DARK HERESY
ENCYCLOPAEDIA CALIXIS

A supplement detailing the Calixis Sector
of the Imperium of Man

WARHAMMER
40,000
ROLEPLAY

It is the 41st Millennium of Man.

For more than a hundred centuries the God-Emperor has sat immobile on the Golden Throne of Terra. He is the master of mankind by right of his own indomitable will, the lord of a million worlds by the might of his inexhaustible armies, and guardian of humanity's future by virtue of his unfailing wisdom and foresight. He is a God to whom trillions of prayers are uttered every second. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium to whom a thousand souls are sacrificed every day, so that he may never truly die. Yet even in his deathless state, the Emperor continues his eternal vigilance. Mighty Imperial battlefleets cross the dreadful miasma of the Immaterium, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: the inexhaustible armies of the Imperial Guard and countless planetary defence forces, the unflinching enforcers of the Adeptus Arbites, the ever-vigilant Inquisition, and the tech-priests of the Adeptus Mechanicus to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants, witches — and worse. To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

Introduction

If I have a quarrel with Black Library and/or Fantasy Flight Games it is over the lack of a decent encyclopedia/atlas/gazetteer for the Calixis sector. The little snippets of information dropped here and there are all very nice and good for flavour, but neither do they really provide us with a good sense of the overreaching structure of the sector, nor provide us with planetary descriptions that are actually worthwhile in terms of what a GM can use as inspiration for his games.

And it's not that FFF cannot do it; the Lathe Worlds supplement proved that they are quite capable of detailing both individual worlds and an important chunk of the Adeptus Terra in a most excellent fashion. Unfortunately it's too little, too late. None of the other source books contain details like that; the Book of Judgment was nice, even had some stuff about the Adeptus Arbites, but contained no significant amount of really new world information. Same for the Book of Martyrs; it mentioned a lot of places and gave us the location of the cardinals' courts, but gave no new world descriptions. And of course with DH 2.0 we won't be seeing much in the way of new material, so there goes the last faint chance of getting more flesh on the Calixian bones.

Which brings me to my next point: This is as good a time as ever to produce a fan-made Calixian gazetteer. With DH 2.0 coming out and the switch over to a new sector there won't be any new Calixis-related stuff coming out; nothing to suddenly invalidate whatever is written in this supplement. In other words: Perfect timing for this supplement!

Not that it matters all that much; GMs are notorious for picking bits and pieces they like and twisting thing around to fit their games. So whatever I write in here are no doubt going to be picked apart and twisted around in a million (a slight exaggeration perhaps) way. Indeed, if you looked at a hundred different DH games I'm pretty sure that not two of them are exactly alike in their interpretation of the setting or in their presentation of official source material. If you can keep that in mind then it shouldn't really matter if this book is official or not.

Yes, that's right. Despite the devilishly cunning layout: This not an official product, and therefore absolutely 100% not canon. That said it's always nice to keep in mind GW's own definition of canon; there is no such thing. Anything goes: The 40k setting is big and varied enough to have room for everything. It is what you make it out to be. Which is kind of fitting IMO, since the original Rogue Trade made no secret of having been more than slightly inspired by a variety of existing sci-fi tropes. Being quite unofficial has does have one major benefit though; get it for free, which should be a nice bonus!

But enough of what this supplement isn't and a little about what it is: It is a gazetteer that provides you with a pretty detailed overview of Calixis as a sector. It looks at stuff like stellar geography, sector history, politics and commerce, warp routes and navigation, subtle threats and outright war. It covers the sector as a whole, including its relations to neighbouring sectors and the Imperium as a whole. It details each of the sub-sectors and provides at least a snippet (and for some planets longer entries) for every listed world or system (plus a few extra ones).

It goes on to discuss the role of the Inquisition and the Calixian Conclave in some detail. It provides you with several possible solutions for the Tyrant Star and it touches upon the nature of the Haarlock legacy. At the very end there is an Index (kudos to Adam France and Adeptus B) which is useful if you want to look up official references to this and that in published books.

In the process of writing the Encyclopædia Calixis I've had to make some assumptions. Assumptions about the size of the sector, the number of worlds, their populations. Assumptions about the number of Inquisitors at large. Assumptions about the nature of private enterprise and how a sector is governed. YMMV. You're not required to agree with all of that to use this supplement. If it doesn't work for you; change it. For example: If you're one of those who feel that Inquisitors should be truly rare, cut their number. You can still enjoy the planetary descriptions – they are not dependent of number of Inquisitors.

B.

II THE PROPHET

HOLY · WISDOM   INTUITION   EDUCATION

Vern

Vernissimon de Veridia de Archaos is a fictional character living in the latter half of M41 in the Calixis sector. A native of Archaos, the Planet of Philosophers (that's not a superlative in the Distant Dark Future) Vern is a savant; biomechanically enhanced and mentally conditioned to provide his employer with the services of a human computing machine. Vern currently serves on the staff of one Inquisitor Tancred, a Scintillan-based semi-radical Inquisitor that's only loosely connected to the Calixian Conclave. The book has several in-character snippets where Vern relates something of his knowledge of the sector.

The Calixis Sector

I

THE HALO STARS

ASTROGRAPHY

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HISTORY

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POWER & POLITICS

•

TRADE & COMMERCE

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WAR

Meridiana Saturnus

DRUSUS MARCHES

Sentinel

Pulsars

Dusk

Kalf

THE YXANIDE PERIPHERY

YXANIDE

MALFI

Spectoris

Landunder

Scedwold ARG-218

Gunz Magna

MALFIAN SUB-SECTOR

The Lathes

Obel Quill

Settlement 228

SEPHERIS SECUNDUS

TRANCH

SCINTILLA

Luggnum

Fedrid

ADRANTIS NEBULA

Lehyde Ten

Path of the Misericord

GOLGENNA REACH

Hecd

Klybo

BARASPINE

Graxgold

IOCANTHUS

41 Pry

Cloister

Regulus

Zillman's Domain

Woc

JOSIAN REACH

Acreage

Dreah

MARKAYN MARCHES

Throne

FENKSWORLD

PROL IX

IXANIAD SECTOR

Chapter I:

Provinciae Calixis

Calixis Sector is an Imperial sector located on the fringes of Segmentum Obscurus. It is fairly large as Imperial sectors go, covering a large and ill-defined swathe of space, rimward of Ixaniad sector and trailing of Scarus sector. To trailing of Calixis sector lies the hazardous territories of the Fydae Great Cloud and beyond that Segmentum Pacificus. To rimward are the wild and unexplored regions of the Koronus Expanse that reach all the way to the edge of the galactic disk and beyond. Sol lies 30.000 light years away and the Eye of Terror only a handful of thousand – the Astronomican grows dim and is often partly obscured by the baleful glare of the Eye. Truly Calixis is a distant and lonely place.

Calixis is a young sector, conquered by Lord Militant Golgenna Angevin for the Imperium of Man in the 39th Millennium during what became known as the Angevin Crusade. The sector's first Imperial Sector Governor was Drusus, one of Angevin's most capable generals, a man now revered as a Saint of the Imperial Cult. The current Imperial Sector Commander is one Marius Hax, an ageing hardliner that has served the Calixis Sector in one capacity or the other for hundreds of years. Competent and unrelenting the Lord Sector has only three goals; the keep the sector stable, ensure the Tithe keeps flowing, and make sure his own personal power continues to increase.

Calixis contains many heavily populated and important worlds, but first and foremost it is a frontier sector. There are vast reaches of uncharted space within the sector's borders and almost limitless unexplored territories right outside its doorstep. The sector is comparatively energetic and dynamic; its worlds are industrious and there is constant exploration and colonization. It is a place where fortunes can be made or lost in the span of a human lifetime. The sector is also rife with conflict; not sector-wide all-consuming war, but a thousand smaller conflicts – and a few larger ones. Last, but not least Calixis is awash with heresy, xenos influence, and malefic cults. It is also the nexus of a dark and terrible prophecy – the Hereticus Tenebrae, the Shadow Heresy – that promises doom and destruction far beyond the sector's borders. It's not without reason that the Inquisition has a sizeable presence in this remote place.

Astrography

The Calixis Sector is located on the rimward side of the galaxy's Cygnus arm (or Outer arm), approximately 30,000 light years from Holy Terra. The Cygnus arm is one of the galaxy's minor spiral arms, as opposed to the major Perseus and Scutum-Centaurus arms. It originates near the galactic core some 15,000 light years galactic east of Sol as the Norma arm. By the time it has wrapped itself halfway around the core the arm has lost some of its solidity. Around the so-called Ghoul Stars it becomes a diffuse mass of faint clusters, stellar streamers and galactic spurs. Further to trailing the arm regains its composure – and is usually named the Cygnus from that point until it again fades somewhere on the edges of Segmentum Pacificus.

The region in which the Calixis sector lies is well within range of the Astronomican, but the baleful presence of the Eye of Terror oftentimes makes Warp navigation a difficult, if not outright hazardous affair: Drawing a line from Scintilla to Sol you come perilously close to the largest and most infamous Warp anomaly in the Galaxy of Man. Fortunately nearly 8,000 light years separates Calixis from the Perseus Arms and the outer reaches of the Ocularis Terribus; sufficiently far for the Astronomican to be visible (if a little distorted) despite the shadows cast by the Eye. As side note the Eye of Terror is visible in the physical spectrum from the majority of Calixian Worlds, appearing as a bloated reddish stain in the night sky against the backdrop of the galactic core.

It is often said that Calixis lies as the edge of the galaxy and there is some truth in this claim. It certainly lies at the edge of the Imperium of Man. And beyond the edge of the Cygnus arm the galactic disk does become more diffuse and less populous. That said Calixis does not literally sit at the Edge: Beyond the sector's borders stretches the nearly endless reaches of the Koronus Expanse. Tens of thousands of light years almost without Imperial presence; go far enough and the last feeble rays of the Astronomican fade into nothingness, leaving you alone in the outer dark. That really is the edge of the galaxy.

The Calixis sector itself is fairly large as Imperial sectors go, covering a large and ill-defined swathe of space. The sector's borders are notoriously diffuse, largely because the region is so poorly surveyed and lightly settled. Who can truly say where the Calixis sector ends and the Koronus Expanse begins? Do you draw the borders inside the perimeter of the great rimward warp storms or somewhere closer to Malfi? And where does Adrantis end and the Fydae begin? How big is the Periphery really? And what of the Margin Worlds, should they be counted as well? With this in mind the sector proper is generally said to occupy a sphere around the sector capital of Scintilla with a radius of around 400 light years. The sector's fringes are even more distant; measuring the distance from the remote Death World of Deluge on the outskirts of the Periphery to the Forbidden World of Belahaam on the other side of the Hazeroth Abyss and you exceed 1,000 light years by a good margin.

Existing as it does within the confines of a galactic arm Calixis is blessed by high stellar density and a variety of promising star systems. Depending on how you define the sector's borders Calixis encompasses somewhere in the vicinity of 250-500 million cubic light years and between three quarters of a million and two million stellar objects, ranging from the faintest dwarf stars to the brightest supergiants. Just below 25% of these stars are of the life-giving F-G-K types and therefore the most likely to offer sanctuary to human beings. The exact percentage of systems to hold planets capable of supporting life or otherwise have resources that requires Imperial colonization varies with the measurement system used, but even the most conservative aestimates exceed 1 per cent. Meaning that, at the very least, there are close to 10,000 colonisable bodies of potential interest to the Imperium within the borders of the sector. In reality the number is probably several times greater, possibly as many as 40,000, but until mankind starts to run out of systems to explore and settle this is a question relevant only to the philosophers of Archaos and the most pedantic of Administratum cataloguers..

While the majority of promising systems (and many others besides) have been remotely scried using advanced Mechanicus augur arrays, only a small fraction of the Calixian stars have actually been visited: During the latest Prol Stellar Census of 569.M41 only 43,567 systems recognized as lying within the Calixis sector were tagged with Exploratory Class Alpha or Beta, meaning they had been physically charted by certified explorers. Less than five thousand of these systems have warranted anything more than a very cursory deployment of Imperial resources. Under a thousand locations have had a permanent human presence of more than 200 people for more than 50 years Terran standard. The number of systems that have been visited or at least remotely charted is somewhat higher, but it goes to show that there are a lot of blank spots on the map, even within the borders of the sector. If you look beyond the sector you realize that no matter how many Rogue Traders, Mechanicus Explorators or Navy Survey Missions there are they will never run out of places to visit.

