

# THE PSYCHIC CHOIR

## The Independent Characters

Somnium Stars Campaign Dashboard

June 2020: Round Twelve (FINAL Round)

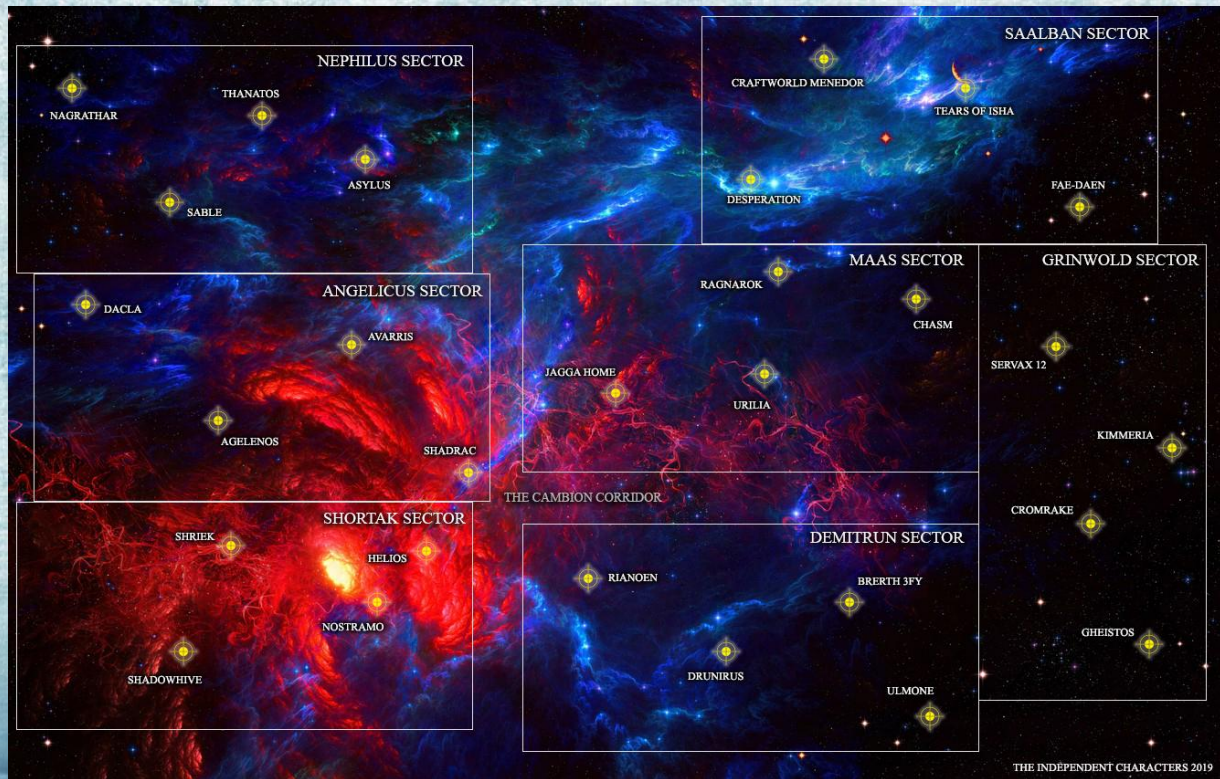


# SOMNIUM STARS OVERVIEW

All Sectors  
Faction Standings



# Somnium Stars Campaign Map



## Starting Faction Disposition

- Angelicus (Imperium)
- Demitrun (Tau)
- Grinwold (Tyranids)
- Maas (Ork)
- Nephilus (Necron)
- Saalban (Aeldari)
- Shortak (Chaos)

A larger version of the map can be found [RIGHT HERE](#)

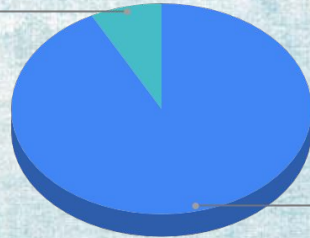


# Conflict Summary: Somnium Stars Overview

## SAALBAN SECTOR (Aeldari)

### Tears of Isha (Outpost World)

Chaos  
7.7%



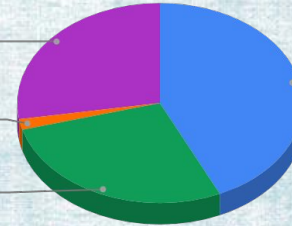
Aeldari  
92.3%

### Desperation (Resource World)

Ork  
27.6%

Tyranids  
1.7%

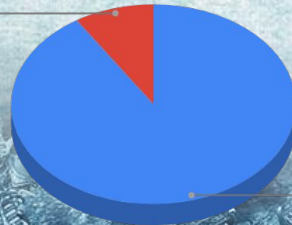
Imperium  
27.6%



Aeldari  
43.1%

### Fae-Daen (Sanctified World)

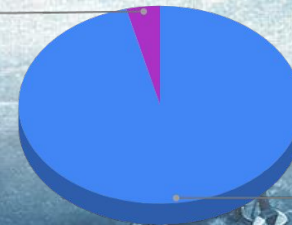
Necron  
9.1%



Aeldari  
90.9%

### Craftworld Menedor (Fortress World)

Ork  
3.8%



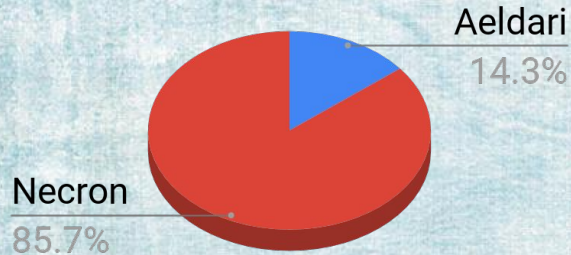
Aeldari  
96.2%



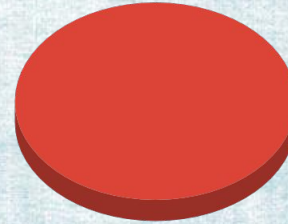
# Conflict Summary: Somnium Stars Overview

NEPHILUS SECTOR (Necron)

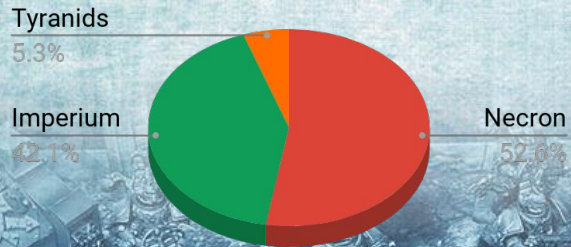
Asylus (Outpost World)



Thanatos (Sanctified World)



Sable (Resource World)



Nagrathar (Fortress World)

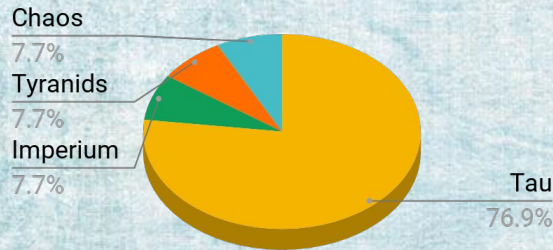




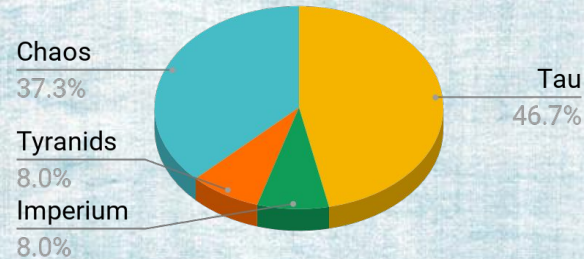
# Conflict Summary: Somnium Stars Overview

DEMITRUN SECTOR (Tau Empire)

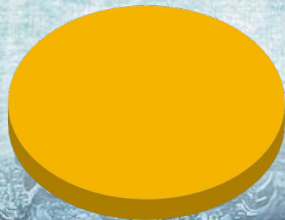
Rianoen (Outpost World)



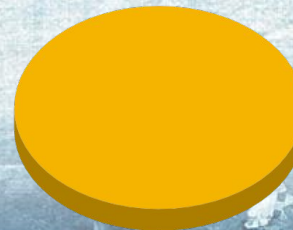
Drunirus (Resource World)



Brerth 3FY (Sanctified World)



Ulmone (Fortress World)

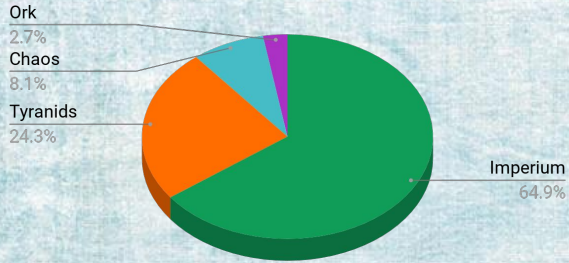




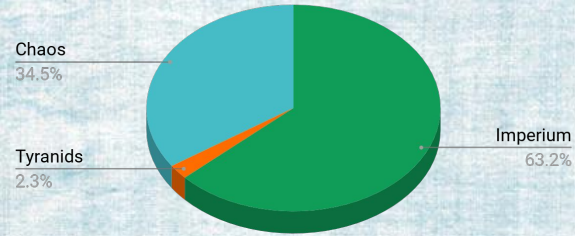
# Conflict Summary: Somnium Stars Overview

## ANGELICUS SECTOR (Imperium)

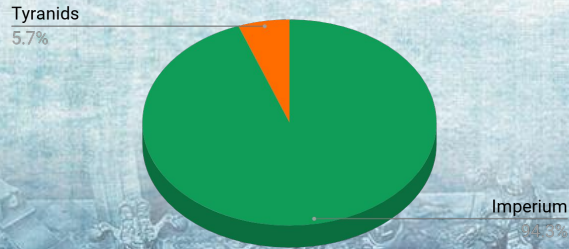
Shadrac (Outpost World)



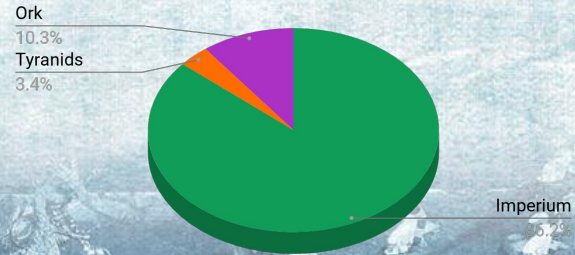
Agelenos (Resource World)



