typically defended by powerful armies and fleets, as well as elite forces such as the Space Marines. Because of their importance to the Imperium's military strength, Fortress Worlds are often governed by powerful military leaders or organisations. These rulers may have a great deal of influence over the Imperial military, and may be able to use their position to further their own agendas or influence the course of the Imperium's wars.

Forge Worlds (-300 points) are the beating hearts of the Imperium's war machine. These planets have been turned into massive factories and industrial complexes where millions of workers toil endlessly to produce the weapons and vehicles that are essential for the survival of humanity. The air is thick with the acrid smoke and ash of the countless furnaces and foundries, and the roar of the machinery never ceases. The sky is darkened by the towering spires and smoking chimneys of the factories, and the very ground shakes from the constant pounding of the massive hammers and presses.

On a Forge World, industry is all-consuming, and the denizens of these worlds are born into an unending cycle of labour and production. The sweat and blood of the workers lubricate the gears of the machines, while the tech-priests oversee their operations with cold, unfeeling eyes. The air is choked with ash and fumes, and the constant noise and vibration slowly drive those who work here to the brink of madness.

But amidst the noise and chaos, the greatest technological marvels of the Imperium are born. Mighty war machines, devastating weapons, and arcane technologies that defy comprehension are all crafted on these worlds, fueling the never-ending war against the Imperium's enemies. And the masters of these worlds guard their secrets fiercely, for the power of the Adeptus Mechanicus is second only to the Emperor himself.

A Frontier World (-150 points) is a planet that lies at the edge of settled space and represents a point of contact between the established galactic powers and the unknown, untamed regions beyond. Frontier Worlds are often newly colonised and lack the infrastructure, technology, and protection of more established planets. Life on a Frontier World can be brutal and difficult, with colonists facing harsh climates, dangerous wildlife, and a host of other challenges as they attempt to build a new home for themselves.

Despite these hardships, Frontier Worlds are also places of great potential and opportunity. Rich mineral deposits, rare resources, and unexplored alien ruins may lie just beyond the next ridge or over the next horizon. The pioneering spirit of those who settle Frontier Worlds can lead to the discovery of new technologies, new species, and new ways of thinking about the universe.. An unguarded Frontier World can be a tempting target for raiders, pirates, or other hostile forces, while well-defended, it can serve as a launching point for exploration, expansion, and conquest.

A Sentinel World (-200 points) is a type of planet in the Warhammer 40k universe that is located on the frontiers of Imperial space, serving as a vital early warning system against external threats. These worlds are often located near warp rifts, hostile xenos empires, or other dangerous areas of space, and are tasked with detecting and alerting the Imperium to any potential threats before they can get too close. Sentinel Worlds are typically well-equipped with advanced sensor arrays, long-range communication systems, and powerful orbital defences. They may also be home to specialised military units, such as scout regiments or rapid-response forces, that are trained to operate in harsh and unpredictable environments. These units are often supported by a vast array of logistical resources and supply chains that help them to maintain their readiness and effectiveness.

Despite their important role in the defence of the Imperium, Sentinel Worlds are often isolated and overlooked by the wider galaxy. They may be under constant threat from hostile forces, but are also subject to neglect and disinterest from Imperial authorities who are focused on more central or strategically important locations. Because of their strategic importance, Sentinel Worlds are typically governed by experienced and capable military commanders who are well-versed in the challenges of operating on the frontiers of Imperial space. These commanders may have a great deal of autonomy and discretion in how they operate, and may be able to call on a wide range of Imperial resources to defend their world and protect the wider Imperium from external threats.

A Dead World (-100 points) is a planet that is completely devoid of life. This can be due to a variety of reasons, such as a natural disaster, a catastrophic event, or an environmental or biological catastrophe. In some cases, Dead Worlds are the result of a catastrophic war or other catastrophic events that have destroyed all life on the planet. Dead Worlds can be of great interest to various factions in the 40k universe, such as the Necrons, who are an ancient race of robotic beings that seek to reclaim their former empire and restore it to its former glory. The Necrons often seek out Dead Worlds as potential sites for their tomb worlds, which are massive subterranean complexes where they can store their consciousness and wait for the time when they can rise again.

Other factions, such as the Imperium of Man, may be interested in Dead Worlds for different reasons. For example, some Dead Worlds may be rich in valuable minerals or other resources that can be harvested and used to fuel the Imperium's endless war efforts. Dead Worlds can also be used as training grounds for military units, as they provide a harsh and inhospitable environment that can prepare soldiers for the worst possible conditions they may face in battle.

A Death World (-200 points) is a planet that is extremely hazardous to human life, often due to hostile environments, deadly fauna and flora, or extreme weather conditions. These planets are among the most dangerous and inhospitable places in the galaxy, and only the hardiest and most skilled individuals can hope to survive on them. Death Worlds are typically uninhabitable by humans, although they may be visited or even colonised for strategic or resource reasons. The creatures that inhabit Death Worlds are often much larger and more ferocious than those found on habitable planets, and may possess lethal natural weapons or highly venomous stings or bites.

Despite their dangers, Death Worlds are often highly valued by the Imperium for their strategic resources, such as rare minerals or biological specimens, and are frequently the sites of military or scientific expeditions. They are also sometimes used as training grounds for elite soldiers or as arenas for gladiatorial combat.

A Forbidden World (-150) is a planet that has been deemed off-limits by the Imperium of Man for some reason. This could be because the planet is considered too dangerous or unstable for habitation, or because it is home to some kind of forbidden or dangerous knowledge or technology. Forbidden Worlds may be the site of ancient ruins or tombs of powerful beings, which the Imperium seeks to keep hidden or contained to prevent them from falling into the wrong hands. Other Forbidden Worlds may be infested with dangerous xenos species or other forms of life that are deemed too dangerous to interact with.

Venturing onto a Forbidden World without permission from the Imperium is considered a grave offence, and those who do so may be subject to harsh penalties, such as imprisonment or execution. The Imperium takes the security of these worlds very seriously, and will go to great lengths to protect them from outsiders and prevent any kind of breach or contamination.

A Civilised World (-200 points) is a planet that has been extensively settled and developed by humans, often over many centuries or even millennia. These planets are typically the most populous and prosperous in the Imperium of Man, and are often the centres of commerce, culture, and politics for entire star systems or regions. Civilised Worlds are characterised by their advanced technology, thriving cities and industries, and strong institutions of governance and law. These planets are often the seat of power for Imperial governors, noble houses, and powerful guilds or merchant organisations, and are home to a wide range of human cultures and traditions.