Calixis' closest Imperial neighbours are the Scarus and Ixaniad sectors. Scarus lies to the galactic north, spinward along the rimward edge of the Cygnus arm. Scarus thus shares in the border to the great unknown, but if anything the rimward regions beyond Scarus are even less explored than the Koronus Expanse thanks to the widespread destruction caused by the fierce warp storms of early M41. The distance from Scintilla to Eustis Majoris is just over 1,500 light years as the photon flies. Beyond the diffuse spinward borders of the Markayn Marches and the Periphery, past the Stygian Deeps, lies hundreds of millions of cubic light years of wilderness space before you reach the first systems of the Antimar subsector, Scarus sector. Somewhere in the rimward reaches of that great void lies the Margin Worlds; a promising swathe of stellar property that was the target of the Margin Crusade. The crusade and the worlds it had claimed are now presumed lost, overwhelmed by the great ork Waaagh! 'Grimtooth' that even now ravages the Periphery. Even if remnants of the crusade still hold out they are located hopelessly far behind enemy lines.

Ixaniad lies coreward of Calixis, deeper inside the Cygnus arm. A minimum of four hundred light years separates the coreward border of Calixis and the most remote outposts of Old Ixaniad. The intervening region is smaller and significantly better charted than the wild space between Calixis and Scarus. It is, however, not a terribly interesting place; Rogue Traders were routinely disappointed by what the region had to offer and eventually turned towards more promising prospects. The most prevalent feature is the ageing open cluster known as the Merates. In ages past refugees from Ixaniad sector charted routes here and established outposts, but the Merates cluster is poor in resources and generally hostile to human life, so nothing much came of it. Later the cluster became the primary battleground of the Meritech Wars when the Imperium retaliated against the heretek ways of the Merates Clans. Whatever settlements existed were obliterated by the Ixaniad and Calixian battlefleets and the few human-habitable worlds were subjected to extensive area denial bombardments that left most of them as irradiated, toxic, or completely dead worlds

Finial sector is the only other Imperial sector within reasonable warp range from Calixis. This vast sector with its thirty-five subs and territories is situated in the diffuse area reaching from the coreward of Scarus and spinward of Ixaniad, all the way across the Cygnus and into the thinly populated regions between the galactic arms. Its coreward subs come all the way down to the ring of sectors and prefectures guarding the Eye of Terror. By rights the Finial Sector should have been broken into smaller, more governable sectors, but politics and the fickle finger of fate has decreed otherwise. So instead of seven sectors of more moderate size you have this ungovernable jumble of worlds that are all beholden to the Xan of Moeral Princeps. It is possible to reach the Finial sector by way of Prol, but after the loss of the Gelmiro system the route has fallen into disfavour and the two sectors have virtually no direct contact.

To trailing of Calixis, further down the Cygnus arm you find the Fydae Great Cloud, which is one of the largest open star clusters discovered to date. Far older than the more closely grouped and energetic Merates Cluster the Great Cloud sits there silent, old and bloated. Many of its systems have long since wandered away; the furthest known sample is the Fydae system (for which the cluster is named) in the Malfian sub. The area is very remote; most minor routes leading here go by way of Adrantis or Hazeroth, hardly the most civilized places to begin with. Because of its remoteness and lack of any 'gold rushes' brought on by the revelation of garden worlds, alien civilizations or ancient ruins ripe for plunder, the Fydae Great Cloud remains little explored. With the Koronus Expanse so close and so promising there is simply no reason for enterprising Rogue Traders to waste their time mucking about Fydae!

And then there is the Koronus Expanse. Beyond the edge of the Cygnus arm a seemingly endless series of violent and persistent Warp storms boil and church (part of which devastated the Vincies sub of Scarus sector not so long ago). Unlike the Eye of Terror which is highly visible, the Margin storms are invisible in the physical spectrum; the danger they pose is purely Empyrean in nature: They make travel beyond the Cygnus arm next to impossible. Until the discovery of the stable path now known as the Maw that is: Now the Koronus Expanse is accessible by anyone with a ship and a desire to risk it all. The size of the Expanse is open to conjecture; it lies beyond the boundary of the main arms and as such it can be said to stretch all the way to the edge of the galactic disk, out to where the true galactic halo begins. By this measure the Expanse reaches for tens of thousands of light years rimward, spinward and trailing. Even with stellar density dropping sharply beyond the Expanse encompasses an almost unfathomable number of stars and systems. In explorers terms it goes on forever – and more importantly, well out beyond the limits of the Astronomican.

In sum then the Calixis sector is defined not only by its own territories, but by its remote location, its neighbours, and the vast unexplored reaches that surround it. Welcome to the frontier!

Subsectors

Golgenna Reach (Scintilla): The Golgenna Reach constitutes the central hub of the sector, through which most of the major warp routes pass. It is of course named after Golgenna Angevin, the original commander of the Crusade that liberated and unified the Calyx Expanse. The most important world is Scintilla, the sector capital. Scintilla is the political, religious, and commercial hub of Calixis. Scintilla was originally settled during the Dark Age. It was resettled during the Angevin Crusade.

Markayn Marches (Solomon): The Markayn Marches occupies the amorphous region to coreward/spinward of the Golgenna reach. Markayn is centred on the ancient stronghold of the Haarlocks, the planet Solomon – a world now given over to the Departmento Munitorum. Long considered a backwater the region has gained in importance with every new war, campaign and crusade that has cropped up in the past decades. Rather than being viewed as a remote and unproductive part of the Imperium Markayn has become an important transhipment point, and its forges and hive factorums have gained new life.

Josian Reach (Fenksworld): The Josian Reach lies coreward of Golgenna and trailing of Markayn. It lies closer to civilized space than any other part of Calixis. The main routes which connect Calixis to Ixaniad pass through the Reach by way of Canopus and Fenksworld. The Josian Reach came into being in M41 as a direct result of the Meritech Wars: Battlefleet Calixis established semi-permanent fleet and support facilities at Fenksworld to effectively support an offensive into the Merates Cluster. After the war it was decided to keep the fleet as a permanent fixture. To support it the Sector Governor ordered the creation of a new subsector – the Josian Reach.

Hazeroth (Clove, Pending approval by Lord Hax): The Hazeroth sub lies trailing of Josian and coreward of Adrantis. It's named after the Hazeroth Abyss, a region even more ill-omened than the Adrantis Nebula. No one ever goes to Hazeroth if they have any choice in the matter. Since Lord Hax is a pragmatic man he's not one to waste any more resources than strictly necessary to keep the Aquila flying over this dreary place. In M40 a subsector capital was originally intended to be established on Guytoga, an Imperial world deep in the Abyss. This was back in the day when large-scale colonization of Hazeroth was contemplated. Since mid-M41 Clove has served as the de-facto sector capital, but without formal recognition from the Lucid palace.

Adrantis (Tranch): The Adrantis sub lies trailing of the Golgenna Reach. It is named for the mysterious Adrantis Nebula that lies at the heart of the sub. The worlds of Adrantis are scattered around the nebula, separated by great distances and tenuous warp routes. The war-torn world of Tranch is still technically sub-sector capital, but in practice the outlying systems fend for themselves or enter into local alliances and trade pacts – a trend that has only become stronger after mutant uprisings and wars have left Tranch severely weakened. The most prominent of these leagues are the so-called 'Far Side League', which comprises Baraspine and several outlying systems. Baraspine's local rival is the Tephaine system with its multiple inhabited planets and moons.

Drusus Marches (Drusus/Sentinel): The Drusus Marches are located rimward/trailing to Golgenna. The sub lies in what is easily the most remote corner of Calixis (save perhaps the Periphery). It is huge, both in terms of spatial volume and number of settled worlds. Its worlds are typically distant, lightly populated, and lacking in important industries. The sub is big on faith, pilgrims and hardy settlers. The sub-sector capital is the shrine world of Drusus/Sentinel – the local Cardinal-Governor is typically also Lord sub-sector.

Malfian (Malfi): Lying to rimward from the Golgenna Reach the Malfian sub is the most populous subsector of Calixis, both in terms of total Imperial citizens and number of Imperial systems. The Malfian sub guards the rimward borders of the sector and also controls access to the Koronus Expanse and the Halo Stars. The sector capital is Malfi, one of the most ancient, and definitely most populous and decadent worlds in Calixis. There is plenty of friction between Malfi and Scintilla, with Malfi opposing Scintilla in every conceivable (and then some) way.

The Periphery (formerly Kulth): To spinward of Golgenna/Malfian lies the poorly defined border region known as the Periphery, stretches for many light-years towards the Scarus sector before fading into wilderness space. The Periphery includes only a handful of noteworthy worlds. The decaying Imperial world Sinophia should by rights have been made sub-sector capital during the early days of the sector, but political infighting between the Rogue Trader Houses of Haarlock and Sinos effectively side-lined the entire region. In later years Sinopia was eclipsed by Kulth and the House of Severus. Today the subsector is mostly infamous for the ork Waaagh! currently active there and the presence of the traitorous subsector Commander Duke Severus XIII and his renegade worlds.

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THE COLLECTOR

GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
EFFORT - AND - HARD - WORK - WILL - CAUSE - GROWTH
A - PAUSE - DURING - DEVELOPMENT - RE - EVALUATIONS
EIGHT OF MANDATIO

TRANSPORTATION

Interstellar travel is certainly exotic and dangerous, but not to the extent that many citizen-dregs believe. If the warp-capable voidships were so rare and the trip through the Immaterium so fraught with danger, it would mean that any interstellar commercial activity would be impossible. Warships would hardly dare lift anchor for fear of destruction. How can you have entire worlds more or less dedicated to agriculture or mining if transporting their harvests is costly or dangerous? How can you maintain the Calixis sector, let alone an entire galactic Imperium if you cannot patrol it or protect it? Fortunately travel between the stars is cheap enough and safe enough to be commonplace: Hauling cargo through space is much like hauling cargo across the oceans of a colonized world – slow and cumbersome, but cheap and relatively safe.

Every day thousands of freighters large and small carry millions upon millions of tons of cargo to and from Calixian worlds, slowly making their way through real space to reach their jump points, making the transition across the immaterial ocean of the Immaterium, or journeying inwards from a system's warp boundary to deliver cargo at its destination. That said space travel is something most people only hear about. The citizens of the Imperium do not travel unless they have a compelling reason to do so. Tourism is not really a factor in Calixis except for the very privileged. Unless your work dictates (which is often the case for Acolytes and senior Adepts among others) that you must travel, the most compelling reason to go into space is to go on a pilgrimage. Every year millions of ordinary citizens embark on such journeys. Countless billions do not. Indeed, the average hive-worlder never even sees the sky, let alone gets onto a voidship to travel to other worlds. Most wouldn't even want to go if offered the chance.

Warp-capable ships can be broken down into two categories; those with Navigators on board and those that must do without. The latter type of vessel outnumbers the former by a great margin, but gets little of the glory. Both types are essential for the sector; ideally every ship should have a Navigator, but there are not nearly enough of them to meet the demands of the Imperium. Thus it is generally up to the navigated voidships take care of priority transportation, handling that which is too valuable to risk losing or that which must travel far and fast. The unnavigated ships handle the rest.

Navigated ships include many of the vessels of the Adeptus Terra; ranging from Battlefleet ships of the line, via Munitorum mass conveyors and Mechanicus Explorators, to the lightning-quick courier vessels of the Administratum. Other ships that carry navigators include Rogue Traders, high-end Guilds Commercia transport vessels, and whoever else can afford the services of the Navis Nobilite. Navigated ships tend to stick to established routes and charted territories, but can theoretically go anywhere with at least a slight hope of surviving the trip and end up where they intended.

Chartist vessels are commercial ships that operate with some form of official charter (the title 'Chartist vessel' is something of a misnomer since there are Chartered ships with Navigators). In this context 'Chartist' it is taken to mean any ship that operates the local trade routes without the benefit of a Navigator. Contrary to popular belief it's perfectly possibly to traverse the Warp without a navigator – as long as you have accurate warp charts and keep your trips short and slow. Because of these limitations Chartists vessels usually ply only one – or at most just a few – warp routes.

The final category of voidship is those without warp drives. These system ships can never journey to another star, but must labour within the confines of a single system. Such ships are quite common in many inhabited systems, ferrying goods, resources, and passengers around to planets, colonies, outpost, and facilities scattered across the limited reaches of a solar system. Quite a few Imperial worlds will also maintain squadron's – or even entire fleets – of system defence ships; unlike the warp-capable vessels of the Navy such voidship are under the command of the local Governor (i.e. they are PDF vessels). Although complex to build and costly to crew and operate such system ships are much cheaper and simpler than true void vessels; they have no need for Navigators or the techno-arcane devices that allows a ship to enter and leave the warp. The fact that they are also under the jurisdiction of planetary authorities is also a bonus that should not be discounted.

Orbital space around an Imperial world is quite likely to be filled with orbital and sub-orbital flights; shuttles, landers, cargo haulers, and whatnot ferrying goods, resources, and people to and from the planet. Smaller voidships, like raider-class vessel mostly, are frequently capable of landing on a planet without such go-betweens (but many captains still prefer to stay well clear of large planetary bodies – for reasons of both safety and superstition). Large ships are rarely capable of landing one a planetary surface (but may be capable of entering a planet's atmosphere, to enable them to dock with an orbital spire for example.

Orbital space will also be home to a range of satellites, weapons platforms, command stations, minefields, space habitats, and microgravity factorums. Although they are not voidship in the strictest sense they do inhabit the same areas, and have much in common with system ships – except they lack true sublight drives.