Avarris (Sanctified World)



Dacla (Fortress World)



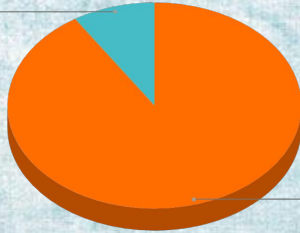


# Conflict Summary: Somnium Stars Overview

## GRINWOLD SECTOR (Tyranids)

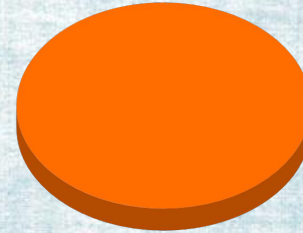
Servax 12 (Outpost World)

Chaos  
9.1%



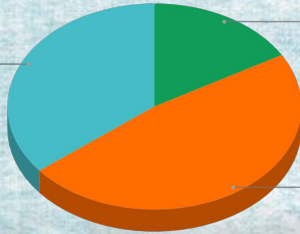
Tyranids  
90.9%

Cromrake (Sanctified World)



Kimmeria (Resource World)

Chaos  
35.7%

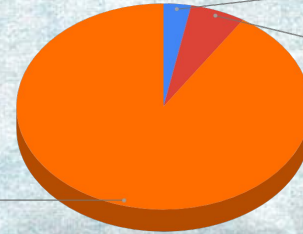


Imperium  
16.7%

Tyranids  
47.6%

Gheistos (Fortress World)

Aeldari  
3.0%  
Necron  
6.1%



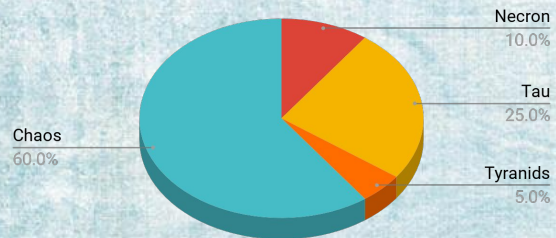
Tyranids  
90.9%



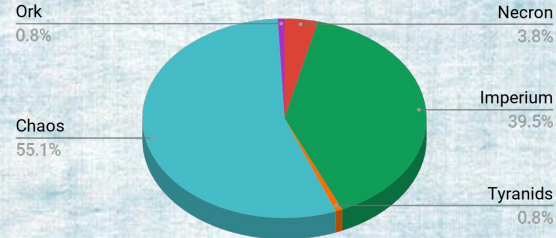
# Conflict Summary: Somnium Stars Overview

## SHORTAK SECTOR (Chaos)

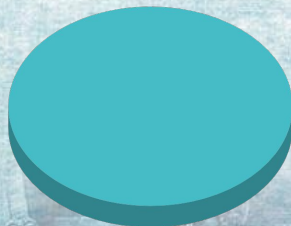
Nostramo (Outpost World)



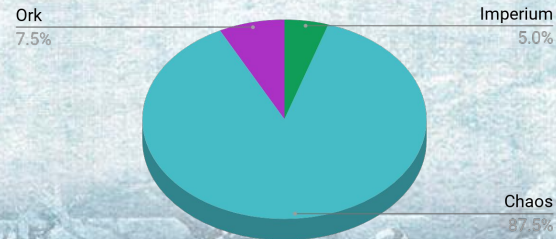
Helios (Resource World)



Shriek (Sanctified World)



Shadowhive (Fortress World)

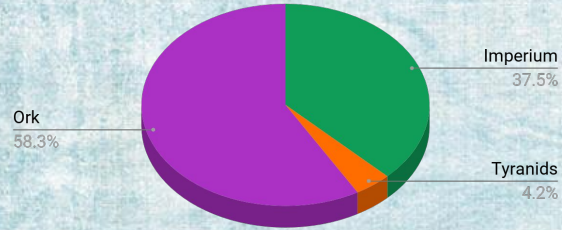




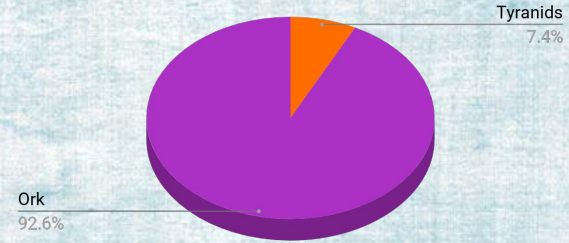
# Conflict Summary: Somnium Stars Overview

## MAAS SECTOR (Ork)

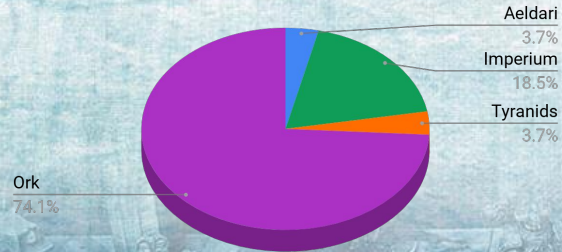
Urilia (Outpost World)



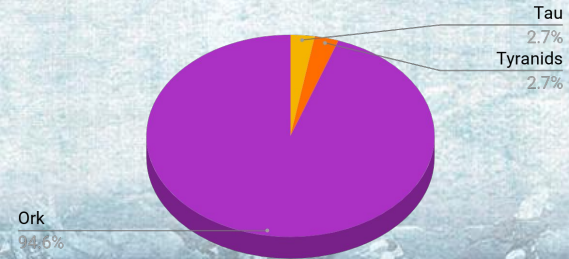
Chasm (Resource World)



Ragnarok (Sanctified World)



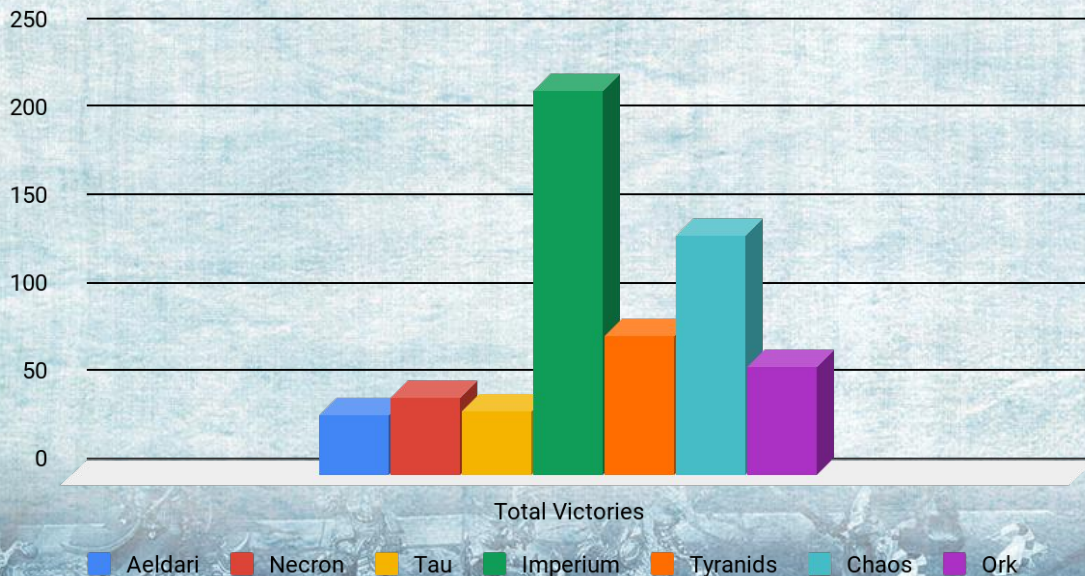
Jagga Home (Fortress World)





# Conflict Summary: Somnium Stars Overview

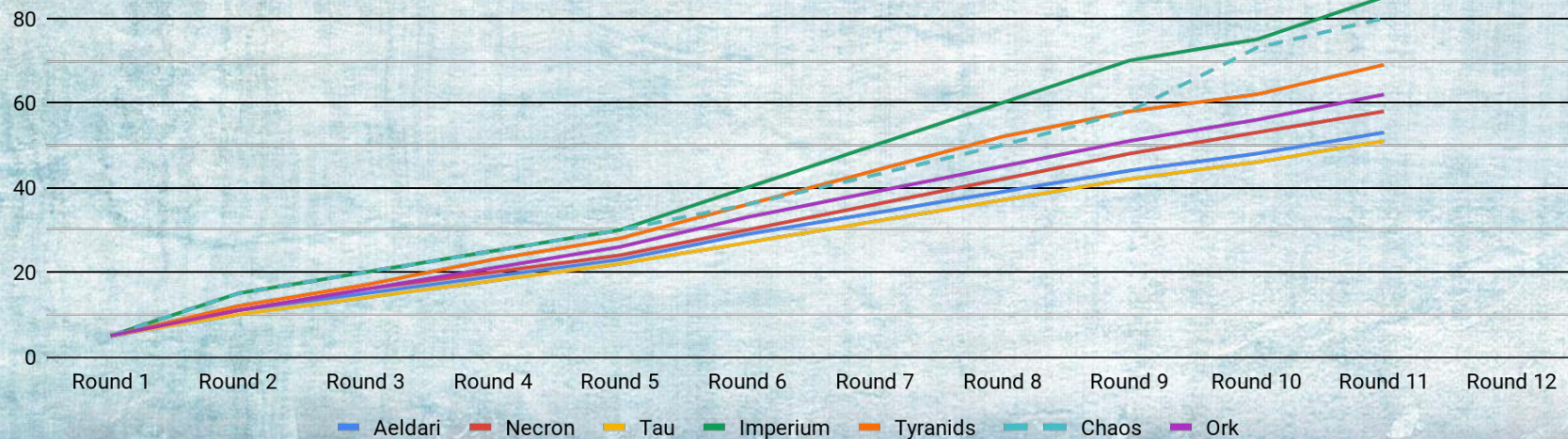
Total Victories by Faction





# Conflict Summary: Somnium Stars Overview

Campaign Score Tracking by Faction





# SAALBAN SECTOR OVERVIEW

**AELDARI HOME SYSTEM**

Tears of Isha

Desperation

Fae-Daen

Craftworld Menedor

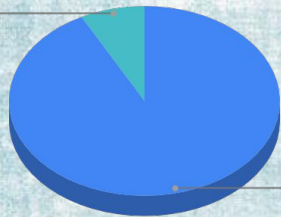


# Conflict Summary: Tears of Isha

## Tears of Isha (Outpost World)

Chaos

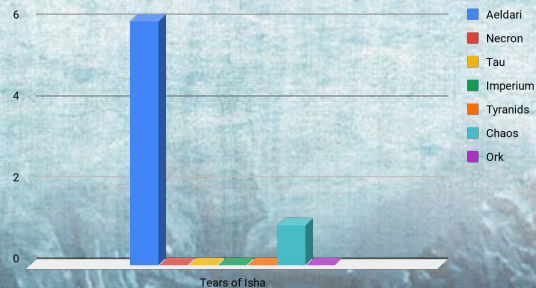
7.7%



Aeldari

92.3%

## Tears of Isha Victories by Faction



## Planet Type: Outpost (Moons)

### Sector: Saalban

The Tears of Isha are a series of five, planet sized, moons which orbit a massive gas giant. Four of the five moons contain breathable atmospheres and verdant ecosystems. The fifth of the moons, has no atmosphere nor signs of life. There is evidence of some great violence perpetrated upon the planet is everywhere. Additionally, a series of large caverns beneath the surface contain ruins of an unknown ancient civilization.