Despite their prosperity, however, Civilised Worlds are also heavily taxed and regulated by the Imperium, and often face threats from alien invasions, heretical cults, or rogue psykers. In addition, the tithes and demands imposed by the Imperium can sometimes create tensions and conflicts between the planetary government and the local population, leading to unrest or rebellion.

A Waste World (-100 points) is a planet that has been almost completely stripped of all natural resources and is usually inhospitable to most forms of life. Waste Worlds are often the result of excessive mining or industrial activity, or the aftermath of a catastrophic war or disaster. The landscape is barren and scarred, with little to no vegetation or water. Toxic chemicals and heavy metals may leach into the ground and atmosphere, making the planet uninhabitable without specialised equipment or bioengineering. The few surviving life forms on a Waste World may be adapted to the harsh conditions, such as scavengers or mutant creatures.

Despite their seemingly hopeless condition, Waste Worlds are often of great interest to the various factions and powers of the Warhammer 40,000 universe. The rare resources that remain on these planets may be vital to the production of weapons, starships, or other critical technologies. In addition, the inhospitable conditions of a Waste World can make them a useful hiding place for those seeking to evade detection or persecution.

Tomb World (-300 points) In the darkness of space, there are worlds long forgotten, forgotten by all but those who rule them, the Necrons. These worlds are not places of life, of hope or of prosperity, but rather places of eternal darkness, where the very ground is made of metal and stone, and the only inhabitants are the ancient, skeletal rulers of the planet. These are Tomb Worlds, worlds that are nothing but massive, sprawling necropolises.

On the surface of a Tomb World, there is only darkness, an endless, barren wasteland where nothing can survive. But beneath the surface, there are labyrinthine tunnels and tombs that stretch for miles and miles, filled with the Necrons' unspeakable technology and guarded by armies of Necron Warriors and monolithic war machines. It is said that even the bravest of explorers who dare to set foot on these worlds will be consumed by the creeping dread that seems to seep from every crack in the metal earth.

The Necrons, who once ruled the galaxy with an iron fist, have slept for aeons, waiting for the right moment to awaken and reclaim what was once theirs. Their technology is far beyond anything that the other races of the galaxy could hope to comprehend, and their warriors are nigh unstoppable, their metal bodies impervious to all but the most powerful of weapons.

To discover a Tomb World is to invite disaster, for when the Necrons awake from their slumber, they will stop at nothing to reclaim their ancient empire and destroy any who stand in their way. The mere presence of a Tomb World is a harbinger of doom, and its discovery is a sign that the end may be nigh.

A Daemon World (-300 points) is a realm where the power of Chaos reigns supreme. Here, the very fabric of reality is twisted and warped, corrupted by the malevolent entities that dwell within. The skies are an ever-changing maelstrom of colours, from the deepest black to the brightest red, as the energies of the Warp bleed into the physical world. The ground is an uneven, treacherous surface, with jagged rocks, bubbling pools of toxic sludge, and piles of rotting flesh dotting the landscape.

The very air is heavy with the stench of death and decay, and the screams of the damned echo throughout the twisted landscape. Everywhere one looks, there are signs of the cruel and capricious beings that call this world home. Demonic entities and other fell creatures cavort and plot, seeking ever to expand their power and inflict their cruelty upon the hapless mortals who stumble into their grasp. The creatures here are unlike any seen in the mortal world, with twisted, unnatural forms and terrifying powers that defy comprehension.

The longer one spends in a Daemon World, the more one's mind and soul are twisted and corrupted by the unending horrors that surround them. Even the strongest-willed beings can find themselves slowly slipping into madness as they are subjected to the ceaseless barrage of psychic assault and insanity-inducing sights and sounds. Only the most powerful and determined of beings can hope to escape the clutches of a Daemon World, and even they are often scarred for life by the experience.

Maiden Worlds (-300 points) are precious and rare planets of pristine beauty, untouched by the scourge of war and the rapaciousness of the galaxy's various denizens. But do not be

fooled by their idyllic appearance, for these worlds are fiercely protected by the enigmatic and ancient Eldar Exodites, who long ago abandoned their decadent kin to lead a simple and harmonious life in the wilderness.

The Exodites are a reclusive and insular people, who shun contact with outsiders and keep to themselves, living off the land and communing with the spirits of the world. But make no mistake, they are a force to be reckoned with, for they possess unparalleled skill in the arts of war, having honed their abilities in a never-ending battle for survival against the horrors that lurk beyond their idyllic borders.

Any who dare to intrude upon the Maiden Worlds of the Exodites will face not only the wrath of these fierce defenders, but also the ancient and terrifying guardians that they have awakened from their slumber to protect their sacred lands. Many foolish invaders have learned this lesson the hard way, and their bones now litter the verdant fields and forests of these hidden worlds, serving as a grim reminder to all who would covet the treasures that lie within.

Planet Modifiers

Size

Luna (+75 points) - This Luna-sized object has 1% of Terras mass and .1g at the surface.
Mars (+50 points): This Mars-sized object has 10% of Terras mass and .3g at the surface.
Terra (±0 points): This Terra -sized object has 100% of Terras mass and 1g at the surface.
Super-Terra (-100 points) This massive object has 800% of Terras mass and 1.4g at the surface.

Planetary Features

Mineral Richness (-100 points) This planet is a treasure trove of raw materials, a prize to be fought over by anyone with the means to claim it. The earth is torn apart, the air choked with the smoke of industry, as the endless quest for wealth drives all before it.

Strategic Resource Deposit (-100 points): This planet holds a deposit of a vital resource, coveted by every power in the sector. The resource may be a rare metal, a unique mineral, or an exotic substance with untold potential. But the deposit is fiercely guarded by those who control it, and even a whisper of its existence can spark a deadly conflict.

Volcanism (-100 points): This planet has a high degree of volcanism and regularly experiences earthquakes but those on the surface are also the beneficiaries of molten metals being brought up from the depths and an abundance of geothermal energy.

Natural Wonder (-100 points): This planet is home to a breathtaking natural wonder, such as a majestic mountain range, a sprawling ocean, or a vast desert. The planet's inhabitants marvel at this wonder, and it serves as a source of inspiration and beauty for all who live there.

Overpopulated (-100 points): This planet teems with life, too much life. Everywhere you look, there are people, packed into cities and towns, living on top of one another. It's a constant struggle for resources, and desperation is always just below the surface.

Agricultural Abundance (-100 points): This planet is a breadbasket of the sector, providing an abundance of food to sustain countless billions. But this abundance comes at a price: vast, rolling fields of genetically modified crops and livestock that are as monstrous as they are productive, and the agri-corporations that control these farms are ruthless in their pursuit of profit.