VERN ON WARP TRAVEL

Voidship travel can be a strange beast to the uninitiated: Imagine a citizen asking a voidsman, "How far is it from Solomon to Scintilla?" The voidsman would shrug and say, "What do you mean, how far? How far in materium lightyears or parsecs? Dunno, never measured. How far through the Immaterium? Dunno, try asking the Navigator." The citizen sighs and asks instead, "How long does the journey take then?" The voidsman rolls his eyes and says "What do you mean, how long? How long for me or how long for you? Total time or warp-transit time?" The citizen bows his neck and walks away, vowing never to look up at the stars again!

Voidship travel between star systems is usually divided into three distinct parts: Departure leg, Warp leg and Arrival leg.

First is the departure leg, wherein the ship accelerates away from the planet it is orbiting using realspace drives. Ships can only engage their warp drives when well away from a strong gravity well, such as that created by a star or large planet. For a system like Sol most commercial starships would go out beyond the orbit of Uranus (20 AU) before making the transition. Military vessels and certain civilian ships regularly make the translation at less than this distance, even down to the orbit of Saturn (10 AU), but this requires great precision. In an emergency it is possible to push it even further, but doing it inside the orbit of Jupiter (5 AU) is hazardous at best – there is a good chance the ship will be torn apart by dimensional sheer. Smaller stars have smaller gravity wells, bigger stars have larger wells. Planets also have gravity wells, but these are much smaller. Take Terra as an example; leaving the Terra-Luna orbital system might take only a few hours for a fast ship, but the ship is still deep within the well of blessed Sol. Thus it is only in the far outer system that the mass of the planet really matters. If you are orbiting Uranus you need to travel to a safe distance, even if you are already outside Sol's gravity well.

How long the departure leg is depends on the realspace acceleration of the voidship. A fast ship, such as a Navy frigate or a sprint freighter could make the trip from Sol to safe distance in a week (taking into account that they also can translate closer to Sol). A lumbering bulk freighter could easily take a month to reach the orbit of Uranus. The very largest megahaulers, the ones carrying precious Navigator cadres on board, never venture in-system at all. They translate well outside the safe distance cut-off and unload their cargoes in the deep dark void, using system-bound barges to ferry their cargo to and from.

Next is the warp leg of the journey. The ship translates into the Immaterium, taking a bubble of reality with it, maintained within the Geller field. The ship now manoeuvres the currents of the warp using methods understood by few. If the ship has a Navigator he can greatly enhance the speed and range of a starship traveling through the warp. If there is no Navigator aboard the ship must make do with having a limited ability to determine its own position both within the Warp and relative to realspace. Sometimes a ship has to do multiple warp legs. If the journey is long, there is no Navigator, or the Warp is very turbulent frequent stops might be required. An Escort-sized sprint freighter could, with a skilled navigator aboard, cross the distance between Solomon and Scintilla in a week using a single warp leg. And old Chartist trader without a navigator might be forced to do the trip in five legs and taking twenty times as long.

At this point things get even more interesting. During the Warp transit ship-time is no longer the same as real-time. Within the Immaterium, even aboard a spaceship, time flows differently. For shorter trips the time distortion effect might be around 2 to 1, meaning that while a week passed for the Maiden, two weeks went by in realspace. For longer or faster journeys the distortion could be three, five, even ten times. And that's not taking into account weird occurrences, ships arriving before they left and such.

All voidships, those with Navigators included, greatly prefer to use well-charted warp routes. These almost invariably go from settled system to settled system. Within the Calixis there exists a great many charted routes. Calixian warp routes are divided into Primary, Secondary (sometimes collectively known as Major routes) and Tertiary routes (also called Minor routes): Primary routes are those that connect Scintilla to places like Malfi and Sepheris Secundus. Secondary routes are all other major routes; well-worn paths through the warp between major systems. Tertiary/minor routes a catchall for those routes less travelled, but still sufficiently stable and charted to be used by Chartist vessels.

Routes are essentially detailed roadmaps of the warp, showing where to enter, what road signs to follow, and where to exit. So-called *warp charts* describe these routes with varying degree of accuracy. The Warp is ever mutable, so older charts that haven't been updated in a while can be anywhere from slight off to wildly inaccurate; detailed, accurate, and current warp charts can fetch high prices in the market. Most warp charts will also include details of the surrounding warp not directly connected to the route itself (in case you thrown get a bit off course). Old ships that have travelled far and wide often have extensive libraries with charts of many routes and regions. In some cases the charts are the property of the ship's owner or the captain, but in some cases they will be in the possession of the vessels Navigator (if any).

Last is the arrival leg. It is much the same as the departure leg, only usually a bit longer. Warp navigation is not exact, and to be on the safe side most ships calculate a larger margin of error - the orbit of Neptune (30 AU) would be typical for a freighter arriving in the Sol system for example. Ships carrying navigators can cut down on this safety margin, as the Navigator has a much greater capacity to determine realspace correlation than do navigational cogitator. It goes without saying that the closer you translate the short the transit time in-system will be; by cutting your margins you can save valuable time.

On the rare occasions where the learned Adept has need of explaining the workings of the Warp (aka. the Empyrean, aka. the Immaterium) to a layman he often resorts to using the metaphor of the ocean voyage: The ocean is the warp and instead of a ship sailing across the watery surface you have a voidship plunging through the great unknown. Solar systems get described as tiny islands in a dark and vast ocean. Navigation is difficult because clouds are almost always obscuring the stars, save the brightest star of the all - the Astronomican. Currents and storms can throw a ship of course – or sink it utterly. And the predators of the deep...the shark and the sea serpents and the leviathans...they print 'Here be Daemons' on the charts for a reason. Warp journey are relatively safe, but they are not without danger; the sheer number of vessels traverse the Immaterium means that somewhere in the galaxy a ship is being lost every day.

In reality (if such a word can be used) the Warp has very little in common with planetary oceans, but let's stick with the metaphor it for lack of something better. But if we must use the ocean to explain the Warp, let us instead go *under* the surface. That adds dimensions to our tale that the surface of the ocean lacks. So...let the voidship be a submersible. The submersible is protected by a pressure hull. That hull is all that stands between its occupants and a watery grave. This hull very rarely loses integrity, but when it does the effect is spectacular: Sea-water gushes into the sub, flooding it. If the breach is large there is naught to be done; there is no escape for crew and passengers, and the vessel itself sinks to the bottom of the sea. If the breach is small, however, the crew might be able to stem the flow of water long enough to surface.

It's more or less the same with a voidship and its Geller field; the Geller field protects the ship – without it everyone dies a horrible death and the vessel is lost. There is no water involved of course; instead the Geller field maintains a bubble of normality around the ship. Without this bubble the full entropic effects of the Warp will grab hold of the ship and its occupants. Destruction is not far away. Even a small 'leak' in the field can create a lot of trouble; the weird energies of the Warp can do untold damage to a voidship, even if the Geller field doesn't collapse completely. And of course there are the Daemons...but that's another issue altogether.

Entering the Warp requires preparation, just as it does for a sub to go under the water. The Warp drive must be brought online and charged, which requires stupendous amounts of energy and all manner of calculations and preparations are made before reality is finally rent asunder and the ship slips into the Empyrean. A sub doesn't require a Warp drive of course, just some ballast tanks, propulsion and adjustable planes, but the principle of preparation and readiness is the same, even if there is no tearing reality apart in the case of the sub. And just like the sub can't dive in shallow water the voidship cannot enter the Warp where there is a powerful gravity well nearby; gravity equals the shoals of the Warp if you will: Most ships need to be in a system's outer reaches before entering the War. Finally; where the sub creates bubbles and turbulence in the water as it dives, so too does the voidship create ripples and disturbances in the space-time continuum as the Warp drive engages. And when the transition has been made both types of ship are simply gone, leaving no trace of their existence behind.

Let's presume for a moment that you've got both the entry and exit strategies covered. That only leaves the actual journey through the Empyrean. Which pretty much involves pointing your ship in the general direction of the star you're going to and pushing the 'Engage' button on the Warp drive control station. Right? Wrong. Very wrong. Navigating in the Warp is difficult; much worse than steering a submersible with nothing but the most rudimentary telemetry to work with. The ship's empyric augury arrays collect some data, which is sufficient to perceive the ship's immediate surroundings. Ships without Navigators use these data to navigate by running them through massive cogitator banks that compare them against the warp route in question. It's not perfect, but it works for short trips. If the ship is fortunate enough to have a trained Navigator on board its ability to traverse the Warp improves dramatically; Navigators have a unique psychic capacity to perceive raw warp-data without the need for additional machinery. Simply put they just peer into the augury arrays with their third eye and their minds plot courses with far greater speed and accuracy than a mere machine can accomplish. Needless to say Navigators are rarely completely sane and many suffer from bodily mutation. Such is the price they pay for peering into the Warp. The Astronomican is another important factor; if this beacon of Imperial might shines brightly Navigators can use it to fix their position: Much like ancient mariners used stellar formations fixed above the poles of their worlds to navigate by. If the light of the Emperor grows dim – or is obscured altogether – their ability to navigate (pardon the pun) is somewhat curtailed, but still significant. In the Calixis sector the Astronomican is usually visible, but it is faint, distant, and sometimes warped by the baleful glare for the Eye of Terror. Consequently navigation in considerably more difficulty in Calixis than in the Segmentum Solar

For navigation to mean anything you have to know where you're going. That's when we need to extend our metaphor to include tiny islands in the great, dark, and often storm-tossed ocean. Having a real-space bearing is a good starting point, but nowhere near sufficient to get you where you want to go: Once you go under the surface you'll lose you target and won't have more than a general idea of where you must go to reach it. Again Navigators and the Astronomican make it a bit easier, but you're still essentially going blind. You'll need to resurface frequently to get your bearings, and then dive again (with all the complexity entering and leaving the Warp entails). Repeat as often as needed. It works, but it can take months to reach even nearby stars, making large-scale interstellar civilizations...impractical. That's where the previously mentioned Warp routes come in. Warp routes are paths through the warp that have been charted in detail, taking note of markers, currents, ebbs and flows or whatever they call it. Even in a realm of chaotic energy there are patterns that offer a way of telling one place from another (but routes do change and need constant monitoring and updating for charts to stay viable). The houses of the Navis Nobilite guard the knowledge of such routes jealously: The greater the house the more routes they will know and the greater the extent of their travel networks – and the greater their power and wealth will be. Ships without Navigators also stick to the same routes; Chartist vessels have the data required to travel between their designated ports of call, but rarely more than that.

Once the course is set the ship's warp drive will be able to move it in the direction specified by the ship's navigator - be he a true Navigator or a mere man and his machines. The Warp is in constant turmoil, so regardless of the course laid in there will be a drift. The Navigator and the Helmsman will work diligently between them to keep a ship on its course, but there will always be some deviation, however slight. It's more a skill thing than a power thing: The Warp is rarely so turbulent as to actually force a ship along despite its warp drives; it's far more common to be pushed ever so slightly off course. And remember the Warp has very many dimensions; so it's a tad bit more complex than the sub who has to take into account only longitude, latitude and depth. Try keeping your bearing in seventeen or more dimensions, with drifts and flows and sheers in all of them and you have an inkling of what awaits a Navigator. But barring major turbulence or outright storms the ship will move where its Captain wills, generally speaking.

Then there is speed. Speed is generally taken to mean time used to cover a distance. In the Warp both time and distance cease to behave in a fashion that's predictable, so already the 'speed' thing gets a little murky. But as a general rule the deeper you go the faster you move. There isn't a good ocean metaphor for this one, except perhaps if the core of the world was filled with watery tunnels and you could move through them and reach the other side faster than you would if you had to traverse the surface ocean. In the Warp it's more about how many dimensions you're willing to play with; deeper essentially means taking on more dimensions and using them for travel. The more dimensions are involved the greater the complexity of navigation, and consequently the risk of getting lost – possibly forever – increases dramatically. Which is why a ship that has a Navigator who can see the Astronomican can make longer journeys at greater speed; they can go deeper, faster, without risking destruction. Lesser Chartist captains who must do without such luxuries can only move between local systems at a much slower pace. As a side note lesser charts need only contain a fraction of the data complete Navis Nobilite charts holds, because the Chartist barges using them will never go that deep.

Finally your destination 'island' is looming ahead of you. Now the submersible needs to get to the surface to dock. Unfortunately leaving the warp is not as simple as pushing the big red 'Ascend' button or pulling a panic lever to blow your ballast tanks. Cutting the warp drive just leaves you adrift on the currents of the Immaterium; it doesn't return you to real space. So not only is it pointless in terms of getting out, it will actually throw you off course, which is never a good thing. Disengaging the Geller field also doesn't work, but it's infinitely more stupid: It's not the field that's keeping you in the Warp - it's what's keeping the Warp out of your ship. Losing the Geller field is like breaching the pressure hull of the sub; the outside comes rushing in to fill the vessel, which is a very, very Bad Thing! There is one other solution that doesn't work: Supposing you're close to a solar system you might think that heading in-system will yank you out of the warp once you're deep enough in the gravity well. About one time in a million you ship will survived; the rest of the time it's like running your sub at full speed into submerged reefs just off the coast of the island you're trying to reach. 'Total Warp breach imminent' will be the last words droning out from the ship's intercom system.