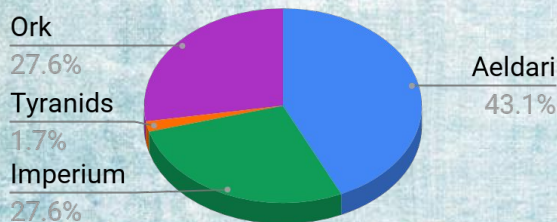
The Aeldari discovered the moons as the craftworld of Menedor entered the system. The guides of the craftworld were struck by the beauty of the lush worlds, but upon seeing the destruction of the fifth, wept with the loss of life that must have once covered it. Afterwards, the planets were named after the Aeldari Goddess of harvest, fertility, and life. And with the loss of the fifth planets life, the goddess cried.

The Aeldari now use this far-flung series of planets as watchposts in the dark. They spy upon the Great Rift from there and watch for danger which would threaten the Aeldari stuck beyond the veil.

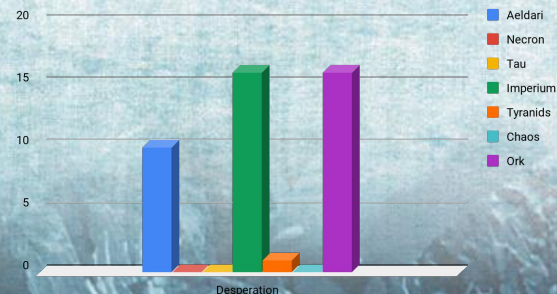


# Conflict Summary: Desperation

## Desperation (Resource World)



## Desperation Victories by Faction



## Planet Type: Resource World (Feral World)

### Sector: Saalban

Born in the light of a hundred supernova, bathed in the destructive rays of myriad Gamma Ray Busters, Desperation is a planet hyper-rich in exotic and precious elements. Discovered by the Aledari Craftworld of Menedor in early M32 its virtually inexhaustible wealth was quickly realised and exploited.

However, there are reports of possible Tyranid sighting in the Northern Polar mines. What the Tyranids may be doing on such a life-poor (on the surface at least) planet is unclear. Perhaps they are survivors of an ancient crash site, or a forgotten beach head for an invasion of the Saalban sector. Word has also reached the elders that the abundance of Desperation may no longer be covert.

Aledari forces on Desperation are now on a full war footing. Invasion is considered highly probable.

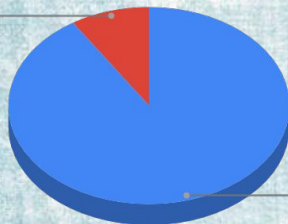


# Conflict Summary: Fae-Daen

## Fae-Daen (Sanctified World)

Necron

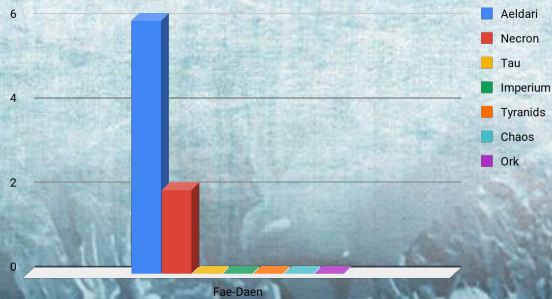
9.1%



Aeldari

90.9%

## Fae-Daen Victories by Faction



## Planet Type: Sanctified World (Webway Location)

### Sector: Saalban

Millenia ago, Fae Daen was known as the Port of Wanderers, the vibrant Aeldari Empire saw this Webway nexus as a last port of call in this region before its civilization ended and the wilder outers of the rim of the galaxy were found... a place where those seeking a life of adventure and exploration would set off and the voyage into the unknown began.

Even today, those without a craftworld or those from far travelling corsair fleets often come to the now massive wraith tree, the Tree of Ever, that dominates all of Fae Daen these many years later.

The Tree of Ever in Fae Daen has become its own vast Infinity Circuit for the Aeldari, Exodites, and the occasional Drukhari. Reality sometimes bends itself in Fae-Daen and Eldar scouts often swear that they've sat down and reminisced with fellow travelers only to days later realize them to have been a long dead legend, hero, or even ancestor. Even the ghosts of the Aeldari still journey to the Port of Wanderers. Eldar often pilgrimage to access the vast knowledge of the Tree of Ever and to petition its Spirit Seers tenders for services, wisdom, and special favors.

This is hallowed and ancient ground to the Eldar and they will protect it at all costs.

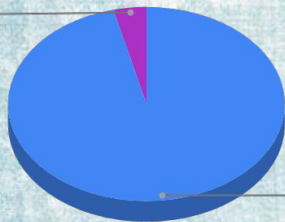


# Conflict Summary: Craftworld Menedor

## Craftworld Menedor (Fortress World)

Ork

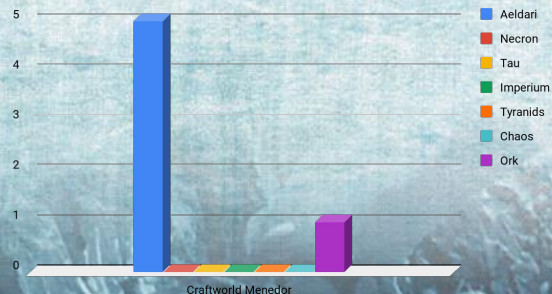
3.8%



Aeldari

96.2%

## Craftworld Menedor Victories by Faction



## Planet Type: Fortress World (Craftworld)

### Sector: Saalban

For millennia, Menedor drifted ever further towards the galactic north, colonising and strengthening worlds like Desperation, Fae-Daen, and the Tears of Isha as it went. Menedor's Farseer Council sought to minimise the sources of potential disorder and, where possible, to follow a path of avoidance rather than conflict.

Isolation though was not sufficient protection. Now, an almost passive doom rises from within the craftworld -- the petals of Menedor are wilting. Known as Ar'Dannan Saay, the Creeping Death, the wraith bone of the great craftworld is dying. Many whispers suggest a source -- a curse from the Laughing God, a weapon of an unknown enemy, or the touch of the ruinous powers -- however, the Boonsingers have no answer, nor seemingly can they halt the slow creep of the malady.

Now, with time running out and fewer webway gates remaining active yearly, Menedor calls for aid from her sibling craftworlds.



# NEPHILUS SECTOR OVERVIEW

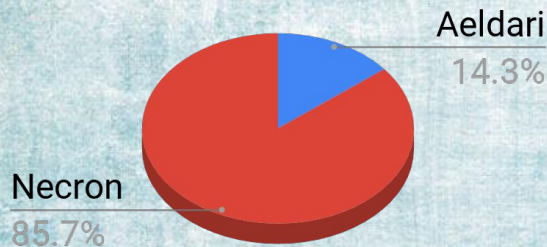
**NECRON HOME SYSTEM**

Asylus  
Sable  
Thanatos  
Nagrathar

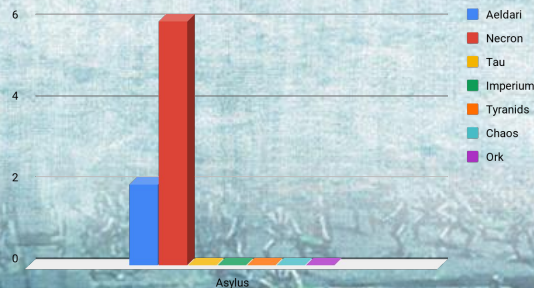


# Conflict Summary: Asylum

## Asylum (Outpost World)



## Asylum Victories by Faction



## Planet Type: Outpost (Penal World)

### Sector: Nephilus

An ocean world marked by huge limestone spires, each easily the size of a main-world hab, Asylum has proven resistant to all the hardiest of colonizers.

Commissar Elizabeth Bakker is one such colonizer; it is unrecorded what secret shame ended her meteoric rise through the Commissariat ranks, but upon reassignment to Spire OZ-134, the penal colony colloquially called 'The Grave,' she began a viciously demanding training programme with the various murderers, thieves and recidivists under her watch, privately hoping that founding her own penal regiment will return her to glory.

Unfortunately for Bakker, the war is coming to her. Maybe it was the rise in weapons discharge, or atmospheric disturbance, or a mining team stumbling across eons-old warning systems, but the Imperials are not the first colonisers of Asylum, and in the darkness below the oceans, an ancient General is beginning to stir...