Harmonious (-200 points): There is a palpable sense of peace and unity on this planet. The people work together in perfect harmony, each contributing their unique skills and perspectives to the greater good. Conflict is rare, and when it does arise, it is quickly resolved through open communication and negotiation. The natural world also seems to be in balance, with lush forests, sparkling rivers, and teeming wildlife providing a backdrop of serene beauty.

Industrial Powerhouse(-200 points): This planet is an industrial powerhouse, with towering factories and foundries that belch out noxious fumes and pour out molten metal. The machines never stop, the workers never rest, and the planet is forever shrouded in a haze of pollution. But the products that roll out of these factories are essential to the sector's survival, and the rulers of this world are among the most powerful and influential in the sector.

Orbital Ring (-200 points): The planet boasts a technological marvel - perhaps from the Dark Age of Technology - an orbital ring encircling the planet at the edge of space. From the surface, you can see the gleaming structure, stretching out towards the horizon like a glittering necklace. The ring provides unparalleled opportunities for transportation, communication, and industry, as well as a breathtaking view of the surrounding stars and galaxies.

Spaceship Dockyards (-200 points): The sound of industry echoes through the void, as ships are built and repaired in these vast dockyards. Workers toil tirelessly, fueled by the promise of profit and the fear of retribution. But even here, danger lurks in the shadows, waiting to strike.

Terraformed (-100 points): Once a barren and uninhabitable world, it has been transformed through advanced terraforming techniques into a verdant and habitable paradise. The planet's inhabitants take pride in their role in the planet's transformation, and strive to maintain the delicate balance of their planet's ecosystem.

Fortified (-200 points): This planet is a fortress, a bastion of strength in a galaxy of enemies. Massive walls, watchtowers, and gun emplacements ring every major settlement, and heavily armed patrols sweep the surrounding countryside, a constant reminder that the universe is a dangerous place and that only the strong survive. The planet's defenders are always on high alert, ready to repel any would-be attackers with ruthless efficiency.

Naval Academy (-200 points): This planet is designated as one of the primary training grounds for the Imperial Navy. The Naval Academy is home to an array of facilities designed to test and train aspiring pilots and crew members for the navy's fleets. The planet features vast orbital training yards, where prospective pilots learn to master the skills necessary for atmospheric and space combat. The training yards also feature simulation chambers that

recreate the conditions of real battles, allowing cadets to hone their reflexes and tactical abilities.

The surface of the planet houses numerous academic and practical training facilities, including classrooms, labs, and simulators. Cadets study subjects ranging from military history and strategy to the latest in cutting-edge technologies and tactics. Practical training exercises are conducted in the planet's vast deserts, oceans, and mountains, where aspiring naval officers are trained in everything from infantry tactics to large-scale fleet maneuvers. The planet also boasts a vast array of weapon ranges, where cadets learn to use everything from standard-issue sidearms to the heaviest Macrocannons and Lance batteries of the Imperial Navy's warships.

Adepta Sororitas Convent (-200 points): A towering edifice dedicated to the worship of the Emperor and the training of the Adepta Sororitas, this imposing structure dominates the skyline of the planet. The convent is a formidable fortress, bristling with weapons and defences to repel any who would dare to attack it. Inside its walls, the Sisters of Battle train tirelessly, honing their martial and spiritual skills to a razor-sharp edge. The halls are lined with icons and relics, and every inch of the building exudes an aura of religious fervour and devotion.

The convent is the beating heart of the planet's Imperial faith, and its influence extends far beyond its walls. The Sisters are highly respected and admired by the local populace, and they frequently venture out into the surrounding settlements to offer aid and guidance. However, their martial prowess is always at the ready, and they will not hesitate to bring the Emperor's wrath down upon any who would threaten the peace and security of their world.

Precinct Fortress of the Adeptus Arbites (-200 points): This imposing fortress is a bastion of law and order on the planet, a symbol of the Adeptus Arbites' unyielding commitment to justice. The precinct fortress is a massive, heavily fortified complex, with walls of adamantium and ceramite and void shields protecting it from attack. Within its walls, the Arbites maintain a small army of enforcers, equipped with the latest in law enforcement technology and weaponry and they serve the local population as dreddful judges, juries and executioners.

The Precinct Fortress serves as the primary base of operations for the Arbites in the region, and its strategic location allows them to quickly respond to any sign of unrest or heresy. The fortress also houses a prison complex, where they can detain the most dangerous criminals and heretics. Rumours abound of terrible things that happen within those grim walls, but no one dares to speak of it in the presence of the enforcers. The presence of the fortress has a chilling effect on the populace, keeping them in line through fear of the merciless justice that the Adeptus Arbites are known to mete out.

Inquisition Conclave (-200 points): Hidden away in the shadows, the Inquisition Conclave is a secret gathering place for those who seek to root out heresy and corruption wherever they may be found. The deceptively fortress-like structure is fortified with the latest technology, including powerful void shields, and defended by squads of highly trained acolytes, servitors and hidden gun emplacements. The entire facility is shrouded in secrecy, and even the location of the Conclave is known only to a select few within the Inquisition.

The interior of the Conclave is a labyrinthine network of halls and chambers, each one more heavily guarded than the last. Every inch of the facility is monitored by a vast array of sensors and surveillance equipment, allowing the Inquisitors to keep a watchful eye on their enemies and potential threats at all times. The Conclave houses extensive libraries, archives, and research facilities, containing knowledge and artefacts that would be far too dangerous to release into the wider Imperium. It is said that the Conclave's vaults contain some of the most terrible and forbidden knowledge in the galaxy, and that even the most senior members of the Inquisition must seek special dispensation before being granted access to them.

Necron Tomb Complex (-300 points): Buried deep beneath the planet's surface, its presence was hidden from the eyes of mortals for millennia. It was only when the ground shook with a devastating earthquake that its true nature was revealed. The complex is a labyrinthine network of tunnels and chambers, constructed with cold and lifeless precision. The walls are adorned with glyphs and inscriptions that few, if any, can decipher, and the very air seems to hum with an eerie, otherworldly energy. It is said that the Necrons who dwell within are ancient and terrible beings, possessed of unimaginable technologies and an insatiable hunger for destruction. For those brave enough to venture within, the Tomb Complex is a labyrinth of traps, guardians, and dark secrets waiting to be uncovered.