To properly leave the warp you first have to ascend to the surface (remember we're using the submarine metaphor) before you can break through into the air. Even with a Navigator on board it might not be apparent which way is 'up'. The difficulty increases if the ship's aethyric auspexes are damaged or local warp conditions makes navigation difficult. Then there are Warp storms; not only can the push you of course, but they can be a real show-stopper for those trying to escape the Warp: As you near the surface the risk of destruction rises many-fold, as the storm gains in destructive power as you draw closer to reality. Not unlike the effects of a real-ocean storm; you can ride the waves when out at sea, but once you get close to land things suddenly get more dramatic and dangerous. Thus most ships will just have to risk riding out the storm - which will likely leave throw them wildly of course, possibly into uncharted territory! Now that you sub has finally reached the surface there is another problem; the sea is covered by a thick sheet of ice. Unless you can find a suitable spot for breaking through you're going to be stuck down there. Fortunately the voidship as an advantage; it has a Warp drive than can rip open a hole in the icy surface of reality and let it slip back into real space.

Congratulations, the ship has – hopefully – made it to its destination. Using realspace auspexes the voidship must establish a fix on the current space-time. Where has the ship arrived – and when? If everything went according to plan the ship should be in the outer reaches for the target system (if not it needs to plot a new warp journey). That leaves the time factor; time in the warp gets compressed at variable rates. Generally speaking the deeper/faster you go the greater the compression. For a slow Chartist vessel the compression ration could be as low as 1:2 – one week of ship-time for every two weeks in real space. For the fast Nobilite-crewed ships it could go as far as 1:5 or greater. As a result ship crews tend to outlive any on-world relations that they might have, further setting them apart from the land-based kin.

Communication needs mentioning: It's perfectly possible for a vessel in the Warp to send and receive astropathic messages. Caveats do apply; the deeper in the Warp the harder it is for Astropaths to send and receive. Turbulence and storms can also disrupt communications; but that's not unique to vessels under Warp drive. Most Astropaths (and ship's Captains for that matter) are rather reluctant when it comes to communicating under warp drive; the uneducated thinks doing so is 'bad luck'. Those in the know are aware of the possibility of a ship attracting the attention of aethyric predators and the strain such an occurrence can place upon a ship's Geller field. Reception of messages is perhaps less dangerous, but it is still not to be undertaken lightly: There is always the chance of insanity, psychic backlash or even bodily entropy. To be fair the danger is there in real space as well, but aestimates indicate that the frequency of incidents goes up while under Warp drive and that the average magnitude of at-warp incidents is much greater. If as ship absolutely must communicate while at Warp it will generally rise close to the surface before transmitting. If it is possible or at all practical it will leave the Warp to transmit or receive.

One final thing: It is possible for ships in the Warp to detect one another. The chance is very slight, but it is there. Geller bubbles are at most a few hundred kilometres across; they are effectively less detectable than a single snow-flake caught in a roaring blizzard. Powerful augury arrays help of course, as does having an idea as to the location of the other vessel and where it might be headed. Navigators are another great asset in this regard as they can interpret Warp data more accurately than servitor operators; some skilled Navigators can even track the paths of other vessels through the Warp with some accuracy. Since ships can detect one another they can engage one another as well; combat within the Warp is rare because detection chances are so low. When it does happen it is a brutal, short-range affair. Geller bubbles must overlap, meaning ranges are a few hundred kilometres at most, practically point-blank range in terms of space combat. That's too close for torpedoes to arm or lances to target properly, meaning that it's usually down to battery fire. Furthermore void shields cannot be brought up to strength because of the power drain of the Geller field, so ships are protected solely by armour. Needless to say few sane captains are willing to risk entering into combat on those terms!

ASTROCOMMUNICATION

Every day of the year thousands upon thousands of promising telepaths are brought before the Golden Throne to be bonded to the God-Emperor. Not all of them survive. The soul-bonding is the culmination of a long journey that started with their arrest and interment aboard a Black Ship, followed by an agonizing trip to Terra, then testing, training and indoctrination conducted by the Adeptus Astra Telepathica. The soul-bonding hardens them to the horrors of the warp and makes them very resistant to possession. There is a price for such power; most astropaths are permanently blinded or otherwise physically crippled. Many are also eccentric or even borderline insane; such is the power of the Emperor's mind that few psykers can stand his presence.

The key talent of an Astropath is sending and receiving data. They are in effect living psychic telecommunication devices. Techniques vary a bit, but all astropaths can read a text, convert it to astrotelepathic signals and then transmit. Another astrotelepath within range can receive and reverse the process, producing an identical text (barring any errors or disturbances in the transmission). Skilled astropaths can transmit more complex data; picts, audio, holograms, even sensory and emotional data. Most data is encrypted in some fashion.

Astropaths can't send data clear across the galaxy. Instead they work through relays. Each Imperial world (and countless relay stations; some hidden away in the void, others upon remote planets) constantly scans for incoming signals, check for destination in the message header, and if necessary they pass on the message. This way a signal can leapfrog across the Imperium (duplication of messages is common, but that's a strength, not a liability). Priority signals will be bumped to the top of the queue and/or passed on to high-grade transmitters.

Astropaths either work alone or they pool their resources. Groups of Astropaths are called Choirs. All major Calixian worlds will have a Choir, but fringe systems might not. The same goes for voidships; the flagship of Battlefleet Calixis has numerous astropaths on board, whereas the poorest Chartist captains are lucky to afford the services of a single commercial astropath.

Astropaths come in four grades. Grading is most important when it comes to transmission – weaker astropaths can receive nearly as well their stronger comrades. What grade an Astropath gets is largely dependent on his psychic power, but a handful of other factors come into play as well; some Astropaths simply have a talent for their craft, others hone their skills to level far beyond those possessed by most astropaths.

Grade 1: These rare individuals can send across vast interstellar distances on their own - across whole sectors, if not longer. If joined by a strong Choir their range is, if not unlimited, then nearly so (across as Segmentum). They are reserved for use by the highest echelons of the Adeptus Terra.

Grade 2: The 'common' sort of interstellar transmitter. Can reach nearby systems, or further if joined by a Choir. Few commercial astropaths are of this grade (those few who are were originally typically graded as 3, but have since risen in skill and power).

Grade 3: The most common type of astropaths. Can receive well enough, but transmission range is limited to sub-stellar. Can be used in Choirs to boost signal strength, but they add but a little each. Most find use aboard Navy vessels in intra-fleet communications or take up commercial work if the Adepta have no need for their services.

Grade 4: These are they failed astropaths. They either have trouble transmitting, receiving or both. Some are strong, but cannot control the direction of their signal. Others are too weak to be useful. Yet others fail to grasp Imperial communication protocols and are forced to rely on symbolic or emotional communication. Few such astropaths are found in Imperial service – most must fend for themselves.

Despite the seemingly vast number of graduates there are never enough astropaths; their duties are many as the Imperium is utterly dependent on their services and their careers often short – astrotelepathy is a taxing trade in more ways than one. The Calixis sector receives its share of new Astropaths each year, but again there are never enough of them to fill every need. The exact figure varies, but usually somewhere between a thousand and three thousand astropaths; sometimes this is enough to counteract attrition, sometimes not.

The Adeptus Terra releases a percentage of astropaths for commercial use, conscious that the commercial sector and other factions have need of their services. Many, but not all, are weaker or otherwise second-rate (lack of control, lack of moral purity, etc.) astropaths. Some are released for reasons of corruption within the Adeptus Astra Telepathica; there are always officials that can be bribed if the price is right. There is also said to be a certain trade in 'non-sanctioned' astropaths, whatever that is.

There are persistent rumours within the Lathes Mechanicus related to the existence of technology that mimics the effects of a psychic transmitter-receiver. The existence of such technology could become a major boon to the Imperium its proponents argues. Such fools are misguided at best; if such a device is possible it would undoubtedly use forbidden Warp science. It seems the Calixis sector will have to continue to rely on its overworked astropaths.

I THE ASTROPATH

WILLPOWER   TRANSFORMATION   WEAKNESS

History

The region that is now Calixis was only partially surveyed and lightly settled during the Dark Age of Technology. It is not known which world was first settled, but there are several planets that claim the honour, including Sinophia, Solomon, Scintilla, Malfi and Protasia. Sinophia was not settled until M37, Solomon in M36, both worlds by Rogue Traders. Claims of older settlements are unsubstantiated. Scintilla's claim is highly dubious, born of the hubris that comes with being the sector capital. It is said that there existed a hive of civilized men – Tenebra – that survived the dark millennia, but of its population no trace remained in the day of Angevin. That leaves Malfi and Protasia, both of whom claim to have been settled by the colony ship *Absalom* during early days of the warp-drive, well prior to M20. What a human colony vessel was doing all the way out on the Cygnus Arm during the period is a great mystery. The majority of other human worlds out on the rim were settled during the great Diasporas from M22 and onward. Protasia is currently a war-torn hell-hole, Malfi is known to have fallen to barbarism before civilization was restored (by yet another Rogue Trader), and so perhaps the point is moot.

What horrors took place in the Calixis sector during the Age of Strife are fortunately long since forgotten or mercifully suppressed by the Holy Ordos. Some things can be nevertheless be inferred; the number of feral and feudal worlds in the sector indicates that statistically there must have been many more human-occupied worlds than survived into the Age of the Imperium. Indeed there are likely more of them out there, waiting to be found; every odd century a new Feral or Feudal world is rediscovered. Legends of survivor worlds are common enough, but once you start to look into the matter the tales often turn out to be hollow. One Scintilla, for example, it is said that there existed an entire hive of civilized men, but of its population no trace remains to be found in M41. In a sense the Age of Strife lasted for an extra eight thousand years for Calixis – it took that much longer for the Calyx Expanse to be claimed for the Imperium. Perhaps that is why civilization endured on so few worlds, combined with the sector's exposed location on the fringes of the galaxy; easy prey for vile xenos like the Yu'vath, the Slaught, and the Kull. Slaughtered, twisted, and enslaved. Such was the fate of the peoples of Calyx.

The Great Crusade touched only briefly upon the Calyx Expanse and in the millennia that followed the region was largely ignored by the Imperium. It was too remote, too vast, and simply not valuable enough for Segmentum Command to deploy the forces needed to claim it for the Imperium. That is, up until the Calyx Expanse was re-explored by infamous Rogue Trader Solomon Haarlock during his legendary thirteen-year mission 723-736.M36. Haarlock established a personal fief on the world of Solomon (in what is now the Markayn subsector) and returned with tales of human-held worlds, foul xenos, and immeasurable plunder. In return for a modest grant – the entire Solomoni system – he provided the Adeptus Terra with detailed charts of his travels.

For centuries the charts sat there collecting dust, until finally the day came in 322.M39. That was the blessed year for the arrival of the Angevin Crusade that would bring the Calyx Expanse back into the fold. For decades the sector burned as the Imperial liberators fought countless campaigns and battles to free the sector from the grip of evil. In 384.M39 Calixis was finally recognized as an Imperial sector and Saint Drusus, Angevin's greatest general and heir as Lord Militant, was made its first Sector Governor.

Calixis is thus a relatively young sector in Imperial terms, having only been part of the God-Emperor's great domain for the past 2,500 years. During those two and an half millennia the sector has faced its share of war, heresy and other troubles, and in the face of those challenges Calixis has done well for itself. It has built itself a future from the burned bones of the Angevin Crusade and clawed its way out of savagery one harsh colony world at time. The Calixis of M41 may be young and troubled in many regards, but it is also comparatively vibrant and forward-looking. It is a place where fortunes can still be made and where the low-born can rise high. It is a place where old secrets still lie undiscovered, waiting for someone to stir the dust and become rich – or die screaming as ancient horrors are let loose on the galaxy.