# Conflict Summary: Sable

Sable (Resource World)

Tyranids

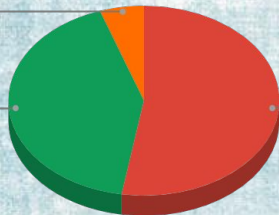
5.3%

Imperium

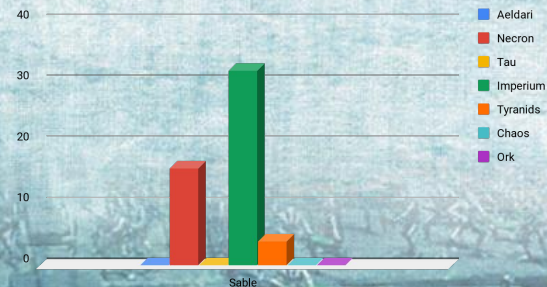
42.1%

Necron

52.6%



Sable Victories by Faction



**Planet Type: Resource World (Mining World)**

**Sector: Nephilus**

Sable is a mining world located in the Nephilus Sector of Ultima Segmentum. The surface of Sable is covered by expansive Chemical Oceans composed mostly of an acidic substance toxic to the unprotected human body. Originally settled by humanity prior to the Age of Strife, it wasn't long before the planets original inhabitants made their presence know.

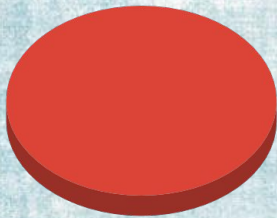
The metal bodies of these new intruders were impervious to the harsh chemical oceans of Sable. Many proto-hives were breached intentionally by the skeletal horrors, allowing the thick liquid of Sables oceans to do the work for them. When the genocide was over, the new owners of the planet deactivated and ceased- their work complete.

And so, the planet of Sable has sat for millennia. The acidic oceans eating away the decaying proto-hives and their previous owners. In the depths of the acid sea dwell the uncaring, disciplined caretakers of Sable, waiting for the day when they can rise again.

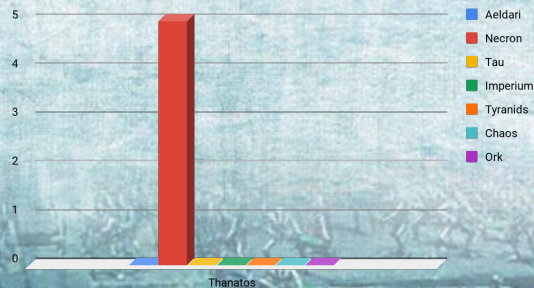


# Conflict Summary: Thanatos

## Thanatos (Sanctified World)



Thanatos Victories by Faction



## Planet Type: Sanctified World (Dead World)

### Sector: Nephilus

It is a Dead World. Sediments and traces of salt speak to the presence of water at one point. Mountain ranges eroded down to their diminutive suggestions prove its continental plates once moved with tectonic activity, the beating heart of the planet, long stilled. Ruins crumble and fall, mankind's fleeting footprint.

But then war came to the Somnium Stars. To the Nephilus Sector. And even to long-forgotten Thanatos.

The living fought with the verve, passion, and earnest, futile frenzy. Anathema to the Necrontyr's tectonic pace. They despoil and pollute, taint the lifeless peace, the quiet waiting. Intruders all.

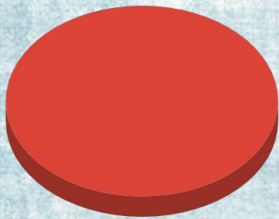
So the Necrontyr rise. Untiring feet of haunted metal march to war.

Before the war, Thanatos was a Dead World. Now it is worse.

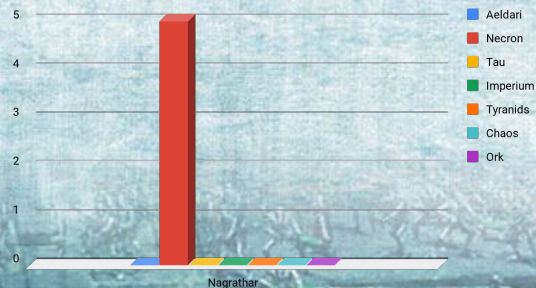


# Conflict Summary: Nagrathar

## Nagrathar (Fortress World)



Nagrathar Victories by Faction



## Planet Type: Fortress World (Unclassified)

### Sector: Nephilus

A world so devoid of value it barely rated mention on the Administratum's sector maps, Nagrathar served as a small outpost for traders, rogues and travelling merchants to exchange goods and refuel their ships out of sight of Imperial authorities, little mention was ever made of its curiously precise orbital characteristics.

The massive warp energy emitted across the galaxy by the eruption of the cicatrix maledictum had awoken something. Beneath the surface of the barren world the warp energy had activated incalculably ancient protocols and soon the planet rang to the sound of marching metal feet.

In the years since, not one vessel travelling to the smugglers den on Nagrathar has returned and all that echoes back through the warp are the death screams of astropaths, nightmares of green eyes and monstrous living metal creatures.



# DEMITRUN SECTOR OVERVIEW

**Tau Empire Home System**

Rianoen  
Drunirus  
Brerth 3FY  
Ulmone



# Conflict Summary: Rianoen

## Rianoen (Outpost World)

Chaos

7.7%

Tyranids

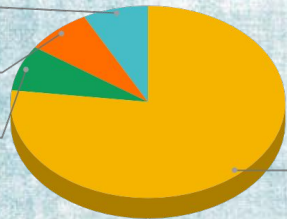
7.7%

Imperium

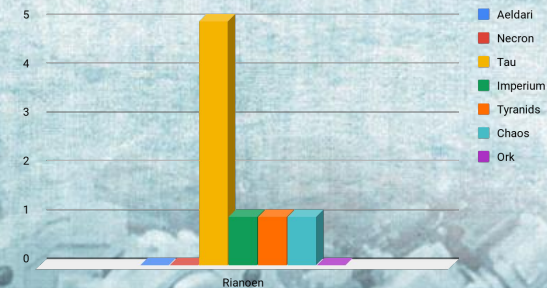
7.7%

Tau

76.9%



## Rianoen Victories by Faction



## Planet Type: Outpost (Agri-World)

### Sector: Demitrun

In the Demitrun Sector of Somnium, Rianoen hangs in the void like over-ripe fruit clinging still to the branch of a scoured tree. Designated alpha-class by its long-absent landlords, it was turned into an Agri-World of little distinction and populated.

Rianoen's primary land mass girdles its equator like a taut belt of stone and soil. It encircles the entire globe in an unbroken stretch of plains. A fragile equilibrium between sea levels of the globe-spanning oceans to the north and south of it keeps this land mass, dubbed Venet, above water. While the constant storms bring plenty of moisture from the seas to water thirsty crops.

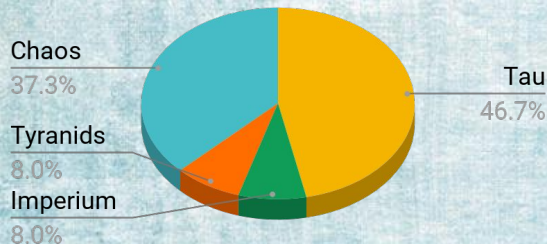
Without a thought to whose aim their sudden, impossible arrival furthered, the T'au landed on Rianonen. Not in force. Not en masse. For the ire of the Gue'vesa can be raised easily, swiftly, and irrevocably. No, envoys landed quietly. Approached slowly with hands open in offering.

And they found ears willing to listen, eyes willing to see.

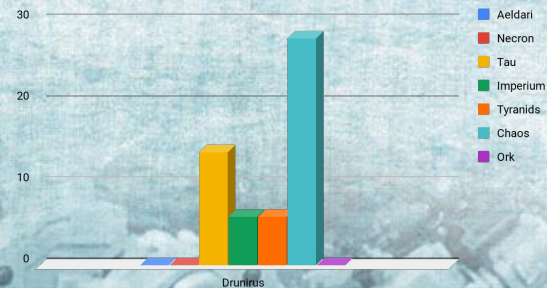


# Conflict Summary: Drunirus

## Drunirus (Resource World)



## Drunirus Victories by Faction



## Planet Type: Resource World (Mining World)

### Sector: Demitrun

Before it's conquering by the ragged forces of the lost Tau 4th Sphere Expansion, this planet of grey tundra and mist-choked moors was most noted for both its metal-rich single moon and the high occurrence of apocalypse cults related to the fear that said moon would some day crash from the heavens and destroy all life. 'Bleak as a Drunirus wedding' is a common saying in the sector.

In celebration of throwing off the Imperial yoke and embracing a new, shared path towards enlightenment, we are rewarding all indentured miners with an additional rest token, to be redeemed with any of your Earth Caste supervisors. However, if you so choose, you can also trade back this rest token to pay off the debt incurred when we liberated your world from the Imperial tyrants. Remember, workers, we did it for you!

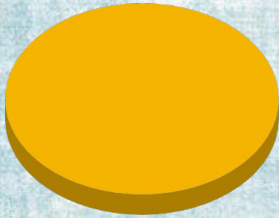
Please enjoy your well-earned rest periods, and do not forget to submit yourself to be searched and weighed at your assigned exit. Remember, theft from one is theft from all.

- Intercepted Tau Tannoy Announcement, 'Liberation Day' M.41.324

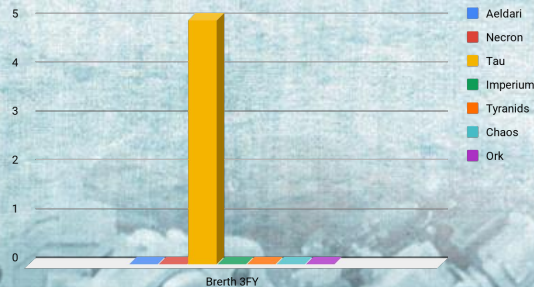


# Conflict Summary: Brerth 3FY

## Brerth 3FY (Sanctified World)



Brerth 3FY Victories by Faction



## Planet Type: Sanctified World (Forbidden World)

### Sector: Demitrun

There are no canyons on Brerth 3FY. Towering monoliths, arcologies, and skeletons of some ancient corpse species litter the surface of the planet in such depth that a fool or a child could mistake them for natural formations. Structures large enough to house titans, made of black and speckled gold, make the surface of the planet seem like one, mind numbingly colossal, hive.

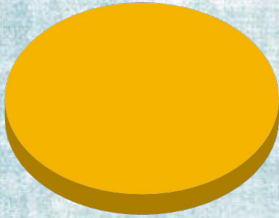
To the unawakened races, such as the T'au, they appear as natural stone, workable as they squat in their shacks among the works of gods, pretending and even believing they are the rulers here. To the awakened, with their minds and souls opened to the tragedy of the Aether, the planet produces a constant, keening wail of hard rationality.