Eldar Artefact (-300 points): Deep within the ruins of a long-forgotten city, lies an Eldar artefact of immense power. Its origins are shrouded in mystery, but it is said that the artefact holds the key to unlocking the secrets of the universe itself. Many have died in search of it, and those who dare to seek it out must navigate the treacherous ruins and face the wrath of any Eldar who still guard their ancient relics. The artefact's very presence seems to distort reality, warping space and time to its own inscrutable ends.

Archaeotech Dig Site (-300 points): The remains of a long-extinct civilization litter the landscape, and among the ruins lies an archaeotech dig site of great interest to the Mechanicus. The air is thick with the acrid stench of industry, as tech-priests toil ceaselessly to uncover the secrets of this ancient civilization's technology. However, the site is also rife with danger, as the ruins are home to a variety of lethal automated defences, and the ruins themselves are prone to catastrophic structural failures. Those who brave the dangers of the dig site may uncover priceless technological treasures, but they do so at the risk of their very lives, for the Adeptus Mechanicus does not want anyone but themselves to unearth these holy relics of an age long forgotten.

Orbital Hangars (-200 points): These massive structures orbit the planet and house squadrons of fighters and bombers, serving as launch points for assaults against enemy naval forces and can additionally provide air support to ground troops. The hangars are heavily fortified and equipped with a range of defensive weaponry, including point-defence guns and missile launchers, to protect against enemy attacks.

Orbital Defence Platforms (-100/200/300 points): are massive structures that orbit a planet and are heavily armed with powerful weapons designed to protect the planet or system they are stationed in. They are a critical part of a planet or star system's defence system, acting as the first line of defence against hostile threats from space. Each tier includes the features of the previous tier, with increasing capacity and sophistication.

Weapons Platforms (-100 points): These platforms mount several laser batteries and point-defence turrets that can strike at the enemy before they are able to land ground forces. They are essential for protecting any Imperial world from attacks by enemy fleets, but are most effective against smaller targets like escorts and landing craft.

Torpedo Launchers and Missile Batteries (-200 points): These platforms are armed with some of the greatest deterrents to an enemy intent on attacking an Imperial world. They can attack from a distance to disrupt an enemy fleet's advance and deliver a lethal blow against vessels that approach too closely to a planet. The effectiveness of these weapons has been proven against Ork and Chaos forces, making them a reliable choice for a world facing potential threats.

Defense Laser Platforms (-300 points): These platforms are armed with massive defence lasers that can penetrate the armour of even capital ships. The platforms are built around powerful plasma reactors and equipped with several of these large cannons, allowing them to fire in every direction. They are also highly effective at destroying fast-moving escort craft sent ahead of a main enemy fleet, making them a formidable obstacle for even the most skilled and powerful attackers.

Knightly Strongholds (-300/400/500 points): This world is home to a powerful Knight House, an ancient and noble dynasty of warriors who have devoted themselves to the service of the Imperium for countless generations. They are the honoured scions of the famous Imperial Knights, towering war machines whose destructive capabilities are second only to the larger Titans. Each Knight is a marvel of engineering, constructed from a combination of rare metals and advanced composites, and powered by a self-contained plasma reactor. These ancient battlesuits are capable of unleashing devastating barrages of firepower from their long-range weapons, and are equally dangerous in close combat, where they can crush their enemies with their immense strength and powerful melee weapons.

Lesser House (-300 points):This House has a small but formidable force of Knights stationed on the world, comprising about two dozen machines. These Knights are mostly from the Questoris and Armiger patterns, such as the Errant, Warglaive, and Helverin, and are used for patrolling and protecting the house's lands. Despite their small numbers, they are a force to be reckoned with and can provide valuable support in times of war, making them a valuable asset.

Noble House (-400 points): The Knightly presence on this world is now considerable, with a significant detachment of the towering war machines stationed here. The Knights fielded by this House are typically from the Questoris, Cerastus, and Dominus patterns, such as the Crusader, Lancer, and the Castellan.These Knights are a formidable force on the battlefield and include a mix of common and rarer patterns of Knights that are more powerful and better suited for frontline combat.

Great House (-500 points): This world is home to an elite host of Imperial Knights, a powerful force of the towering war machines that have made this world their base of operations. Their forces include the heaviest and rarest Knights of the Acastus pattern, which are reserved for the most important battles and the most skilled scions. When they

march to war, they are often the centrepiece of a House's force and equipped with devastating weapons such as the Twin-Linked Magma Lascannons of the Knight Porphyrion or the twin Conversion Beam Cannons of the Knight Asterius.

Collegia Titanica (-500/600/700 points): The world is a key strategic location for the Adeptus Mechanicus, and as such it is home to a garrison of the mighty god-engines, a Titan Legion. The garrison itself is heavily fortified and capable of withstanding even the most determined assault. Within its halls god-engines can receive maintenance, and provided that the prodigious amounts of necessary resources are supplied, more Titans of their kind can be produced over time. The presence of the Adeptus Titanicus on the world is a testament to the power of the Omnissiah, and a warning to any who would dare challenge the might of the Imperium.

Tertius (-500 points): The planet is home to a modest contingent of god-machines, with a dozen Warhounds and a couple of the larger Reaver Titans patrolling the landscape. Despite their small number, these immense engines of destruction are among the most feared weapons of war in the galaxy. They are a formidable sight to behold, towering over even the tallest structures with their immense size and intimidating weapons, but each loss of a God-Engine is hard-felt.

Secundus (-600 points): The Titan Legion on this world has grown in size and strength, now boasting a sizable force of both Warlords and Reavers, and over a score of Warhound Titans. The ground trembles beneath their feet as they march to war, and their weapons unleash death and destruction on a scale that is almost unimaginable. Few who witness their power can resist the awe and reverence that they inspire.

Primus (-700 points): The rulers of this world have forged a deep bond with the Adeptus Mechanicus, and a mightyTitan Legion has been established on the planet. In a formidable battlegroup of numerous Warhounds, Warlords, and Reavers, an Imperator-class Titan, the largest and most powerful of its kind, stands as the apex of their might. Its weapons are capable of decimating entire armies in a single salvo and its presence alone is enough to strike fear into the hearts of even the bravest warriors. The planet's inhabitants worship this Titan as a divine avatar of the God-Emperor, offering sacrifices and prayers to appease its divine wrath.

Planetary Defence Forces

A Planetary Defence Force (PDF) is a critical element of the Imperium's military strategy. As the primary military force of each individual Imperial world, the PDF is responsible for maintaining the planet's security and defence against any possible threats, be they internal or external.

The PDF is formed, trained, armed, and led by the local planetary government, under the direction of the Planetary Governor. As such, there is no standardisation in the form that the PDF takes, and it can vary greatly depending on the nature of the world it serves. However, regardless of its composition, the PDF is responsible for engaging any enemy forces until the arrival of Imperial reinforcements, such as the Astra Militarum or Space Marines.