DATESTAMP	40K STANDARD/**Dark Heresy**
M1-15	THE FIRST AGE OF TERRA: The race of Man rises from savagery into a civilized species. For aeons humanity is tied to its homeworld of Terra, but later reaches out into the local Sol system.
M15-25	THE DARK AGE OF TECHNOLOGY: A deeper understanding of the fundamental structures of reality allows the development of the warp drive and the development of the Navigator gene gives Man the stars themselves. STC technology ensures humanity's proliferation and eventual ascendancy in the galaxy. It is sometimes referred to as the Golden Age of Humanity, but only by those blind to the godless and ignorant ways that eventually paved the way for the Age of Strife. Hundreds of worlds are settled in the outlying Cygnus Arm, most of them late in the period.
M25-30	THE AGE OF STRIFE: The Immaterium becomes tumultuous and chaotic in the extreme. It eventually becomes impossible to navigate or communicate between the stars, putting an end to galactic civilization. Many of the numerous emerging psykers are outright possessed by daemonic entities; even if they do not succumb to possession they are driven insane by warp pressure. Across the galaxy human civilization breaks down on countless worlds, resulting either in the total extinction of the human population or a reversal to a more primitive state. Only a fraction of human worlds survive, and even where a world survives there is usually great suffering, loss of life, and erosion of technological capabilities. Feudal, Feral and Dead worlds dot the galaxy even today, awaiting discovery by Rogue Traders and Explorator fleets.
M30	FALL OF THE ELDAR: The technologically advanced, but morally corrupt Eldar race implodes in an orgy of destructive energies, leading to the formation of the Eye of Terror and the near extinction of this vile race of xenos.
M30	THE COMING OF THE SAVIOUR EMPEROR: The Emperor of Mankind reveals himself to the people of war-torn Terra. He quickly unites the human homeworld, followed but the rest of the factitious Sol system. Preparations for the Great Crusade begin, including the Primarch project and the creation of the Legiones Astartes.
800.M30-M31	THE GREAT CRUSADE: The Emperor unleashes his Space Marines and their supporting forces on the galaxy. The goal is simple; to reunite the scattered remnants of humanity and create a unified Imperium that would span the entire galaxy and last forever.
early M31	THE HORUS HERESY: Horus, the Emperor's finest general and confidante turns traitor on the eve of victory. After years of bloody fighting the traitor is killed by the Emperor himself and the few surviving heretics flee and hide in the dark places of the galaxy. The Emperor ascends to the Golden Throne so that he may watch over his flock until the end of time.
M31	THE SCOURGING: The Imperium reconstitutes its forces and reclaims much of what has been lost during the Horus Heresy. The Imperium's most persistent enemies, the Renegade Legions are chased into the Eye of Terror and a ring of iron put in place that will keep them chained there for all eternity.
M31-M32	THE TIME OF REBIRTH: The Imperium rises from the ashes of the Horus heresy under the direction of the High Lords of Terra; a group of august Imperial officials that interpret the will of the God-Emperor.
M32-M34	THE FORGING: The Golden Age of the Imperium as the High Lords of Terra continue the Emperor's holy work of uniting the galaxy. The Temple of the Saviour Emperor is recognized as the state faith of the Imperium of Man. A few centuries the temple becomes the Adeptus Ministorum and its leader the Ecclesiarch is made a High Lord of Terra. If there was any doubt as to the Emperor's divinity it is not banished for good.
M34-M35	THE NOVA TERRA INTERREGNUM: The Imperium is divided for nine centuries as Nova Terra, and most of Segmentum Pacificus with it, rejects the teachings of the Ecclesiarchy and the rule of the High Lords of Terra.
100-600.M36	THE AGE OF APOSTASY: Zeal eclipses reason, and misrule reigns supreme. The word of the Emperor is subverted by demagogues and corrupt officials. Sebastian Thor reforms the Ecclesiarchy and puts an end to this age.
228.M36	THE WAR OF ASSASSINS

378.M36	**THE REIGN OF BLOOD ENDS IN THE DEATH OF GOGE VANDIRE:** The power of the Adeptus Ministorum is severely curtailed. The Adeptus Sororitas are created. Sebastian Thor becomes the next Ecclesiarch and undertakes to reform the temple.
395.M36	**The Haarlock Charter**: The granting of the Haarlock Great Charter by Sebastian Thor to the Free Captain Mordercai Haarlock for his service against the apostate fleets of the Frateris Templar.
723-736.M36	**The Great Voyage:** Solomon Haarlock's fleet undertakes a perilous thirteen-year voyage and charts a volume of space beyond the Imperium's borders he dubs the "Calyx Expanse" finding several xenos domains, substantial mineral resources, several stable warp channels and scattered human populated worlds of unknown providence. He also notes several worlds that he deems to mark out the territory, of a long dead greater civilisation, aeons old, and names their former realms a "Chalice of Great and Ancient Wickedness". He notes the area for its entry in the Cartographia Universalis as rich in "Souls, Plunder, Wealth and Things Best Left Undisturbed", and a region that could be added to the Imperium but only purchased with a "Great Effusion of Blood."
M37	**THE AGE OF REDEMPTION:** The Imperium tries to cleanse itself of past sins in an orgy of death and destruction.
133.M37	**The World of Sinophia Founded:** As the Granted Personal Fiefdom of the Rogue Trader Teresa Sinos at the end of her voyages. The planet is situated beyond the edge of the Scarus Sector and rapidly becomes a staging post for expeditions into the Calyx Expanse and the Halo Stars.
M37-M39	**The Age of Plunder:** The stories brought back from the Calyx Expanse of wealth, xenos artefacts and life sustaining worlds draw numerous Free Captains, Rogue Traders and renegades to the region from across the Scarus and Ixaniad Sectors. Darker tales surface as well of inhuman empires, horrific xenos "Mind Eaters", warp worshiping savages who were once men, the dark perils of the limitless "Abyss of Ha'az'Roth" and of a baleful black star that presages disaster. But enough plunder flows to keep a steady stream of adventurers, rogues and Explorators entering the expanse, many never return.
M38-M40	**THE WANING:** A trying time for the Imperium as its military resources are exhausted and enemies new and old attack from within and without.
101.M38	**The Koronus Fragments:** The degraded and incomplete logs of an Explorator fleet of unknown age and provenance surfaces, indicating that there are vast riches to be found beyond the Margin storms of the Calyx frontier.
290-299.M38	THE ALTID CRUSADE
Mid. M38	**The Merates Settlement:** Isolationist voider families fleeing persecution in the dynastic wars of the Ixaniad Sector settle the Merates Cluster in the stellar dead zone between the abyss and their former home. In time their numbers are swollen by human renegades, outlaws and worse, forming the Meratech Clans.
Late. M38	THE 23RD SPACE MARINE FOUNDING: Green Knights Chapter created from Imperial Fist stock.
038.M39	THE MOONS OF YMGRL CLEANSED OF GENESTEALERS
322.M39	**The Angevin Crusade Begins:** Preator Golgenna Angevin, a powerful noble from the Terran Court is raised to the rank of Lord Militant and granted a writ from the High Lords to persecute a crusade to liberate and dominate the area of space designated as the Calyx Expanse. His crusade forces drawn principally from the Segmentum Solar numbering over one hundred and seventy million levied troops divided into four battle groups and a strategic reserve, re-enforced by elements of the Legios Venator and Magna, as well as the Black Templars, Tigers Argent, Sons of Medusa and Charnel Guard Chapters of Adeptus Astartes and a significant naval deployment from the battlefleets Solar and Obscurus. While a score of Rogue Trader and Explorator fleets range ahead of the main forces identifying targets and providing active reconnaissance in this dangerous region of space. Swelling the forces already vast ranks are hundreds of thousands of "pauper warriors" whipped up into a frenzy of holy zeal by the Ecclesiarchy and the passing of the crusade fleets and innumerable petty hangers-on, opportunists and logistical transports, with supply trains leading back whole sectors away from the font. Using the well-established frontier world of Sinophia as its forward staging post and marker, the crusade's main thrust in launched like an armoured fist into the heart of the Calyx Expanse across the Periphery in a two pronged assault into the regions heading towards two prominent systems where Rogue Traders have long established pro-Imperial human contact; Malfi and Solomon.

341-545.M39	**The Reaping of the Emperor's Wrath:** Having strongly established and fortified two salients of conquered territory into the Calyx Expanse, with their domains now anchored on the worlds of Solomon and Malfi, as well as defeated three minor xenos empires and innumerable other non-compliant forces in the prior twenty years of fighting, the Crusade pauses for fortification and entrenchment of its gains before the next stage of conquests begins. The crusade is then granted a fresh influx of troops by the High Lords in recognition of its success (and the wealth already pouring from their conquests), in order to press on. Seizing the moment, the Crusade forces carry out the greatest single sweep of conquests of the conflict as the two-pronged assault from the salient arms sweep together conquering as many worlds in the apace of four years as had been taken in the preceding two decades, forming the territory later known as the Golgenna Reach it what becomes known to the chroniclers as the "Reaping of the Emperor's Wrath." Of the many famous victories of this campaign, one of the most lauded belongs to the young general Drusus, who took the war-world of Iocanthos in single week, overthrowing a great and baleful tyranny there, while perhaps the most infamous is the Exterminatus of the world of Amun'an Morrus, whose once-human machine population is judged to tainted to exist. Such horrors are attested to on this world that after its destruction its former location is stricken from all records, only to live on as a dark legend.
353-558.M39	**The Golgenna Consolidation:** With the first and second great phases of its vast operation complete (and partly owing to battle fatigue after thirty years of Crusade), Angevin's forces consolidated their hold of what was more than two hundred captured worlds, and shepherded the arrival of the a first wave of Imperial colonisation to the areas they controlled. During this period of relative peace, several notable regiments who had earned great glory in the wars (such as the Brontine Centurions) were given rights of settlement to their own worlds, while several attached forces (such as the Astartes) rotated out of Crusade service.
359.M39	**The Crusade Second Front is Opened:** The Crusade's third great push begins with freshly raised army group gathered from the core worlds of the Segmentum Obscurus, under the command of High Admiral Vaakkon, opening a second front. Invading from the Calyx expanse's Coreward, with the goal of linking up with Angevin's own forces who advance from Golgenna to meet them. This phase of the campaign proves disastrous, as worsening warp conditions and a series of calamities and reversals beset the conflict, and when the fleets finally meet in 363.M39 at Orendal the Imperial losses of the last four years nearly equal that of the first two decades of the Crusade. Angevin commands the world of Orendal to be transformed in a shrine to honour the fallen dead and retreats, some say a man broken in will and purpose, to the interior of Golgenna Reach, devolving command of his armies to his senior generals and admirals with mixed success, as with no clear line of authority factionalism and bitter rivalries start to appear in their ranks.
363-369.M39	**The Bleak Years:** With the Crusade's forward impetus stalled, its domains begin to come under repeated and sustained attack from without, weathering the storms of an Ork Waagh, and the privations of xenos corsairs and raiders whose assaults claims the lives of millions. Signs and opens are everywhere; a burning black fire is seen in the skies of Lossal prime days before all contact with the thriving colony world is lost, the wreckage of an entire overdue re-enforcement battle group out of Akurion is discovered by piquet ships operating on the fringes of the Ha'az'Roth region and plagues decimate the worlds of the Malfian Holdfast. Rebellions and cult activity rises to threaten what were thought to be stable worlds and assassins claim the life of Arch-Confessor Melcher El, the Crusade's spiritual leader. Worsening rivalry between the generals and Imperial Commanders break out into petty conflicts, betrayals and wave of outright distrust allows matters to deteriorate further. For the first time the Crusade's gains begin to be lost, and the Imperial forces are stretched increasingly thin in their defence of the new realm, and morale problems and discord grow in the ranks. Only the fleets of the Rogue Traders Sibylline Haarlock and Ludd Sabrehagen providing rapid transport and redeployment for the brilliant and daring counter attacks of General Drusus's army group against the warp-worshiping xenos race known as the Yu'vath and their debased human allies prevent the entire Malfian region from collapsing and leaving the Crusade's conquests wide open for assault. Drusus is widely acclaimed as a saviour but many power figures view him as a dangerous warmonger and would-be usurper.

367.M39 **The Transfiguration of Drusus:** According to some sources, betrayed by agents of his rivals among Angevin's generals, Drusus is attacked by a deadly assassin while rallying his depleted forces on Maccabeus Quintus and is seemingly slain, before rising again – an event many see as a true miracle and a clear mark of the Emperor's favour. The Drusine Imperial Cult begins to flourish in his shadow, already revering him as a living saint, while shadowy agencies, some say belonging to the Ordo Malleus of the Inquisition also bring new aid to his forces in the persecution of the Yu'vath and their allies (which include traitors within the Imperial's own ranks). Almost by sheer force of personality and by independently rallying much of the Crusade's forces to his own banner with tacit backing from the wider Imperial powers, (including the involvement of a sizable force from the Iron Hands Astartes Chapter). So empowered, Drusus forces the Angevin Crusade's beginning the third and final great phase of conquests destroying the powers that controlled much of what would later be known as the Drusus marches in his honour, laying waste to as many worlds as he dominated.

370-610.M39 **The Great Founding:** Mass colonial expeditions from the overpopulated worlds of the distant Segmentum Solar, and from nearer afield in the troubled Mandragora and Gehenna Sectors arrive within the fledgling Calixis Sector, creating a great influx of population to the region.

372.M39 **The Death of Angevin**: Golgenna Angevin dies at his palace on Quaddis, the official judgement is natural causes, with rumours accounting his decline in health to advanced old age and a surfeit of fine living, darker stories persist of the Officio Assassinorum's hand in matters as punishment for his latter failings. Drusus is named Lord Militant by wide acclaim in his stead (with both Departmento Munitorum and Inquisition backing) and as soon as a state period of mourning for the late Angevin is over, immediately sets to re-forging the regions military forces for a final counter attack into the regions of the Adrantis Nebula and remaining strongholds of the Yu'vath Hell Worlds.