Brerth 3FY produces a ready stream of alloys and raw minerals for the T'au Empire, with such an ease it is almost as if the planet wanted the ore to leave. Farms deep in the caverns produce supplies for outposts across and beyond the sector, while Earth caste scientists are beginning to develop their own unique take on material sciences, aided by the willing substrate of the planet.

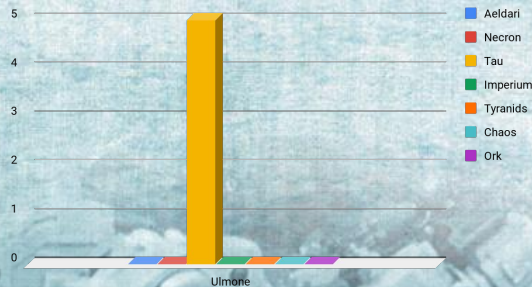


# Conflict Summary: Ulmone

## Ulmone (Fortress World)



Ulmone Victories by Faction



## Planet Type: Fortress World (Hive World)

### Sector: Demitrun

On the far side of the Nem'yar Atoll, Shadowsun is pulling from all lines of wisdom in the Art of War, defending the Atoll and its pathway back to the Nexus while simultaneously bringing the Greater Good to new worlds and new adherents.

The world called Ulmone is one such new addition to the empire. Settled by humans during their first expansion into the Somnium Stars, the settlers found a vibrant world with a vibrant and tall atmosphere.

Sept Ulmone is a fortress hive world completely covered in graceful interconnecting cities of stone, crystal and adamantium. Suborbital plates connect to the ground in successive growth spheres extending hundreds of kilometers into the atmosphere. Ulmone's shipyards dock and service our fleets, its untold billion citizens add to our auxiliaries, its industry multiplies our might.

Glory to the Empire. Glory to the Greater Good.



# ANGELICUS SECTOR OVERVIEW

IMPERIUM HOME SYSTEM

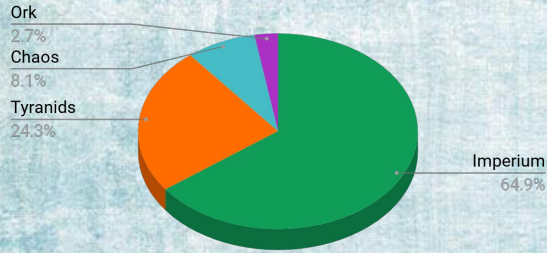
Shadrac  
Agelenos  
Avarris  
Dacla



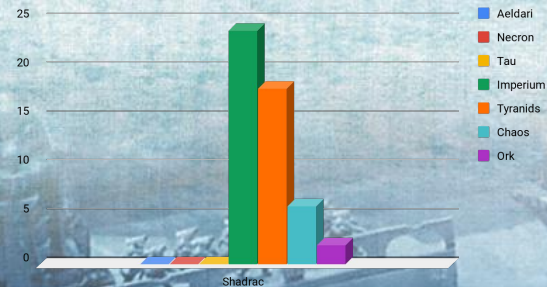


# Conflict Summary: Shadrac

## Shadrac (Outpost World)



## Shadrac Victories by Faction



## Planet Type: Outpost (Agri-World)

### Sector: Angelicus

Shadrac's watery surface is dotted by thousands of small islands. Those islands not located in one of the Storm Paths of the planet, and thus not subject to the many hurricanes and gales that tear along them, are lush wetlands. When seen from orbit, the planet's vibrant green islands and barren brown dots show where the storms frequent.

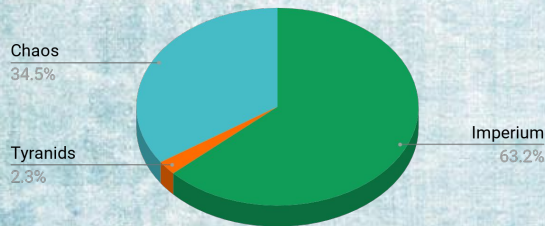
The planet's large insect population was originally a large burden on its output of plant-based medicae exports. A century ago the Adeptus Mechanicus implemented processes which allowed for the harvesting and processing of these insects. The rations created from these insects are now one Shadrac's top exports.

Now that the islands not in the Storm Paths of the planet have been tamed and cultivated, the great minds of the planet seek ways to shift, narrow, or even remove the Storm Paths.

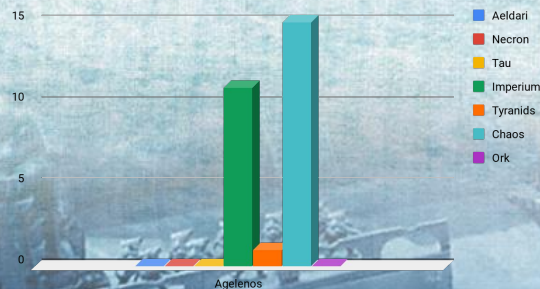


# Conflict Summary: Agelenos

Agelenos (Resource World)



Agelenos Victories by Faction



## Planet Type: Resource World (Hive World)

### Sector: Angelicus

For long generations, the population of Angelenos followed the word of their Imperial Lords. Tithes, conscriptions, supplies, all were given over to feed the inexhaustible Imperial beast for its never-ending wars. Indeed, you would be hard pressed to find an Angelenos administrator who didn't think their planet numbered among the most loyal in the Imperium, akin to Macragge or even Holy Terra itself.

Yet, deep in the sump of the largest hives, stories from a long forgotten age are told. Wasted old factory workers, lives spent living on the scraps of better men, whisper about the freedom their ancient forefathers enjoyed before the coming of the cursed red angels and the father of light. The wretches murmur about the genocide of their people, the hopelessness of their life-toiling in the great mines underground.

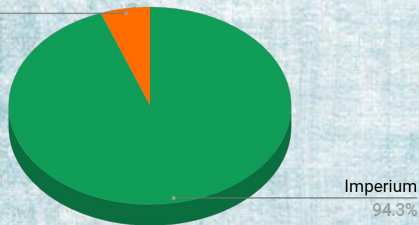
Some, seeking a return to a time before the dawn of the Imperium cry out for deliverance from their ungrateful masters. After the Cicatrix Maledictum tore a scar across the sky, these voices have gotten louder. In the dark, something timeless hears them, and whispers back...



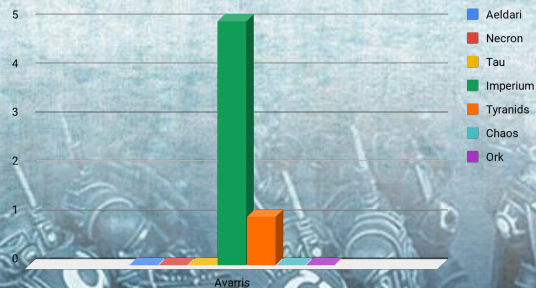
# Conflict Summary: Avarris

## Avarris (Sanctified World)

Tyranids  
5.7%



## Avarris Victories by Faction



## Planet Type: Sanctified World (Shrine World)

### Sector: Angelicus

Close allies for millennia, when Angelenos rejected the Imperial Truth and refused compliance, Avarris followed-suit. Billions fell under the atomic and chemical sword of the Emperor. When the Imperial Aquila finally flew over the capital of Avarris it was already too late to save the ecosystem on which the entire Sector depended.

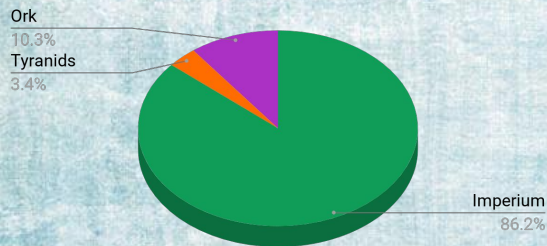
The new population of Avarris, descended from loyal imperial families transplanted from the crusade colony ships, rebuilt much of the surface. Some of those colonists transplanted to Avarris were from Baal itself- craftsmen of the highest caliber. The artisan talents of the Blood Angels stand in full display on Avarris.

In its capital city, The Monument of the Angel, depicting Sanguinius as he was on the day of the first meeting between the government of Angelenos and the Imperial fleet- stands as tall as a Warlord Titan. More than any other shrine on the planet, The Monument of the Angel is a coveted destination for those imperial pilgrims travelling the path of the righteous toward Holy Terra.

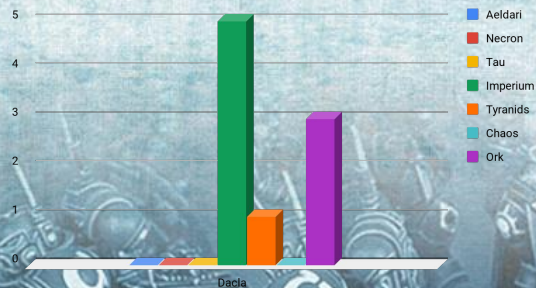


# Conflict Summary: Dacla

## Dacla (Fortress World)



## Dacla Victories by Faction



## Planet Type: Fortress World (Forge World)

### Sector: Angelicus

The majority of the world was covered in sapphire blue oceans, a gleaming orb that spun in the blackness of space. The wealthy and the powerful came to the world to play, to sail on oceans unspoiled by industry and feast on the sweetness of the seas.

Then the Imperium was split asunder. The 13th Black Crusade destroyed the Cadian Gate and the Eye of Terror opened its gaze full. The dread Maledictum tore the galaxy in twain, and nothing was the same ever since.

Lord General Cantor Thane fought at Cadia during the 13th Black Crusade. He fought until the planet broke beneath them while the soldiers remained standing. During the evacuation his battlegroup was thrown through the warp, ending on the other side of the Scar. With sheer force of personality, he gathered any lost Astra Militarum and Imperial Navy with him, finally ending up in the Angelicus Sector.

Thus Dacla was no longer the Jewel in a gaudy crown, but broken and reforged into a beacon of war. The sector was called to war, knowing that they would be a prime target with a stable warp path nearby. Dacla would be the Watchtower, the lighthouse against the coming waves of war.