The PDF is a vital component of the Departmento Munitorum, as it is the first and last line of defence against any invasion or rebellion. It is also the primary source of recruits for the Imperial Guard. The best soldiers of the PDF are often transferred to the Imperial Guard regiments, where they receive additional training and are deployed to other parts of the galaxy.

While most PDF units are loyal to their Planetary Governor and the Imperium, some may have divided loyalties. On certain worlds, PDF regiments may even betray their Governor if presented with the right incentive or opportunity.

Larger planetary populations may support professional PDF corps, including elite special forces troops. These elites may be House troops belonging to a particular noble dynasty, under the command of the Planetary Governor or Kill Squad Storm Troopers. Overall, the PDF is a critical component of the Imperium's military might and a vital defence against any potential threats to the stability of the Imperium.

Equipment and Training

Scavengers and Misfits (0 points): The PDF forces at this level are barely equipped and poorly trained. They scavenge whatever broken and ill-fitting items they can find, and their training is minimal, at best. These soldiers are the dregs of society, conscripted into service out of necessity.

Outdated and Underfunded (-50 points): The PDF forces at this level have received some basic training, but it is limited and inconsistent due to underfunding. They are equipped with outdated and ill-suited gear that often requires maintenance and repair, further reducing their effectiveness. While they may possess some combat experience, their training and resources are insufficient to handle anything beyond minor skirmishes or defence against raiders.

Standard and Sufficient (-100 points): The PDF forces at this level have standard equipment and training, and are capable of holding their own against small threats. Their gear is in good condition and well-maintained, but it is not the best available. These soldiers are the backbone of the PDF and are a common sight on most planets.

Elite and Professional (-150 points): The PDF forces at this level are highly trained and well-equipped, with gear that is on par with most Imperial Guard regiments. Their training is comprehensive, highly disciplined and drilled to work together as a cohesive unit. These soldiers are the pride of the PDF and can be called upon to deal with the toughest of threats.

Imperial Titans (-200 points): The PDF forces at this level are the elite of the elite, the best trained and equipped soldiers in the galaxy. Their gear is on par with the most esteemed Imperial Guard regiments, and they are capable of taking on even the most massive threats. Their training is intense and uncompromising, and they are some of the most disciplined soldiers in the galaxy. These soldiers are few in number, but they are the pride of the Imperium, and their mere presence is enough to strike fear into the hearts of its enemies.

The Tithe

I was born on Belarius, a planet blessed with rich soil and a temperate climate. We had everything we needed, and life was good. But that all changed when the tithe collectors arrived.

At first, I didn't think much of it. We had always paid our tithe, and I assumed that this year would be no different. But the rulers of our world were greedy, and they had grown rich by hoarding resources and skimming from the top. When the tithe collectors arrived, they were met with hostility and resistance. The planetary defence systems were activated, and they were driven off. I watched in horror as the situation on our world deteriorated. The rulers became more and more brazen in their defiance, and eventually, the Imperial Navy arrived in orbit. I knew then that things had gone too far, that there would be consequences for our actions, but I never expected what came next.

The planet was subjected to Exterminatus, a punishment that I had only heard of in whispers and legends. I was on the surface when the bombardment began, and I saw the sky light up with an eerie green glow. The air was filled with a sickly smell, and the ground shook with the force of the explosions. The world around me was consumed in a searing firestorm, and I was caught in the middle of it. I tried to run, but there was nowhere to go.The world around me was reduced to ash and cinder, and the screams of the dying echoed across the void. I felt the heat wash over me, and then everything went black.

But I did not die, not entirely. When I opened my eyes again, I was standing on the surface of a dead world. The skies were black, and the air was filled with a choking dust. The lush garden world that I had known was gone, replaced by a barren wasteland. I wandered through the ruins of what had once been our cities, searching for some kind of explanation, some kind of release. As I walked, I realised that I was not alone. Other figures, hazy and indistinct, lurked in the shadows of the ruins.

They were like me, spirits trapped in a cycle of despair and agony. As I moved closer to them, I realised that they were the ghosts of my people, the ones who had been caught in the firestorm. But they were not the same as they had been in life. They were twisted and distorted, driven mad by the trauma of their deaths. They whispered incoherent phrases and gibberish, and their eyes glowed with a cold, otherworldly light. As the years went by, I saw the other spirits fading away, one by one. They were consumed by the despair and agony that had claimed them in death, fading away into nothingness. And I knew that I would be next.

I don't know why the Imperium did this to us. I don't know why they couldn't have found another way to punish our rulers. All I know is that they demanded loyalty, and we failed to provide it. The price of our disobedience was Exterminatus, and I was one of the unlucky ones who had to pay it. Now, I am a shadow, a wraith that haunts the ruins of what was once my home. And the ghosts of my people continue to roam the barren wasteland, driven mad by their deaths and seeking to claim new spirits to add to their cursed ranks.

Tithe Grade

The Imperial Tithe is a constant reminder of the crushing weight of the Imperium upon its subjects. It is an unrelenting demand for tribute that can never be fully satisfied, driving worlds to the brink of ruin as they struggle to meet the demands of their masters. Each world in the Imperium is expected to provide its share of the tithe, a contribution of men, material, and resources. The tithe grade of a world determines the size and type of its tithe, with higher-grade worlds required to pay more and better goods. The tithe grades range from Exactis Extremis, the highest and most demanding grade, to Exactis Minima, the lowest and least onerous.

The exact requirements can vary based on a world's location, population, and strategic importance ,and those who fail to pay their due are ruthlessly punished, their resources seized and their populations enslaved or slaughtered. The Tithe is a symbol of the Imperium's insatiable hunger, an unyielding force that grinds down all who stand in its path. It is the price that must be paid for the survival of humanity in a galaxy that is hostile and unforgiving, a burden that weighs heavy on the souls of all who must bear it.

Normally, the nature of the tithe demanded of a world is determined by the Administratum, the vast bureaucracy that rules the Imperium. However, in this particular case, you will be able to make a one-time selection of the Tithe Grade for the duration of your stay. Exactis Prima is the default grade, and corresponds to what the Administratum would have demanded of your worlds. Paying a higher Tithe than Exactis Prima carries the danger of over-exploiting your holdings and driving its population against you, but can also be highly rewarding as in the eyes of the Imperium, a planet that is able and willing to pay a high Tithe is prized indeed, and is thus offered additional protection and benefits. You could also mislead the Administratum about the true wealth of your domain to pay a lower Tithe, but if they were to find out, perhaps during their regular audits or through an undercover agent, that you had been cheating the Imperium of precious resources… you, your planets and your chain would be in grave danger.