380.M39 **The Grant of The Lathes:** In recognition of their invaluable assistance and heavy losses in the purging of the taint of the Adrantians, as well as their service to the Crusade in decades past, Drusus grants the Lathe system to be the sole domain of the Adeptus Mechanicus in perpetuity, and ratifies their claims to several other worlds and rights of free and unchecked passage through the stars the Crusade has conquered. By this act, the lords of Mars were bound in strength both to the fledgling sector and to his own banner.

384.M39 **The Angevin Crusade officially ends in the Birth of the Calixis Sector:** With the final defeat of the xenos Yu'vath and the Bale Childer, and the Exterminatus of their homeworlds, the final serious organised resistance to Imperial Rule in the Calyx Expanse ends and Drusus declares the Crusade to be complete. Drusus installed with full rights and title by the Equerry Primaris of the High Lords of Terra as the first Lord Sector Calixis to much acclaim. Among his first acts are the confirming the world of Scintilla as his capital, the ratification of the great trade charters to the mercantile shipmasters and rising commercial powers that had maintained the Crusade, binding the sector's life blood of trade and creating what would become the great Chartist families and first great houses. His other achievements include the creation of the sectors great legal code, the Corpus Presidium Calixis and the instillation of a Calixian Holy Synod at Tarsus on Scintilla. Full effective pacification of the sector will however consume much blood and material of the Imperial war machine for a further three centuries to come.

417.M39 **The Death of Drusus:** The first and greatest Lord Sector dies and is succeeded by Marshal Corin Shultus, his former aide-de-camp and distant kinsmen to the late Angevin. The final resting pace of Drusus's mortal remains is kept a secret, although rumours circulate that he was taken back to Maccabeus Quintus to be interred at the site of his first "death". Mass lamentation and unrest accompany the news of his passing and the entire sector undergoes a seven-year cycle of mourning.

502.M39 **The Beatification of Saint Drusus:** After nearly a century of deliberation the General Synod of Holy Terra confirms sainthood on Drusus, whose cult and dogma had already flourished within the Calixis sector to become a dominating factor in the local Imperial Creed.

550-760.M39 **The War of Hubris:** The independent world of Sinophia fights a covert trade war with the burgeoning commercial powers of the Calixis Sector and is laid low. As a result in the years that follow, much of its population is repatriated to the sector itself, its hives emptying and Sinophia, now retains but a shadow of its former prominence and grandeur, nominally passing under the writ of the Lord sector Calixis, and condemned to long, slow economic starvation.

878.M39	**Abenicus's Theorem:** Studying ancient pre-crusade reports, prophetic murmurings culled from dubious texts and the visions granted him by his own fickle gifts, the Mad Navigator Abenicus of House Benetek spreads his theory that there exists a safe passage through the veil of warp storms that crowd the edges of the Drusus Marches and form a 'natural' border to the Calixis sector.
989.M39	THE DONIONIAN CRUSADE
123.M40	**The Threefold Curse:** Two heavily defended Battlefleet Calixis watch-stations and a sizeable capital ship taskforce, led by the grand cruiser Fire of Heaven, are destroyed by unknown assailants within a year in the outer reaches of the Hazeroth abyss, forcing an retrenchment, effectively shrinking the border of the sector and ending further military expansion in the region. The only clue to the cause is found carved on a bulkhead in the hulk of sentry-17, which reads, "The worms that walk have come for us all".
387-401.M40	THE MACHARIAN CRUSADE
552-570.M40	**The White Sorrows:** Eldar corsairs, later known as the Cabal of the White Sorrow, plague the area of space known as the Periphery with a devastating series of raids. The corsairs are shattered and their threat ended at last when confronted and brought to battle by a force consisting of Battlefleet Calixis, Explorator and Rogue Trader forces (aided it is rumoured by unknown xenos forces) under the overall command of the Rogue Trader Kobras Aquairre. The battle turns when Aquairre's flagship, The Son of Seth, successfully rams and boards the corsair flagship Altar of Torment, Kobras himself slaying the enemy's Butcher Archon in single combat.
709.M40	**Tanis is Lost:** The thriving hive world of Tanis and its surrounding system, which had been an outer bulwark of the Calixis Sector's power in the Hazeroth region, is visited by an unexplained phenomenon in the shape of a baleful black "Tyrant Star" that presages destruction, madness and death. Within a period of weeks, the Tanis System is ravaged, resulting in over two billion dead or missing. Survivors are only found on the agri-moon of St. Astrid's Fall, which itself is badly ravaged. The "Tanis incident" is covered up with full Inquisitorial authority and declared a forbidden subject on pain of death. Civil data is adjusted accordingly so that Tanis never existed in the public record. This event, taken with a long and erratic slew of other dark mysteries and a rising weight of deadly prophesy, leads to the formation of the current incarnation of the Tyrantine Cabal to investigate the matter and take whatever action is necessary to combat what was now classified as the phenomena of the Hereticus Tenebrae.
738.M40	THE 26TH (AND LAST TO DATE) SPACE MARINE FOUNDING
738-741.M40	**The War of Brass:** The hive worlds of the Gelmiro Cluster fall into sedition, following the charismatic leadership of a figure calling himself the "Emperor of Brass", debasing themselves into the worship of the Ruinous Powers. Heavily militarised, the renegades quickly sponsor and arm rebel groups on nearby worlds and when counter-attacked, reveal the hand of dark forces from the Eye of Terror in their ranks. The so-called "War of Brass" that followed was comparably brief but bloody, involving forces drawn from across the sector, and the involvement of the Adeptus Astartes and the titans of Legio Venator, it rendered the once thriving worlds of Gelmiro blasted, rubble strewn rocks. Classified as war worlds and the haunt of murderous scav-mutants, renegades and wreakers ever since, while the reign of the Emperor of Brass is long over, the system is still a shunned no-man's land to this day.
740-745.M40	THE SECOND VORTIGERN CRUSADE
917-924.M40	**Port Wander is founded by the Imperial Navy:** A large and heavily-armed space station designated Port Wander is built and equipped as staging ground to investigate the loss of many vessels and other incidents on the fringes of the Drusus Marches over the course of the preceding centuries. Using Port Wander as a base, Battle Group Trajan is assigned to carry out deep patrols beyond the bounds of the sub-sector. Nothing concrete is found and Navy ships are quickly removed to other duties owing to unrest in the sector core, leaving the station for the moment as little more than an oversized watchpost, heavily dependant on Rogue Trader traffic for its survival and protection.
997.M40	**The Discovery of the Maw:** Rogue Trader Purity Lathimon succeeds where dozens of other Rogue Traders have failed and perished, discovering and plotting safe passage through what she dubs 'the Maw' to the Koronus Expanse beyond. Fated and cursed in equal measure in some quarters, Purity Lathimon's crew returns largely too insane or troubled in mind to travel the void again, and she barters her knowledge for vast wealth with the other Rogue Traders posed to exploit her discovery.

055.M41	**Calixian Warrants of Trade:** The Lord Sector Calixis and his heirs and successors are granted the right, within set guidelines, to issue Warrants of Trade pertaining to the exploration and domination of the Koronus Expanse by the writ of the High Lords of Terra. This leads inevitability to a steady rise in the numbers of Rogue Traders operating within the Expanse in the years to come, kept largely in check by natural attrition, and also serves to further bind the Koronus Expanse to the Calixis Sector politically.
098.M41	**Mara Colonised:** The ancient, frozen world of Mara in the Hazeroth Abyss is colonised, miners explore the worlds icy depths for rare and unique trace elements.
103.M41	**The Birth of Ateanism:** The arch-heretic Julius Ateanos "accidentally" creates the Eris Transform, a heresy that will claim thousands of souls and lives down the years that follow.
126.M41	**The Dark Heresy:** The Propheticum Hereticus Tenebrae; being a compilation of many sources, case studies and prognostications is compiled into a single archive of dark lore by the Tyrantine Cabal and housed in the depths of the Bastion Serpentis, (although rumours abound that is merely a version of some much earlier work of unknown origin). Its implications trouble the sleep of many great minds.
143-160.M41	THE GOTHIC WAR (12TH DARK CRUSADE)
191.M41	**Mara Isolated:** All contact with the colony on Mara is lost amid warp disturbances troubling the area. Later contact finds no trace of the former inhabitants.
211-226.M41	**The Meritech Wars:** The clans of the Merates Cluster secede from the Imperium, rallying many renegade factions to their cause, raiding deep into the sector and causing widespread disruption and anarchy. The wars, at their height, pose the greatest threat to the sector's stability in generations and even threatens to provoke internecine conflict with the bordering Ixaniad Sector. Thanks to the rise in power of Myram Harvala as sector governor, the Meritech clans are crushed and the worlds of the cluster are scoured clean of life. In the aftermath, the tech-heretic conspiracy of the Logicians is proved to have been behind the war.
385.M41	**The Seventeen Holy Martyrs:** A small force of Adeptus Sororitas die to a woman defending the agri-colony of Gallowglass in the Malfi system from a cult of decay, slaying an incarnate daemon of great power in the process. A permanent shrine is raised to their honour in memoriam of this great deed.
389.M41	**Tyrant Star Appears:** The Asteroth Mining Colony in the Drusus Marches falls to heretical rebellion and waves of mass suicides following a visitation by the Tyrant Star. The colony is effectively destroyed, survivors flee to the nearby Locura system where they sow discord and unrest before a joint Inquisitorial and Adeptus Arbites purge of the refugees.
410.M41	**Rogue Trader Parsimus Dewain founds Footfall:** Possibly in search of a world on which to build a palace city, former Imperial Colonel turned Rogue Trader Dewain passes through the Maw with a small fleet of ships laden with stone, plasteel and iron. Becalmed on the far side of the Maw he orders the construction of 'my grand palace in the stars.'
410-412.M41	**The First Siege of Vaxanide:** The Vaxanide system is besieged by an Ork raider fleet, the Ork forces also make planet fall to assault its hive cities but are swiftly repulsed. The Orks are eventually driven off by the Battlefleet Calixis, one sizable splinter force landing on the world of Ganf Magna.
428-430.M41	**The Fall of the Tellurian Combine:** The dominating commercial power of the Tellurian Combine is uncovered as a front from the malefic cult of the Brotherhood of the Horned Darkness. Such is the groups widespread power and infiltration, even of the Lucid Court, that rather a risk civil war and open purge, the Ordos Calixis declare a shadow war against the brotherhood, which lasts for three years and involves what is believed the largest employment of both the Offico Assassinorum and the Grey Knights in the sector's history before its conclusion. An unforeseen side effect of the wide spread secret purges and fearful suspicion they create is a dramatic and long term weakening of the sector's central government which has detrimental effects for centuries to come.

428-479.M41 **The Reign of Terror on Malfi:** The ascension of the House of Koba on Malfi results in the most tyrannical and brutal regime in the history of the Calixis Sector, and raises the spectre of succession and sector civil war, threatening the wresting, by covert and bloody means, of the seat of sector government from the then weak Lucid Court on Scintilla. The House of Koba falls at last by its own hand from betrayal within, leaving a power vacuum that leads to a twenty year period of strife, misrule and petty house wars on Malfi, ended only by a greater threat that rises from the tumult.

444.M41 THE FIRST WAR FOR ARMAGEDDON

499.M41 **The Bloody Solstice on Malfi**: The rise of the appallingly powerful cult of the Pilgrims of Hayte, forces an end to Malfi's internal divisions at the cost of the near fall of that mighty world to annihilation. The Pilgrims of Hayte, while defeated, are not destroyed and live on to become a thorn in the side for the Calixis Sector till the present day and the source of a great many woeful atrocities.

503.M41 **The Tyrant Star Appears:** Snowden's World suffers a visitation by the Tyrant Star leading to twenty days of riots and a mass famine that decimates the population.

507.M41 **The Second Siege of Vaxanide:** A second Ork invasion force centred around the Space Hulk designated Pinnacle of Savagery attacks the system. Although this force is considerably larger than the first, it is met with swiftly by Battlefleet Calixis and allied forces whose mass bombardment cause the hulk to break up and disintegrate before it can approach the hive world, although fierce fighting continues as some Ork forces make it through.

528.M41 **The Disciples of Thule:** An Explorator sub-fleet under Magos Solus Kanceme enters the Koronus Expanse and scatters far and wide, spurning xenos worlds in search of pre-Imperial artefacts sacred to the Omnissiah. Little is known of Kanceme's final fate, but his fleet's arrival marks the first major mission of the Mechanicus sub-cult the Disciples of Thule into the area.

560.M41 **The Devayne Incorporation:** The writ of holy orders is removed from the Devayne Fraternity by the Synod Calixis, sighting the group's worldly aspect and growing moral turpitude, forcing its slow rebirth into the entity known as the Devayne Incorporation, one of the most powerful and rigorously organised commercial powers in the sector.