# GRINWOLD SECTOR OVERVIEW

## TYRANID HOME SYSTEM

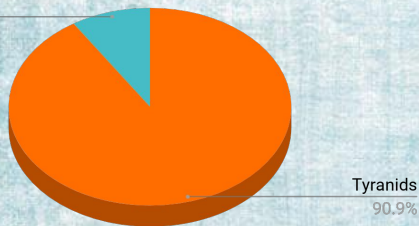
Servax 12  
Kimmeria  
Cromrake  
Gheistos



# Conflict Summary: Servax 12

## Servax 12 (Outpost World)

Chaos  
9.1%



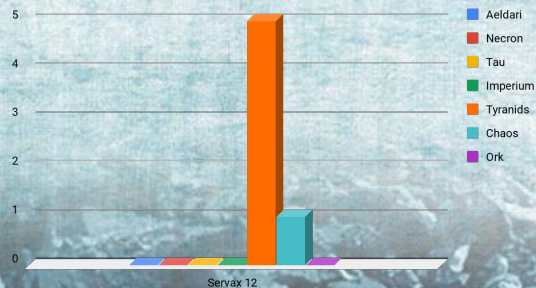
## Planet Type: Outpost (Dead World)

### Sector: Grinwold

Never a particularly verdant planet, Servax 12 is now a nearly dead husk. The Tyranid hive ships still linger around the world, syphoning off the last of the planets biomass. Scattered throughout the system, spores of the Tyranid tendrils remain and watch for any threat to the Hive Mind. These are the trailing remnants of the fleet, the biomorphs that collect the crumbs from the meal that the rest of the fleet have consumed.

While the rest of the hive fleet moves ever forward, these trailing bits still represent a tremendous threat to any other forces in the area.

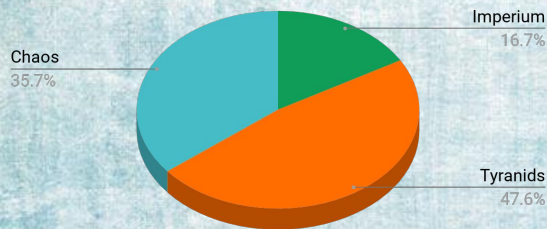
## Servax 12 Victories by Faction



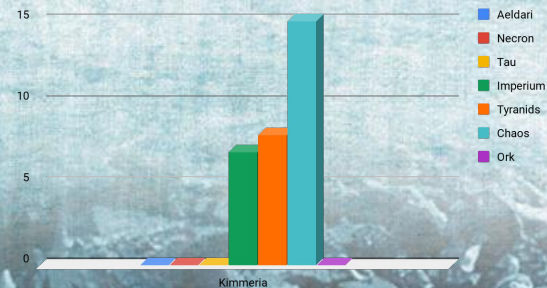


# Conflict Summary: Kimmeria

Kimmeria (Resource World)



Kimmeria Victories by Faction



## Planet Type: Resource World (Feral World)

### Sector: Grinwold

From space Kimmeria shines as an orb of unsullied blue. Orbiting at the inner edge of its star's habitable zone Kimmeria's surface is covered in ocean and tropical archipelagos. The only land mass of any real significance lies at the northern pole and is frequently wracked by earthquakes due to the planet's tectonic activity. Kimmeria's star Lycia is nominally a Class A main sequence star, however it exhibits unusual radiation profiles periodically.

With the arrival of the Tyranids Kimmeria has become a deathworld.

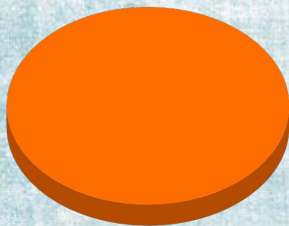
The polar continent has become the nexus of the Tyranids' consumption of the world but the swarm lacked the initial strength and numbers to devour Kimmeria swiftly. Instead the planet is being slowly consumed, its biomass harvested and siphoned up to waiting bioships who then depart to further the swarm's progress and devour other worlds.

Whether by accident or an evolution in the Hive Mind's reasoning Kimmeria has become a gruesome xenos parody of an Imperial refuelling station and vital resource in the Hive Mind's efforts in the Somnium Stars.

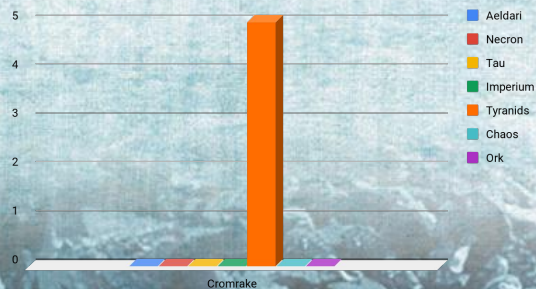


# Conflict Summary: Cromrake

Cromrake (Sanctified World)



Cromrake Victories by Faction



**Planet Type: Sanctified World (Agri-World)**

**Sector: Grinwold**

Cromrake is rich in the only resource Tyranids understand.

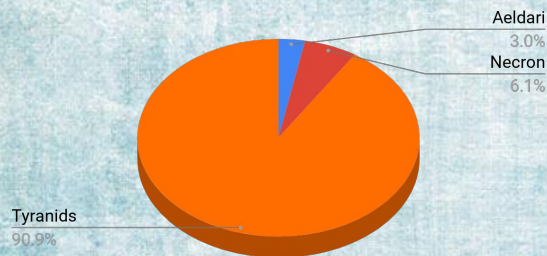
For hundreds of years, the agri-world has sustained local Imperial Guard regiments with the meat of the elger, a native creature with protein-heavy flesh. For propaganda and morale reasons, regiments are told that the elger are similar to grox, or even the extinct Terran stag, but in actuality elger are vicious lice-like insects the size of Leman Russ tanks that roam across Cromrake's rich, muddy plains in swarms a hundred miles wide.

That was before the Tyranids came. Now, the surface of Cromrake is a heaving mass – a warzone of consumption where the insectile elger and ravenous tyranids fight and eat and eat and fight, both sides glutting themselves to frenzy and death.

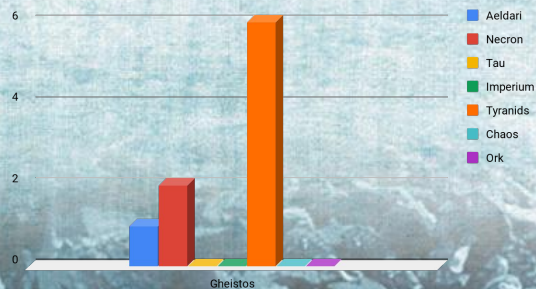


# Conflict Summary: Gheistos

Gheistos (Fortress World)



Gheistos Victories by Faction



## Planet Type: Fortress World (Dead World - Tyranid Fleet in Orbit) Sector: Grinwold

Once this world would have been considered a haven for those fleeing the terrors of the galaxy, but no more. A large world of verdant vegetation, oceans teeming with life, and multiple populated moons. It is no more.

Arriving from beneath the galactic plane, the Tyranids approached this world and began their devouring of it. The Tyranids appetite is said to be insatiable. Their hunger, ever present. But something has stopped a major portion of the hive ships here. Adeptus Mechanicus drones that have passed into the system report that although the Tyranids have devoured Gheistos, and the moons surrounding it, they continue to sit in the system, near the home world. Waiting for something...

Rumor and speculation are that the Tyranids have found something beneath the surface of the world that has drawn them close. The most wild of speculations state that something they have placed beneath the surface is gestating. Something new, something horrible, something unlike the Imperium or any others have seen before.



# SHORTAK SECTOR OVERVIEW

## CHAOS HOME SYSTEM

Nocturne

Helios

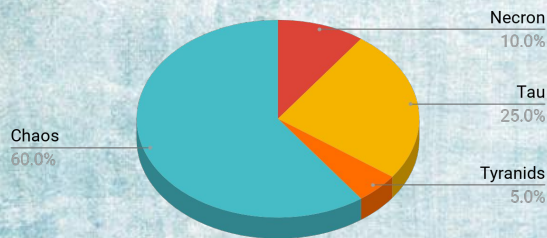
Shriek

Shadowhive

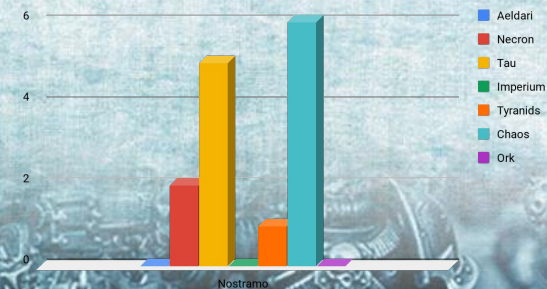


# Conflict Summary: Nostramo

Nostramo (Outpost World)



Nostramo Victories by Faction



## Planet Type: Outpost (Death World)

### Sector: Shortak

At first glance, most would pass this world by. It was smaller than most, deep chunks of earth and plate missing. If anything it looked like some treat vermin had taken bites from, deep rending scars obvious from deep space. The planet was devoid of natural plant life, some forms of industry and buildings were buried deep in dust and wreckage.

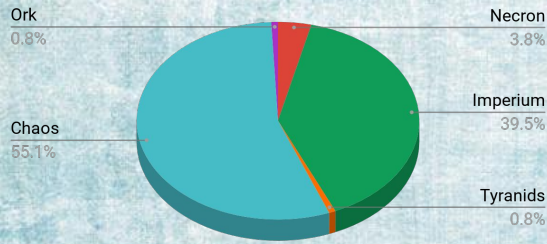
Nostramo fell to the combined might of plague legions, as part of a combined Chaos push into the Stars and the world remained green, a sicklier and polluted green. Among the physical scars there were also a myriad of psychic ones. Since it was on the outskirts of the Shortak Sector, it could become an outpost world for Chaos forces, bringing valuable material and taking with it the agents of Nurgle.

Deep in the earth a secret bunker was found beneath the Primus Garden., containing an ancient cogitator. Upon activation, the cogitator showed images of a dark world. Yet the images soon faded and an automatic message started to play on repeat. The Regent and his retinue only looked at each other in confusion as it played, "In midnight clad...in midnight clad...in midnight clad..."