Exactis Minima +200 points	Exactis Secundus +100 points	Exactis Prima ±0 points	Exactis Particular +100 points	Exactis Extremis +200 points

The Culling

The Culling is a necessary evil, a brutal harvest of the most vulnerable souls across the Imperium. From the slums of overcrowded hive cities to the isolated worlds on the fringes of space, the psykers are sought out and claimed by the Imperium's Black Ships.

The process is agonising, both for the psykers and those tasked with capturing them. The psykers are often wracked with pain and fear as their psychic abilities are forcibly contained and bound for transport. Meanwhile, the Imperial forces must use whatever means necessary to bring the psykers to heel, from sedation and physical restraint to outright brutality.

Despite the horror of the process, the Imperium cannot afford to neglect the Culling. The psykers are one of the Imperium's most valuable resources, feeding the Emperor's hunger for power and sustaining the Imperium's psychic might. Without the Culling, the Imperium would be left vulnerable to the predations of the Warp, overrun by daemonic hordes and drowned in a sea of madness.

It is your important role to assist the Astra Telepathica in the harvest on your worlds. Your methods are your own, but when the Black Ships come, they will bring no sympathy for those who shelter such dangerous and important individuals.

Drawbacks

Ariana toiled in the manufactorum, working late into the night to supply the Imperial Guard with the weapons and ammunition they needed to fight the enemies of the Imperium. She was a devoted follower of the God-Emperor, and every day she prayed for his protection and guidance.

But then something appeared in the sky, and everything changed. The priests had all said to not look up under pain of death, and staged public executions to enforce their dictates. One night, as she worked, Ariana saw that the marble statue of the God-Emperor had started to weep blood. At first, she thought it was a trick of the light, but as she drew closer, she saw that it was no illusion. The blood ran down the statue's face like tears, and the sight filled her with a sense of dread that she couldn't shake.

For days, Ariana was consumed by despair. The weeping statue seemed to be a sign of some great cosmic horror, a harbinger of doom that no mortal mind could comprehend. She struggled to find solace in her work, and her faith wavered as she began to doubt everything she had ever believed in.

As Ariana gazed upon the weeping statue of the God-Emperor, a voice whispered in her ear, offering her a way out of the despair that gripped her heart. The voice spoke of the entities beyond the veil, of the ways in which they could grant her power and ease her pain. At first, Ariana resisted the voice, clinging to the last shreds of her faith. But the more she saw of her world crumbling around her, the more the voice spoke to her, the more she began to entertain its twisted promises.

In the dead of night, she met with those who worshipped the Ruinous Powers, hidden away in the darkest corners of the city. They spoke to her of the power of Chaos, of the ways in which it could bring down even the mightiest of foes. They showed her the secrets of the universe, the ways in which reality itself could be twisted and shaped to their will.

As the days turned into weeks, Ariana found herself drawn deeper and deeper into the darkness. Her faith in the God-Emperor had long since died, replaced by a hunger for power that burned within her like a wildfire. She began to revel in the horrors that surrounded her, embracing the madness and corruption that had once driven her to despair. People twisted and deformed beyond recognition, their flesh warped by the dark energies that had embraced her world. She saw creatures that defied description, things that should not exist in the rational universe.

When the Tyrant Star finally reached the planet, Ariana was among the few who remained, ruling over the ruins of the world as a creature of darkness and madness. And as she looked upon the weeping statue of the God-Emperor, she felt nothing but contempt for the being she had once worshipped so devoutly. For in the madness that consumed her, she saw the truth - that the universe was a place of endless horror, and that there was no hope for any of its inhabitants.

You are free to distribute these points among Governor points or Planet points and there is no maximum amount of drawbacks you can take.

Endless Vigil (+100 - 600 points): You have chosen to extend your stay in this grimdark world beyond the usual time frame, drawn by its intrigue and danger. Each level of this drawback requires you to stay an additional century in the world, however, the longer you stay, the more you risk drawing unwanted attention to your unnaturally long life.

Haunted by the Dead (+100 points): The echoes of a terrible past haunt your domain, and the spirits of the long-dead stalk its desolate surface. Those who dare to settle here must face the chilling reality that they are never truly alone.

Plagued by Addiction (+100 points): You have fallen prey to one of the many vices of the galaxy, be it drugs, alcohol, or some other indulgence. Your addiction threatens to consume you, and every moment of sobriety is a struggle. The consequences of giving in to your vice can be dire, but so too can the consequences of fighting against it.

Bound by Honor (+200 points): You have sworn a binding oath to a powerful individual or organisation, and your life is now inexorably tied to their cause. Every decision you make must be in service to this oath, and the consequences for breaking it are severe. You are forced to make difficult choices and compromise your own desires in order to remain true to your word.

A Blessing and a Curse (+200 points): You come from a long line of brilliant, creative, and ultimately entirely mad individuals. Your family tree is littered with painters, poets, inventors, and scientists who lost their minds in the pursuit of their passions. You too feel the pull of madness, a voice in your head that whispers strange ideas and urges you to take risks that others would find insane. You may become a genius like your ancestors, but at what cost?

The Red Menace (+200 points): The workers on the planet have unionised and have made outrageous ultimatums of your government, demanding safer working conditions, wages, and weekly rest days. You can choose to negotiate with them and give them what they want, but be warned: if you give them the little finger, they will take the whole hand. Once they realise they can get what they want by threatening a strike, they will keep asking for more and more. If you don't meet their demands however, the workers may resort to outright rebellion, sabotaging your operations and forming an armed insurgency, leading to a costly and protracted conflict that diverts resources away from your original goals and further undermines your position.

Tainted Soil (+300 points): The planet's population is rife with mutation and genetic instability, causing constant disturbances and outbreaks of violence. Sabotage, theft, and other forms of criminal activity are common, and the mutants are spreading their tainted genes through the gene-pool, threatening the purity of the human race. The mutant infestation has made the planet a highly unstable and dangerous place, with the constant threat of chaos and destruction looming over everything. The authorities are struggling to contain the situation but it may be only a matter of time before the entire planet descends into chaos and ruin.

The Tithe of Darkness (+400 points): As a Planetary Governor, you are bound by honour and duty to uphold the Imperium's laws and meet the required Tithe. But you carry a dark secret - you are a devout worshipper of Chaos, pledged to serve the dark gods.You must tread a treacherous path and satisfy the demands of the Imperium while covertly offering tribute to your true masters. Any misstep could expose your heresy, inviting suspicion and retribution. Failure to fulfill either obligation will invite punishment - be it the wrath of the Imperium or the displeasure of the Chaos gods.