609.M41 **The Recovery of the Lucid Court:** Lord Sector Larhanus Sult, called by many "The Great Conciliator", is inaugurated and restores much power and prestige to the Lucid Court. He successfully pulls back executive authority to the office of the Lord Sector that had been slowly devolving to the Great Houses over the years, and massively expands the directly controlled military forces of his office and institutes aggressive reforms to the governance of Hive Sibellus.

623.M41 **The Fall Narrow Incursion:** The Fall Narrow mining outpost on 88 Tanstar is revealed to been secretly dominated by the Cryptos xenoform.

689.M41 THE CORINTH CRUSADE

703.M41 **Haarlock Vanishes:** Erasmus Haarlock, Rogue Trader, thought to be the last of his line, vanishes after completing the extermination of his bloody kin and leaving himself the sole-survivor of his clan.

724.M41 **The Sutters Rock Outbreak:** The mining asteroid colony of Sutters Rock becomes the first confirmed location where what will come to be called the Fydae Strain Virus is encountered. The plague runs rampant and the dead walk, leading to the loss of all 120,000 colonists in a matter of hours. The virus is a warp-contagion linked to the foul daemon-cult known as the Vile Savants.

731.M41 **The Ascension of Marius Hax**: The iron-handed Marius Hax becomes Lord Sector Calixis, after effectively ruling as the power behind the throne for the prior decades for his ailing and aged kinsman, Larhanus Sult. Subtle, clever and above all ruthless, and able to build on the achievements of his predecessor, Hax is arguably the strongest ruler the sector has seen for several centuries.

740.M41 **The Manchenko Purge**: A sizable portion of the Commercia Great House of the Manchenko Dynasty is found to be corrupt and sanctioned by Inquisitorial purge, leaving it a battered shadow of its former power, further assailed and tormented by its rival houses. The Manchenko endure however and spend the next decades slowly rebuilding their power.

742.M41	**THE DAMOCLES GULF CRUSADE:** Imperial offensive targeting the Tau and Ork-held worlds in the Damocles Gulf.
742.M41	**A Pattern Revealed:** The Tyrantine Cabal conclusively identifies the "Calixian Pattern Killings" going back at least eleven hundred years.
742.M41	**The Tyrant Star Appears:** Sighting by Explorator vessels in the area of the Death World of Vigil.
742-770.M41	**The Malygrisian Tech-Heresy:** The militant Explorator Archmagos, Umbra Malygris, goes renegade after clashing with the High Fabricator of the Lathes, taking with him hundreds of adepts and followers and threatening a full dogmatic schism within the Machine Cult's ranks within the sector. Hunted on all sides, Malygris becomes increasingly insane but refuses to flee the sector, hiding instead in its shadows and cultivating a conspiracy of sympathisers and traitors to aid him. The renegade unleashes blasphemous horrors and forbidden weapons seemingly at random in order to further his research or avenge himself on his enemies. His forces also plunder and attack Mechanicus facilities, exploratory bases and even rival tech-heretic forces in order to obtain their secrets. Eventually destroyed at the hands of the Mechanicus Dragon Skitarii. However, Malygrisan lore still exists to plague the Omnissiah's cult to the present.
743.M41	**Ice Station Mara:** A mining penitentiary outpost is re-established on the frozen world of Mara in the Hazeroth Abyss.
745.M41	THE FIRST TYRANIC WAR – HIVE FLEET BEHEMOTH SHATTERED AT MACRAGGE
748.M41	**The Tyrant Star Appears:** Plagues and an epidemic of madness grips the feral World of Endrite.
755.M41	THE SABBAT WORLDS CRUSADE BEGINS
768.M41	**Mara Abandoned:** The mining colony on Mara is abandoned amid great loss of life and the entire region of space around it is quarantined by Inquisitorial edict.
777.M41	**The Treachery of Nephthys**: Inquisitor Erya Nephthys, once the most promising of her generation, goes renegade and massacres a number of her peers in the very heart of the Tricorn Palace on Scintilla. The vilest of traitors, she attacks numerous other Imperial holdings and carves a bloody path cross the sector, prompting a blood hunt by the entire Ordos Calixis. She dies a third and final time at the hands of Witch Hunter Rykehuss and her ashes are interred in a sealed vault to insure her disposal is a permanent one.
779.M41	**The Coronation of Duke Severus XIII:** Duke Severus, thirteenth of his name, is elevated to the position of Imperial Commander of Kulth to replace his late father.
784.M41	**The Margin Crusade is Launched:** Under holy writ by the Synod Obscurus and taking place far to the Calixis Sector's spinward border, a crusade is launched into the Margin region "beyond the light of the Astronomican" to the galactic north. More specifically it is an attempt by the House of Severus to extend its domain into the uncharted regions between Calixis and Scarus. The Calixis Sector is called on to provide troops and material to the on-going effort and grudgingly complies. Thirty years later all contact with the Crusade has been lost as the green horde of Waaagh! Grimtoof sweeps across the Periphery.
792.M41	**The Astral Knives Cult declared Heretical:** Long tolerated, the centuries old void born death cult of the Astral Knife is found to have become tainted by association with dark forces and declared heretical by the Holy Ordos.
799.M41	**The Doom of the Ardent Seeker:** The mission ship, Ardent Seeker, is ravaged by a false prophet of the Pilgrims of Hayte on the way to the shrine world of Maccabeus Quintus. Seven thousand worthy souls die in ways more hellish than the sane can imagine.
799.M41	**The Ascension of House Severus:** Duke Severus of Kulth appointed as subsector Governor of the Periphery. He is quick to rename his domain the "Severan subsector".
807.M41	**Tyrant Star Appears:** Zillman's Domain suffers a visitation of the Tyrant Star.

807.M41   **The Tranch Insurrection:** A mutant uprising in the soot warrens of the minor industrialised hive world of Tranch rapidly develops into a planet-wide insurrections which topples the ruling class, the brutal Oligarchs of Tranch. The mutants have formed together into a unified faction calling itself the Pale Throng, led by a cabal of terrifyingly powerful witches and mutant-psykers known as the Shroud Council. As rumours of the successful rebellion spread, so do brushfire revolts and uprisings on other worlds in the sector, and the flames of malcontent are fanned. Lord Sector Hax realises the wider threat to Imperial order and declares a mass counter-invasion of the war-torn world to bring the rebellion to heel, calling on the Inquisition to dispose of the Shroud council, which they do, whilst Ordo Hereticus launches Operation Bellerophon to decapitate the mutant forces. At huge cost in lives and at the price of laying waste to much of Tranch, the Pale Throng is crushed, but its many factions manage to scatter off-world, while sympathisers still raise revolt in the pale Throngs name elsewhere. Although the war is officially over, the pacification of Tranch goes on, providing a bloody baptism of fire for many of the sector's soldiers.

808.M41   **The "Dance of the Dead" on Kalf:** Mysterious cult activity on Kalf forces a notorious clash between differing Inquisitorial factions, leading to bloodshed and acrimony within the ranks of the Ordo Calixis.

810.M41   **The Vervilix Disaster:** After suffering serious malfunction in transit, the mass-troop conveyer Vervilix, far off course, makes a forced landing on the forbidden ice world of Mara. Heavy causalities ensue and the remaining survivors are taken into Inquisitorial custody.

811.M41   THE REEF STARS CRUSADE

811.M41   **The Red Vaults of Luggnam:** A small Adeptus Arbites taskforce, investigating evidence political corruption, murder and tithe-theft on the mining world of Luggnam, instead encounter the horrors perpetrated by the wanted arch-heretic Myrchella Sinderfell. In the aftermath, the Inquisition steps in and instigates a two year planet-wide witch-hunt to weed out recidivist elements.

812.M41   **The Disappearance of Inquisitor Layran:** The Inquisitor and his retinue of acolytes vanish en-masse while investigating rumour of a xenos conspiracy, peripherally connected to the so-called "Beast House" organisation on Fenksworld. Their loss prompts Ordo Xenos to place the entire, widespread trans-sector group under scrutiny, leading to an ongoing covert investigation of the Beast House and its mysterious master, Solkarn Senk.

814.M41   **The Green Tide:** A vast horde of green-skinned ork descend upon the Periphery in the form of Waaagh! Grimtoof. Analysts as Port Wrath suspect that the ill-fated Margin Crusade may be responsible for causing the disparate ork clans to unite under a common leader.

815.M41   **The Treason of Duke Severus exposed:** Subsector Commander Severus of the Periphery declares his domain independent of the Imperium of Man. He claims to do this on grounds of gross negligence on the part of the Imperium, but these are just the lies of a desperate heretic.

816.M41   **THE CURRENT DAY AND AGE**

Power & Politics

Calixian politics are centred on the capital world of Scintilla, more specifically on Hive Sibellus. It is from the Ludic Palace – a heavily fortified islet just off the Sibellan coast – that Sector Governor Marius Hax rules the sector. Hax ascended to the lofty position of Imperial Sector Commander nearly a century ago in 731.M41, but he had been the power behind the throne for several decades before this: Lord Hax is a distant kinsman to Larhanus Sult, the previous Sector Governor, and had slowly worked his way into his inner circle of advisors. When Sult's health began to fail early in the 8th century M41 Hax was there to gently ensure that the sector continued to run smoothly. Marius Hax used his connections on Terra to ensure that when Sult finally died his appointment as Sector Governor was all but assured. If the powers of the Calixis sector had hoped to capitalize on Sult's failing health and a chaotic interregnum they were sorely disappointed; Hax kept the wheels of government turning both before and after his uncommonly rapid ascension – no sooner were Sult interred on Granithor before Hax was seated and anointed by the Cardinal Calixis.

Lord Hax is by many regarded as a vile oppressor and there is certainly some truth in that claim. Under his rule the tithe has been increased for many worlds in Calixis, for some more than once. Predictably this has led to complaints from many planetary Governors. What this lot seems to forget is that under the rule of Hax the sector has also been relatively stable, trade flows freely and securely, and the general productivity of most tithe-bound planets are up by a good margin. The local governors have in fact grown richer themselves, but they are loath to recognize this fact, preferring instead to focus on the great wealth the Imperium siphons away from 'their' planets. If anyone has a reason to complain it's the common citizens, the workers and the dregs, upon whose toil these revenues are based. On multiple worlds the tensions between the masses and their appointed rulers have increased to hereto unknown levels. The conflict on Tranch is perhaps the best known incident, a full-scale uprising by the massive mutant undercaste on that world. On most worlds there are significantly less mutants and less widespread dissent, but violent insurrection is nevertheless on the increase throughout the sector.

But if there is one group of people in the sector that particularly reviles Lord Hax it is the great noble houses and commercial guilds in the sector. The 8th century has seen the Adeptus Terra gain in power, often at the expense of local factions: It is Lord Hax' vision that every Calixian world should be tied ever more tightly to his own web of Adepts. In his mind closer integration with the central authority of Scintilla is to the benefit of the Imperium. The local Governors complain over this too, but they are after all nominal members of the Adeptus Terra and undeniably benefit from having Adepts at hand. The hereditary powers of the sector and the vast commercial interests they are so closely tied to are not as fortunate: Many can trace their ancestry back to people who came with the Angevin Crusade. They remember fondly the centuries after the formation of the sector, when there was little in the way of bureaucracy or Imperial entanglements. It seems to them that their very way of life is being threatened, and in this they are correct. Hax is pursuing his predecessor's long-overdue

vision of transforming Calixis into a model Imperial sector along the lines of the civilized regions of Segmentum Solar. To do this he must rid Calixis of its frontier mentality and loose organization; the endless frontier is no longer Calixis, but the regions beyond.

The Cathedral of Illumination deserves a separate mention. It is located on Scintilla, but in hive Tarsus rather than hive Sibellus It is the religious heart of the Calixis. From here Cardinal Ignatius oversees the affairs of the Adeptus Ministorum throughout the sector. Scintilla is not the only political hotspot. Other important locations include Malfi, Quaddis, and the Lathes. Less obviously is Port Wrath, headquarters of Battlefleet Calixis. Malfi is arguably the second most important world in the Calixis sector, a power nexus in the rimward territories, seat of an important planetary Governor, a separate subsector Governor, and Rimward Command which is the largest Naval formation in the sector sans the Fleet Reserve and Battlegroup Golgenna. Quaddis deserves to be mentioned because this pleasure planet is where the rich and the powerful – including high-ranking Adepts, and even a few Inquisitors – maintain secluded manorial estates. At times there are more politics going on here than in the Lucid Palace; Quaddis is Calixis summer court if you will. The Lathes are the heart and soul of the Adeptus Mechanicus' possessions and operations within the sector. From this peculiar system in the Golgenna reach the tech-priests reach out to touch upon nearly every world claimed by the Imperium of Man within Calixis. Finally there is Port Wrath, headquarters of the Imperial Navy and base of both the Calixian Naval Reserve and Battlegroup Golgenna. Needless to say Lord Hax' has a sizeable presence here, as do anyone else who desires to influence the decisions and deployments of the Navy. Beneath these major systems are several second-tier worlds, typically planets that are important in terms of being subsector capital, the seats of cardinals, or otherwise important to the sector. Some notable systems include: Solomon, Fenksworld, Dusus/Sentinel, Thical, Vaxanide, Canopus, Clove, and several of the major forge worlds of Calixis.