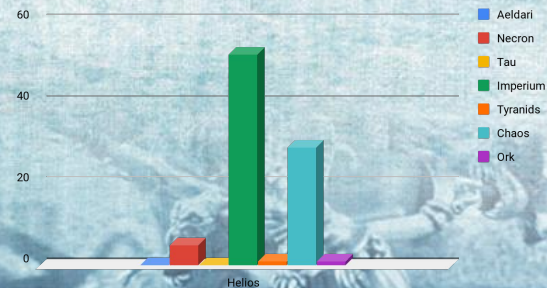


# Conflict Summary: Helios

Helios (Resource World)



Helios Victories by Faction



## Planet Type: Resource Planet (War World)

### Sector: Shortak

The subterranean urban world of Helios orbits a Class M star at the very edge of the habitable zone and was unremarkable save for its role as a furlough system for Astra Militarum units rotating back from the frontlines. Its surface is characterised by low temperatures combined with extreme winds and these conditions lead early colonists to dig below the ground to build their homes. This subterranean construction led to the discovery of enormous cavern systems into which much of the planets infrastructure was built.

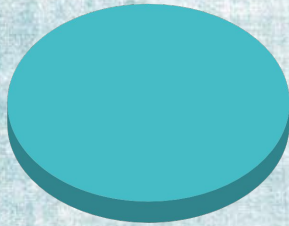
When scores of Chaos vessels erupted out of the warp into orbit above the planet, the forces of the Imperium found themselves quickly fighting a desperate rear guard action, evacuating underground hive after hive as hordes of cultists, mutants and Heretic Astartes took control of the planet.

The surface of the planet and most cities are now firmly in the hold of Chaos forces, but underground battles rage as the surviving Imperials are hunted down.

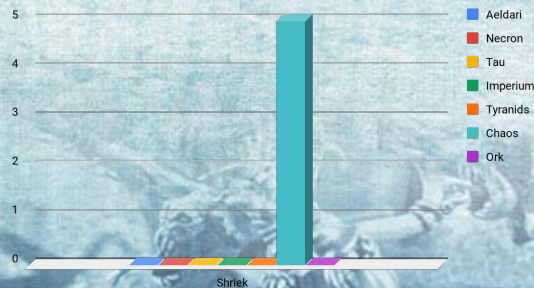


# Conflict Summary: Shriek

Shriek (Sanctified World)



Shriek Victories by Faction



**Planet Type: Sanctified World (Demon World)**

**Sector: Shortak**

Shriek, like all daemon worlds, is a hive of contradiction. There is no consensus among Chaos, as the saying goes, and no consensus can be found in all the many tales that are told of that benighted globe.

The rogue traders operating out of Agelenos name it Perditas Extremis and speak of ghost returns on the vox, an overlapping chorus that becomes louder and louder the closer you get. The voices are accusatory, the rogue traders say. They plead, and demand.

The Eldar maintain, in the high poetry of their race, that Shriek is nothing less than the dying scream of a craftworld, a sister to distant Menedor, a drawn-out wail that the daemons of Slaanesh have worried through like wasps working paper, until the pure note of its agony is fit for Neverborn habitation.

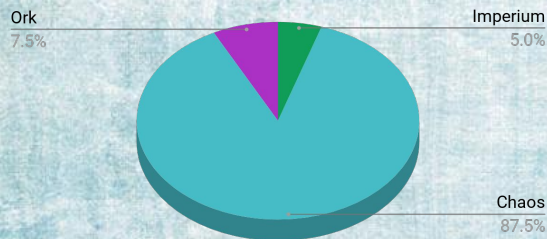
Shriek, they argue, was just once a whisper, and every mention of its name gives it power.

Shriek, they warn, is listening back.

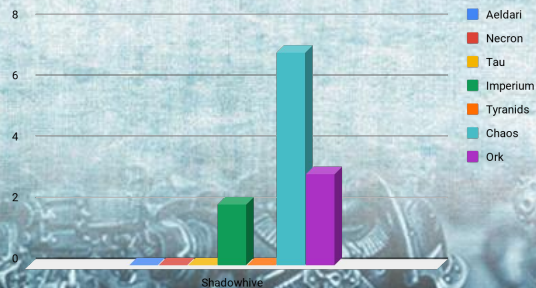


# Conflict Summary: Shadowhive

Shadowhive (Fortress World)



Shadowhive Victories by Faction



## Planet Type: Fortress World (Forge World)

### Sector: Shortak

Shadowhive had become a fully functioning underground Forge World, their production focused on data storage and recovery. Ironically, most of their efforts go towards the repair and preservation of their own forge – data crystals and infocytes have aged and failed over the millennia, and access to huge segments of the Shadowhive have been lost as passcodes and approval chains have gone missing.

As the Cicatrix Maledictum ripped its way across the galaxy, the Magos of Shadowhive had the poor fortune to be testing a new form of empiric data-reader, designed in theory to reconstruct lost digi-keys from raw warp energy.

When the Rift opened, daemoniac scrap code and data-daemons ripped into the hive, burning away the Omnisiah-blessed purity of the machine and replacing it with twisted aetheric terrors of a nightmare's devising. Now the colonists huddle in their homes and screeching fire spreads across the sky, calling to the planets new overlords to receive their due.



# MAAS SECTOR OVERVIEW

**ORK HOME SYSTEM**

Urilia

Chasm

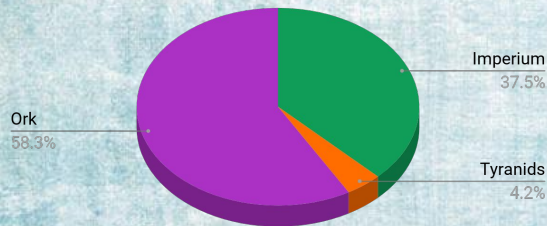
Ragnarok

Jagga Home

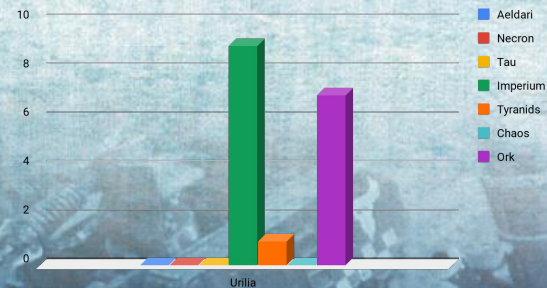


# Conflict Summary: Urilia

Urilia (Outpost World)



Urilia Victories by Faction



## Planet Type: Outpost (Dead World)

### Sector: Maas

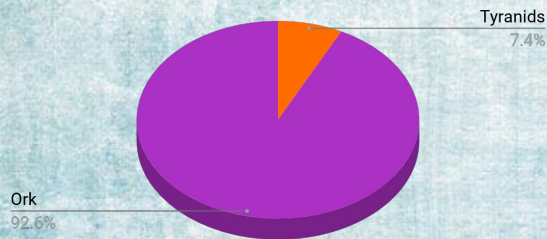
Little is known about the history of Urilia. The surface of the planet is covered by the remains of vast hive cities. Entire continents, as well as the oceans which haven't been burned away, appear to house what once was a great Imperial Metropolis. Any mention of the world on Imperial records appears as a blank sigil, indicating Inquisitorial intervention. Even if one looked into the great libraries of knowledge-whose entry is banned to all but the greatest Inquisitors or High Lords-the inquisitive surveyor would still find nothing. Such redaction speaks of a terrible secret indeed.

Devoid of important resources and harboring a dark secret, the Imperium has decided the strategically unimportant orb of Urilia can remain as it has been for aeons- observed from a distance. Lacking anything of value to destroy and obviously not a good candidate for a fun death, the Orks have decided to leave the planet on its own as well. Besides an observatory satellite placed in orbit by an ambitious Mek Boy, the surface of Urilia remains as it has been for thousands of years- haunted, quiet, dead.

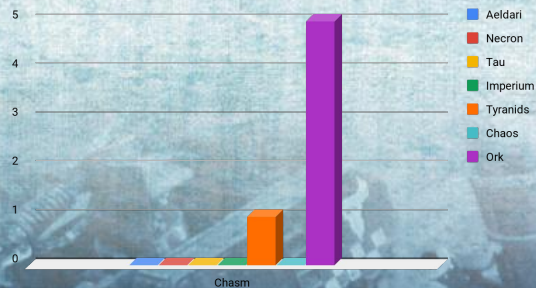


# Conflict Summary: Chasm

Chasm (Resource World)



Chasm Victories by Faction



## Planet Type: Resource World (Mining World)

### Sector: Maas

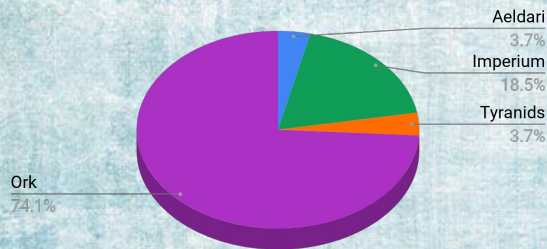
Buried deep in the Maas Sector lies the world of Chasm, at least as how the Imperials called it before it was stolen by the Orks. A testament to Imperial Naming, Chasm was a world riddled with deep crevasses and canyons, the surface looked like a world of trenches from space. However this world was among the first to fall to the Ork threat and since then the deep chasms have been filled with wreckage, detritus, and all sorts of things. As the first world to have been claimed, it was one of the more important worlds to the Orks for several reasons.

Mighty Waaghs and forces of Orks make the pilgrimage to Chasm. They bring spoils and munitions to pay for the services of the three Doks as well as bring material for trade. One Orks' trash is another Ork's loot after all. The three doks also look at the health of the millions of Boyz that pass through and Imperial Intelligence fear that the Boyz that pass through Chasm are tougher and healthier than others, not to mention better equipped.

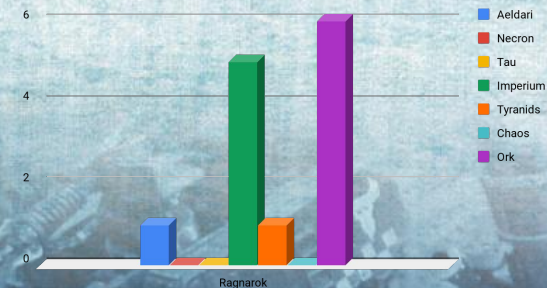


# Conflict Summary: Ragnarok

Ragnarok (Sanctified World)



Ragnarok Victories by Faction



## Planet Type: Sanctified World (War World)

### Sector: Maas

The massive, city-sized Colony-Ship which brought man to the planet was broken down, and used to build the first settlements, tools, and machines. Utilizing the internal STC the colonists brought with them, the lush jungle world of Ragnarok was soon thriving. Exporting nutritious fruits, wildlife, and vegetables to the rest of the Segmentum and beyond- Ragnarok was a lynchpin of organic production.