Tainted by Mutation (+400 points): The harsh conditions of the galaxy have left their mark on you, and your body has mutated in strange and unnatural ways. You are shunned by normal society and feared by those who look upon you, and if it were to be public knowledge just how extensive your mutations are, you can be sure that the Inquisition will come looking for you.

Innocence Proves Nothing (+400 points): You have come under suspicion by the Inquisition, the zealous and feared enforcers of the Imperial Creed. They believe that you may be tainted by heresy, and they are watching your every move. You must be careful not to give them any reason to believe their suspicions are correct, as the consequences of being branded a heretic are severe. You must navigate the intricacies of Imperial politics, trying to maintain the facade of loyalty and piety while avoiding the Inquisition's scrutiny. Even a careless word or gesture could be enough to condemn you, and so you must be ever-vigilant.

Call of the Psyren (+600 points): Dark omens portend a coming doom and disturbing psychic emanations ripple through space and time, indicating that the Enslavers, the most insidious and loathsome of Warp-monstrosities, have taken corporeal form here. Ancient beyond the comprehension of mortals, some Imperial scholars even claim that it was they who brought about the end of the War in Heaven, devouring entire civilizations until only a wasteland of corpses remained and the Necrons at their prime were cowed in fear and driven into hiding.

The Enslavers' appearance is grotesque and unnatural, an abomination of flesh and tentacles that writhe and wriggle with sickening grace. Their translucent bodies pulse with an otherworldly light and countless eye-holes on their twisted faces leer at their prey, each one a portal into their malevolent minds. The echoes of their vile presence thrums in the minds of those nearby like a maddening drumbeat, promising nothing but pain and madness to all who stand in their way.

They are creatures of pure malevolence, communicating only through the screams of their victims and possess the ability to detect and exploit the slightest psychic presence. Once they infect their prey with a virulent psychic toxin,, their corruptive influence seeps into every pore, transforming the unfortunate soul into a living gateway to the dimension of malice made manifest in which they reside. The resulting transformation is a grotesque mockery of life, as the host's body is contorted and twisted to serve the will of their new masters. Their control over non-psykers is equally revolting, as not only could a single powerful Enslaver potentially control an entire hive, they feed on the terror and suffering whilst using their pawns to assault any remaining bastions of resistance.

Heed the warning of the stars and prepare for a battle against an enemy unlike any other, for if the Enslavers are not eradicated with swift and brutal force, they will unleash an apocalypse upon this planet, heralding the end of all life as we know it. The fate of the galaxy hangs in the balance, and those who would stand against the tide of madness must be prepared to pay the ultimate price, for in the end, there may be no victory, only the sweet release of death.

The Beatings Will Continue. (+600 points): The Dark Eldar raiders descend upon the planet like a swarm of bloodthirsty locusts, seeking out fresh prey to sate their endless appetites for pain and suffering. They arrive with ruthless efficiency, their sleek raiding vessels slipping through the void undetected until it's too late. The air is soon thick with the scent of fear and the sound of agony as the raiders emerge from the shadows to claim their victims.

The weak are quickly overpowered, dragged off into the nightmarish abyss of the Dark City, where they will be subjected to unspeakable horrors beyond the imagination of the living. But it is not only the weak who suffer. The strong are hunted with equal fervour, their strength and skill making them prized commodities for the gladiatorial arenas of Commorragh.

Once the raiders have claimed their spoils, they disappear back into the shadows, leaving behind a trail of blood and broken bodies. But this is not the end. They are a force of nature, a tempest of pain and torment that will return again and again. This planet has become nothing more than a hunting ground for the Dark Eldar, a place where the strong and the weak alike are culled for their own twisted pleasure. For those who remain, there is little hope. They live in constant fear, knowing that at any moment the raiders could return to claim them. They pray for a swift and merciful end, but the Drukhari are not known for their mercy.

WAAAGH! Grotsmasha (+600 points): Oi! All youz ‘umies out there! Listen up, 'cause wez got a message for ya! Dis is Warboss Grotsmasha, and da Freebooterz are comin' and wez lookin' for a good foight! Wez can't wait to get our choppas choppin’ and our shootas shootin’! Wez know youz ‘umies like to hide behind yer fancy fortresses and your shiny tanks, but it ain't gonna save ya from us! Wez gonna charge right in and take what wez want! Yer dakka and yer scrap, yer planets - it's all gonna be ours soon enough!

And don't think for a second that wez scared of youz ‘umies. Wez Orks, and wez love a good fight! Wez love it when youz runty little gits try to fight back, 'cause it just makes things more fun! So bring it on, ‘umies! Wez ready for whatever youz got! Remember, when youz see a big, green horde of Orks comin' yer way, don't run - just start shootin'! 'Cause wez gonna be comin' at ya with all wez got! WAAAGH!

For All Mankind (+600 points): Your planet has caught the attention of the T’au Empire, and they have sent diplomatic envoys to establish peaceful relations with your government. Their sleek and advanced warships, a stark contrast to the bulky and oft ancient spaceships of the Imperium, darken the skies on your planet as they eclipse the local star.The T’au offer the opportunity to join the Greater Good, a utopian vision of unity, progress, and peace for all sentient beings.

Their emissaries are polite and well-spoken, offering assurances of peaceful intentions and respect for your planet's sovereignty. When their demands of annexation are refused however, their ships descend from the skies, and their true goal becomes clear. Military forces pour forth from the vessels, armed with powerful weapons and piloting advanced battlesuits. The Greater Good has come, and it is not willing to take "no" for an answer.

Bonded to the Blade (+600 points): You have acquired a powerful Daemon Weapon, one that sings to you with an irresistible voice and demands to be wielded. The weapon has bonded to your soul, and you find yourself constantly drawn to it. You feel a deep, primal need to keep it close, and it consumes your thoughts and emotions.

You have become addicted to the rush of power that comes from wielding the blade, and its whispers in your mind push you towards increasingly violent and reckless behaviour. You may find yourself neglecting your other duties and responsibilities in favour of spending time with the weapon, and you may become irrational and paranoid when it is out of your sight.

The weapon's insidious influence can even affect your relationships with others, as you become possessive and jealous of anyone who comes too close to your beloved blade. You must use all of your willpower and discipline to resist the temptations of the Daemon within, lest it consume your soul entirely and turn you into a puppet of the Ruinous Powers.

The Xenos Within (+600 points): A Genestealer infestation is a dreadful and insidious plague that strikes at the heart of the Imperium, a scourge that is whispered of in hushed tones among the Adeptus Terra. In every corner of the galaxy, from the most remote outposts to the wealthiest planets of the Core Worlds, the tendrils of the Genestealer Cults stretch out, their vile influence slowly creeping into every nook and cranny of human civilization.

Genestealers infect other creatures with their genetic material and create hybrid organisms to serve their fanatical ends. These hybrids are both physically and mentally superior to their non-infected counterparts, and they serve as the vanguard for the Tyranid invasion force. Eventually their reproductive cycle culminates in yet more Purestrain Genestealers to spread the infestation further, to surrounding planets and beyond. The Genestealer Patriarch, a towering and fearsome beast that leads the Cults, is a creature of unspeakable horror, its powers of mind control and mutation capable of twisting even the strongest-willed individuals to its twisted will.

At first, the infestation is subtle, almost imperceptible to the untrained eye. The Genestealer Cults operate in secret, infiltrating key positions of power, using their uncanny powers of persuasion to sway entire populations to their cause. And when the time is right, they strike, their twisted hybrid warriors emerging from the shadows to wreak havoc on their unsuspecting victims, but even then it may already be far too late, the infestation so widespread that it is impossible to eradicate without resorting to extreme measures such as Exterminatus.

In the wake of a Genestealer infestation, entire worlds can fall, their populations turned into mindless thralls of the alien invaders. And should the Cults ever achieve their ultimate goal, to summon the Great Devourer, there will be no escape for the defenders, only the grim

knowledge that their world will soon be consumed and their very essence devoured by the Tyranid swarm.

Hydra Dominatus (+800 points): You've had the grave misfortune of drawing the interest of an Alpha Legion warband and have become a pawn in their sinister machinations. Their infiltration is a heartless and traitorous tactic, forged to spread chaos and uncertainty deep within their prey, and honed to perfection over ten millennia of ceaseless warfare. Their method goes beyond just slipping their agents into your organisation, who may or may not actually be aware of their true masters, as they will even abduct loyal members of your organisation and subject them to the most unspeakable horrors. With methods ranging from brutal torture, twisted psychotherapy, and darker Warp-based techniques, they shatter the very identity of their victims and force them to turn against those they once considered their brothers-in-arms.

Once indoctrinated, these infiltrators become instruments of destruction, wreaking havoc and carnage with surgical precision from within. They strike without warning, utilising their knowledge of the tactics and vulnerabilities of their former comrades to deal lethal blows, leaving their prey shell-shocked by the betrayal and unable to coherently respond to the relentless waves of sabotage, assassinations, and propaganda that are all designed to undermine your authority and sow discord among your members.

Even those who manage to uncover the infiltrators find themselves outwitted and outmatched at every turn, as the Ghost Legion has already anticipated and planned for every possible contingency. As the situation deteriorates, paranoia and mistrust will take hold, and your planet will be consumed by infighting and chaos. The ultimate goal of the many-headed hydra may be unknown, though one thing is all but certain: your organisation will be brought to its knees, and the Alpha Legion will emerge victorious, having used your own strengths against you.

The Great Devourer (+800 points): The approaching Hive Fleet brings with it a terror that spreads like a plague across the planet. Its looming presence fills the minds of even the bravest warriors with fear and despair. The Tyranids, a ravenous and all-consuming horde, are coming, and with them comes the end of all life.

Their hive ships blot out the sun, casting the world below into an eternal twilight. The skies are filled with claws and chitin and the screams of those who would dare stand in their way. The ground shakes with the weight of their massive warforms as they march relentlessly forward, devouring all in their path and leaving nothing but destruction in their wake. Those who fall in battle can count themselves fortunate as they may be spared the horrors of being devoured alive by the Tyranids. Any wounded that are left behind suffer a fate far worse; dragged screaming and struggling into acidic reclamation pools to be dissolved into raw biomass to fuel the ever-growing swarm.

The Tyranids are a force of nature, a primal instinct to consume and devour that cannot be reasoned with or bargained with. The Hive Fleets arrival marks the end of all hope, the final act in a galaxy engulfed in war and chaos. They will not stop until every last morsel of biomass has been consumed, and nothing remains but the cold emptiness of space.

Titanomachy (+800 points): A Warp Rift tears open above the planet's surface, spewing forth a torrent of warp energy that twists and warps the fabric of reality, and turning the sky crimson. From the rift a massive form begins to emerge - a colossal behemoth adorned with twisted, barbed spikes and otherworldly sigils. It is an Imperator-class Titan, a legendary god-engine of Chaos and it roars out its name in a challenge to all who dare face it - Abominatus, the Despoiler of Worlds.

Scores of smaller Chaos Warhounds follow in its wake, their grotesque forms slinking and skittering through the rift and onto the planet's surface. Each is a feral beast of war, carrying deadly weapons that can end whole regiments and powered by daemonic engines howling with malice. As the Warhounds deploy, larger Warlord Titans appear on the horizon. Towering constructs of iron and hatred, capable of levelling entire spires with a single shot and shattering the ground beneath their feet.

With a deafening thunder, the monstrous Abominatus fully materialises from the Rift, its massive bulk shaking the earth and leaving molten craters in its wake.The air is filled with the screams of the dying as Chaos Cultists crawl forward like accursed vermin to offer bloody sacrifices to their malevolent gods. Their victims' bodies are hoisted high on stakes and banners, twisted into blasphemous shapes as a gruesome tribute to the powers of the Warp. From the gaping maw of the Rift, Daemons surge forth to join the fray, their leathery wings blotting out the sun and heralding an apocalypse of fire and ruin.

The Tyrant's Shadow (+1000 points) The Tyrant Star has arrived in the system, its baleful light casting an eerie glow over the planet. Those who dare to look upon it too long feel a sense of dread and despair creeping into their hearts. As the days pass, the planet's inhabitants begin to change, their bodies twisting and mutating under the influence of the Tyrant Star's corrupting power.

Entire cities fall into madness, with mobs of mutated humans rampaging through the streets. The skies darken with ash and soot from factories burning out of control, their operators driven insane by the Tyrant Star's influence. In the deserts and wastelands, strange cults emerge, worshipping the star as a god of chaos and destruction.

Those who venture onto the planet's surface risk being exposed to the Tyrant Star's malefic energies. The very air is thick with the taint of corruption, and even the strongest armour and protective gear cannot guarantee safety.

Ending

You may:decide to

1 Stay here, in which case you may take another 1000 PP
2 Go home and end your chain
3 Continue your journey into the next universe

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