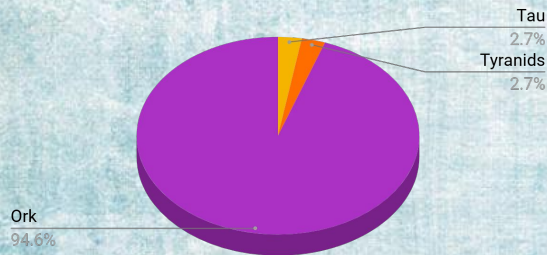
Then somewhere in unreality, the gods laughed. With a flash of light the Cicatrix Maledictum rent the sky asunder and communication with the Imperium ceased. The government of Ragnarok contacted other worlds to hear word about the empire, the beloved Emperor, Holy Terra- the response: silence. It was in this silence the Orks came. They came in their millions, aboard great ships which defied physics and any logic of cohesive construction. From the sky they smashed into the fertile soil of Ragnarok, and bellowed cries of pure rage.

The war continues today, with each side reluctant to use planet-ending devices for fear of killing their own. The Orks wanted a brutal conflict, the Imperium has given it to them on Ragnarok.

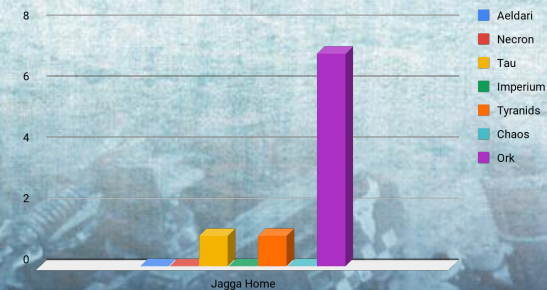


# Conflict Summary: Jagga Home

Jagga Home (Fortress World)



Jagga Home Victories by Faction



## Planet Type: Fortress World (Hive World)

### Sector: Maas

Jagga Home is a captured Hive World in a system once known to the Imperium as Auroch Horn, named such due to it being at the end of the Ox Nebula and near the “horns”, massive atmosphere production towers of a forgotten race.

Now most of the Tempest Towers are either burning or controlled by the Orks, who have gladly allowed refugees, gangers, and resistance fighters to linger in the Underhives so that the Orks who aren’t gleefully racing in the gales of the planet can hunt and fight for sport in the cities themselves. Newly renamed Jagga Home, this planet has become an Ork paradise. Speed Freeks and Mekboyz delight in continuing the races and blood sports of the planet.

The Hive cities themselves provide a mass pool of slave labor and the asteroid belts have begun to turn out a host of deadly fortifications and Ork Rokks that are guided by the wyrdboyz into the rifts and then drop into unsuspecting systems throughout the sector.



# APPENDIX

Rules Notes  
Special Thanks



# SPACE HULK: THE HERALD OF SORROW

## Special Rules:

- **Descending Campaign Points Values based on percentage of control.** (All Teams fighting here will score at least 1 point in the overall campaign!)
  - Top Control = 5 Points
  - Second Place = 3 Points
  - Third Place = 2 Points
  - Fourth and beyond = 1 Point
- **Limited Types of Games Allowed**
  - Space Hulk
  - Kill Team
  - Zone Mortalis
  - Battlefleet Gothic
- **Select "Herald of Sorrow" for planet played on when submitting your game!**

## Planet Type: Space Hulk

### Sector: The Cambion Corridor

Hidden within countless ancient spools of Imperial datascreeds are tidings of the Herald of Sorrow. The silent space hulk of unknown origins has cursed many worlds throughout the Imperium. It arrives without notice and passes back into the Warp just as suddenly, sometimes persisting for days, sometimes for years.

The Herald of Sorrow emerged from the Cicatrix Maledictum at breakneck pace amidst the Sol system stars. It is tumbling end-over-end past the Shadrac system. Initial scans show that the space hulk has aggregated dozens of new voidships since the beginning of the Great Rift. What's more, there are millions of tonnes of debris trailing in its wake, attracted by its immense gravity.

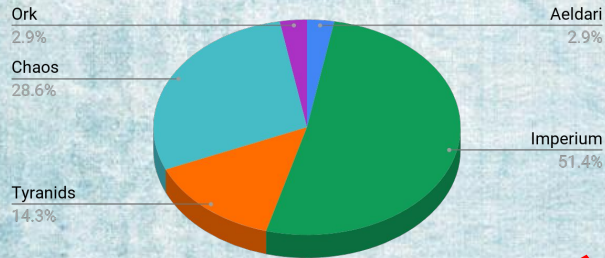
Meanwhile, several nearby fleets aim for the Cambion Corridor -- Aeldari Corsairs, Ork Freebooters, Rogue Traders, and Chaos Red Corsairs among them -- in the hopes of tapping the Herald of Sorrow for whatever resources or secrets it hides before it disappears again. Some of these disparate groups have sworn temporary unstable truces in order to take advantage of this unique opportunity. Other factions have used the promise of incredible lost technology and terrible secrets as bait to settle old scores within the rusted middens of the tumbling space hulk.

INACTIVE



# SPACE HULK: THE HERALD OF SORROW

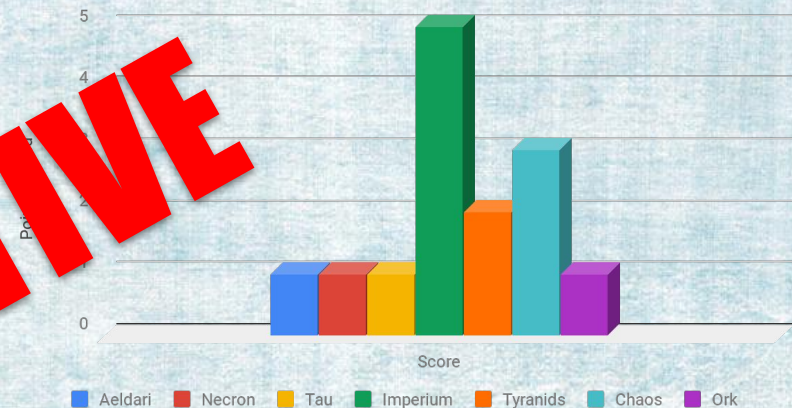
Space Hulk: Herald of Sorrow



Herald of Sorrow Victories by Faction



Herald of Sorrow Campaign Points Earned



## Final Score

**Imperium:** 5 Campaign Points

**Chaos:** 3 Campaign Points

**Tyranids:** 2 Campaign Points

**All others:** 1 Campaign Point



# ROGUE PLANET: ISOLATION

## Special Rules:

- **A new, uncontrolled planet!** This planet is new and will remain “in play”. Points earned here each round will certainly separate the victory points of the factions in the campaign!
- **Descending Campaign Points Values based on percentage of control EACH ROUND!** (Do NOT let one force maintain control for long or they will pull away quickly!)
  - Top Control = 5 Points
  - Second Place = 3 Points
  - Third Place = 2 Points
  - Fourth and beyond = 1 Point
- **No Limit to type of games allowed here**
- **Select “Isolation” for planet played on when submitting your game!**

## Planet Type: Rogue Planet (Death World)

### Sector: The Cambion Corridor

Isolation is a planet that has flung out of the orbit of it's sun. It has traveled the galaxy, floating through darkened space, and was only just now discovered as a Tau Fleet vessel nearly collided with it.

The planet, with no stars, millions of miles away to light it, has become a frozen rock, rattling through space. Even so, ruins dot the surface of the planet. Ruins of a time that is still unknown. Geothermal activity springs out through the surface as the molten core of the planet continues to push through the ice shell covering the surface.

Frozen oceans occasionally explode with tectonic force as the seismic activity of the super heated core of the planet pushes outward. This thaws portions of the ocean, turning them into massive iceberg lakes, before eventually freezing again.

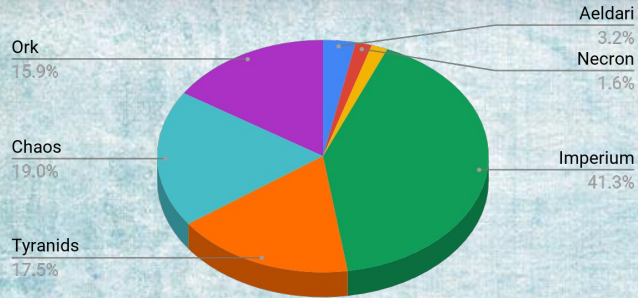
Even so, resources and knowledge of a time, perhaps better left forgotten, can be found in the strange, alien, ruins hidden under ice and pushing out across the surface of the planet. Now that the lost planet is found, ancient enemies rush to secure a foothold...

INACTIVE



# ROGUE PLANET: ISOLATION

Isolation (Rogue Planet)



Rogue Planet: Isolation - Victories by Faction



INACTIVE



# SPECIAL THANKS

The following individuals helped contribute to the lore of the campaign:

- Isaac Chiang
- Dave Rudden
- Eoman Duffy
- Jesse Coppel
- Sandy McDonald
- Mark Eugenios
- Luke Baker
- Paul Watts
- Paul Gallo
- Andrew Cuttle
- Alex Selth
- Colin Kierans



# Change Log

- **06/02/2019**
  - Updated sector overview slides to be easier to read (hopefully for mobile devices as well). The best way to view these slides is still on a PC in presentation mode.
  - Updated FAQ in Players Guide to address a couple questions that came up around logging games.
  - Fixed bug in reporting form which was causing Tyranid players games to not be counted. Verified other factions do not have the same issue. Games that were submitted prior to the bug being fixed are now counted. (No need to resubmit)
- **06/03/2019**
  - Fixed link in Players Guide which was linking to a test version of the Psychic Choir. It is now correctly linked to the right version.
  - Fixed bug causing Aeldari players wins to not display in the pie chart (but did in the victory graph). Verified other factions do not have the same issue.
- **06/04/2019**
  - Added faction to title page for each system to make it easier to determine what players are looking at.
- **11/06/2019**
  - Changed Campaign Tracking Score by Faction chart to show trending score instead of static score per round. I thought this might be more helpful to show growth of points.