THE NOBLE

GOVERNMENT   WEALTH   STABILITY   TRADITION   DEVOTION
GOOD - FORTUNE   WELL - BEING   HEAD - OF - THE - FAMILY
HEAD - OF - THE - HOUSEHOLD   SOMEONE - TO - BE - OBEYED
THE - WAY - OF - THINGS

FIVE   OF   MANDATIO

The Calixian tithe

Lord Hax has not pushed for an increase in tithes without reason. Although he was little influence with Segmentum Command he still has connections back on Terra, and so stays well informed of Segmentum and Imperium politics. The day has come it seems, for the Calixis sector to finally pull its own weight. Two and a half millennia should be enough to transform a wild frontier region into a civilized sector. The tithes are being increased to reflect this change of policy and Hax is only responding to comply with the increased demands placed upon him. As Sector Governor he must use the collected tithe not only to ensure the safety and continued productivity of his sector, but he must also be ready to meet the demands placed upon him by Segmentum Command.

Of late there has been an increase both in in-sector demands for resources and external demands. The Protasian Equation, the Margin Crusade, and other conflicts have drained a lot of manpower over the course of the past decades, and the Spinward Front promises to extend and increase the drain for further and longer than any of Hax' advisors had feared. But the biggest recipient of Calixian tithes is set to become the Achilus Crusade. None of the fronts have met with the hoped for progress and require vast amounts of reinforcements if they are to continue to advance. The planners at Cypra Mundi are said to have wanted to pull the plug so to speak, to pull out the troops and find a way to destroy the Warp gate. They have, however, been overruled by Terra – the High lords have decreed that the gate is to remain and the Jericho Reach secured for the Imperium, no matter the cost.

GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
EFFORT -AND -HARD -WORK -WILL -CAUSE /GROWTH
A -PAUSE -DURING -DEVELOPMENT RE-EVALUATIONS
EIGHT OF MANDATIO

Calixian factions

Sector Governor Hax is hardly the only power-monger in the Calixis sector. Here are some of the factions that constantly vie for power at the Lucid Palace or one of the many other sites where the rich and mighty gather to decide the fate of the sector and their fortunes.

Inquisition: The Inquisition has a solid presence in the Calixis sector. It is a very real player in Calixian politics, but most of its influence is applied indirectly or take place behind very securely locked doors. Note that the Inquisition is rarely of one mind; multiple factions may try to influence politics in different directions.

Administratum: Lord Hax is nominally in charge of the Adeptus Administratum on the sector level, but the Administratum is also a faction in its own right. The masters of the Calixian Administratum have duties imposed on them by distant superiors and they are also not above pursuing their own semi-private agendas in the hopes of furthering the cause of this department or that office.

Departmento Munitorum: The Munitorum is formally a department under the Adeptus Administratum, but in practice they operate rather independently and have much more in common with the Segmentum military hierarchy than they do their 'civilian' counterparts. They overreaching goal is ensuring the optimum production and distribution of military assets and supplies, a task that often requires interaction with other factions.

Navy: The Navy's overriding goal is the protection of Calixian space. Since there are never enough ships there is quite a bit of lobbying with the Navy to try to influence their deployments. It is also a well-known fact that the Navy is tied rather closely to many of the noble families of the sector through times of blood and marriage.

Imperial Guard: There are some similarities between Navy and Guard, but there are also differences. The Navy is a much more permanent structure, whereas the Guard is almost always formed to accomplish specific tasks. The more ephemeral nature of the Guard means that its power is equally volatile; a Lord Militant can have great influence during the years he commands, but afterwards his influence fades.

Adeptus Astartes: With two 'native' Chapters the Calixis sector is actually overrepresented in terms of Space Marines – the much larger Finial sector has only one native chapter for example. In practice the Astartes play a miniscule role in Calixian sector politics and power plays. The Storm Wardens have always been insular and concerned with the fringes of the Imperium. Nowadays they are also heavily involved in warzones far from Calixian shores, meaning they are a rare sight indeed in Calixis proper. The Green Knights are perhaps less insular, but given their current status they are in no position to meddle in Calixian politics. Duty and survival are their only concerns. The Black Templars have a small fortress-monastery somewhere in

Arbites: The Adeptus Arbites are by necessity rather aloof. To ensure that local commanders don't get too close to established power centres that Judges are organized not by subsector, but according to districts of their own devising.

Mechanicus: The Adeptus Mechanicus presents a unified front to the rest of the sector; the Lathes Mechanicus knows all, sees all, and decides all. It's all a front. The Mechanicus is no more unified than the rest of the Adepta. Each Forge World pursues its own agendas and there are plenty of infighting between factions large and small.

Ministorum: The Adeptus Ministorum has played an important role in the Calixis sector from the very beginning. They had a solid presence in the Angevin Crusade and used the opportunity to spread out across the entire subsector. The Ministorum has a solid hierarchical structure in Calixis, with the Scintillan-based Cardinal as the supreme leader of the faith in the sector. Below the Cardinal are the subsector leaders who wield considerable power in their regions.

Navigators: Since the Calixis sector is vast in terms of size, and both trade-heavy and exploration intensive it should come as no surprise that the Navigator houses have quite a bit of power out on the rim.

Rogue Traders: While there are many rich and powerful rogue trader – and even a few dynasties of them – they are hardly a unified group. Their influence is therefore limited and local, unless they decide to band together to present a unified front. This has happened from time to time and has on occasion led to great upheavals.

Chartist Captains: The League of Chartist Captains has an envoy at the Lucid Palace, but he speak only for a part of the many ships that ply the trade lines and his influence is limited at best; most 'free' captains are tied in some way to one of the great commercial entities of Calixis.

Leagues, House, and Guilds: Certain commercial entities, noble houses and Planetary Governors are sufficiently wealthy, powerful and/or well-connected to have influence on the sector level.

Segmentum Command: There is a Segmentum envoy present in the Lucid Palace at all times, usually a high-ranking member of the Departmento Munitorum. Lord Hax maintains an embassy of sorts on Cypra Mundi, but it's a well-known fact that he has limited influence around Segmentum Command.

Holy Terra: It is Lord Hax that represents the Calixis sector in the Senatorum, that great body of peers that advise the High Lords of Terra. It goes without saying that Hax himself rarely sets foot on Terra, but instead operates by proxy. For a Governor on the fringe of the Imperium Lord Hax is comparatively well connected on Terra.

Trade & Commerce

The Calixis sector is commercially inclined so to speak. Whereas commerce is of some importance to any Imperial sector it is said that trade is the lifeblood of this particular sector. There is a great deal of trade in Calixis and everyone benefits from it in terms of the wealth it generates. If you know the story of the sector this should not come as a surprise. The Calyx Expanse was not tamed simply because Terra demanded it. It was tamed because there were men, powerful men, who believed an expansion into the Expanse could be quite profitable, both in terms of plunder and long-time dividends. The current ruling caste of Calixis is largely descended from people that either came along with the Crusade or followed in its wake. These people either brought with them existing fortunes they wished to invest in a high-risk high-gain gamble, or enterprising people who built themselves up from nothing. For much of the first two thousand years of the sector's existence this enterprising spirit was alive and well. Save for the odd Sector Governor with unpopular visions or the old guard's attempts at keeping new money in its place this proceeded largely as before, century after century. Only in later years have strong Sector Commanders tried to institute reforms and transform Calixis into something that resembles a true Imperial sector.

Lathes Mechanicus: The Lathes Mechanicus are of course part of the greater Adeptus Mechanicus and therefore, however nominal, a part of the Adeptus Terra. The Forge Worlds of the Lathes Mechanicus are invariably called upon to pay high tithes and the tech-priests are rarely short on their payments. In and off itself this generates vast amounts of industrial production, and requires enormous amounts of transportation and logistical support. In turn all this tithe-bearing activity creates ripples which spread out across the commercial aspects of the sector. In addition there is a quite a bit of secondary production and direct commercial activity between the Mechanicus and other factions. In short the Lathes Mechanicus is a huge factor in terms of commercial influence.

The Ministorum: It might seem odd to mention the Ministorum in the context of commerce, but in truth no line-up would be complete without them. The Ministorum has a very real presence on a great many worlds in Calixis (another holdover from the days of Angevin's crusade) and its total income dwarfs that of many of the other major factions. Granted the Ministorum has a great many expenses as well, but it does have considerable economic muscle.

Guilds Commercia: The Guilds Commercia is a catchall for the privately owned manufacturing and trading companies of the Calixis Sector. Examples includes House Krin (Drusus' Bankers), the Cestelle Alliance (agri-world consortium), the Devayne Incorporation (manpower mongers) and the Skaelen-Har Hegemony (sector-spanning corporation).

Trade routes

There is a great deal of inter-sector commerce in Calixis. The Golgenna Reach is the ultimate trade nexus; everything centres on Hive Tarsus, the brokering houses, the vast logistical infrastructure which includes the Tarsian space elevator and the geosynchronous orbitals high above. Even if goods aren't physically brought here this is where the deals are made, contracts signed, and money changes hands.

Calixis is also tied to the wider Imperium by trade routes that run though neighbouring sectors. Generally speaking travel and trade going towards the core areas of the Segmentum go spinward by way of Scarus. The bulk of trade goes towards the core of the Imperium however, by way of the Ixaniad sector.

Scarus Sector: Before his rebellion Duke Severus was able to foster quite a bit of trade between Scarus and Calixis by way of his own subsector capital of Kulth. Since the rebellion the number of commercial flights has dropped sharply. It is now primarily Munitorum or Navy ships that ply the space lines, plus the occasional Rogue Trader.

Ixaniad Sector: There is extensive trade between Calixis and Ixaniad sectors. Multiple stable warp routes connect Scintilla by way of Iochantos to Ichabarr, capital of distant Ixaniad. From there you can reach Gehenna and Mandragora and the greater Imperium beyond. Other routes take you through the Markayn Marches and leave you on the spinward outskirts of Ixaniad. There is even a relatively fast route that plunges through the Hazeroth subsector by way of the forbidden Threnos system; for obvious reasons not many pick this path.

Finial Sector: There used to be a fair amount of trade directly between Calixis and Finial, but the loss of the Gelmiro system changed that. What trader there is now is the province of Rogue Traders. Either that or it goes by way of Ixaniad, which is hardly a profitable modus operandi given the heavy Inxanite tariffs.

Koronus Expanse/Port Wander: The number of ships passing through the Maw increases every year, as does the export of goods into the Expanse and the amount of plunder and other riches returning to Calixis. If the trend continues the tolls and tariffs claimed on this trade might well constitute one of the sector's primary sources of income with the span of a few short centuries.

Jericho Reach: When it was still hope for a quick victory in the Jericho Reach plans were made for extensive trade between Calixis and a reborn Jericho Sector. Lucid Palace sycophants and power-mongers also dreamed of the riches that would one day flow through Calixis because of the location of the Maw Gate. Now their hopes and dreams are nothing bus dust and ashes.

Rogue Traders

The Calixis sector is awash – relatively speaking – with Rogue Trader vessels and Warrants of Trade. In addition there also no shortage of ships and captains willing to operated outside those areas allowed by the Charters. The Koronus Expanse is the most obvious target for any Rogue Traders operating in the Calixis sector, but it is far from the only possible area of operations. Lord Hax has been given the authority to issue Warrants pertaining to his own domain, as well as any adjacent unclaimed territories. The latter specifically includes the Koronus Expanse. Acquiring a Warrant of Trade requires connections at the Lucid Court, much lobbying, and they payment of both generous fees and bribes.

Rogue Traders fulfil many functions in Calixis besides exploration and the exploitation that inevitably follows. Often they are the only ship to irregularly call upon the most remote systems, those beyond the routes plied by even the most destitute of Chartist captains. With their Warrants they can also bypass trade regulations and local tariffs, allowing them to cut a profit where normal traders cannot. For a price they are also defenders of the Imperium if needed.

Adrantis: The Adrantis subsector is dominated by the great nebula of the same name. In the day of Angevin it was the primary holdfast of the Adranti, a human remnant that had fallen to abominable gene-heresies (some of whom still endure in such far-away places as Ixaniad sector). Today the subsector is weak and fragmented, its primary Hive World of Tranch fatally weakened, but great mysteries still waiting to be discovered within the depths of the nebula. The primary benefit of Adrantis – and greatest drawback in the eyes of some – is its location: It lies close to the heart of Calixis, making it a reasonably low-risk target area for Rogue Traders. Adrantis has plenty of promising systems that have never been visited by an Imperial starship.

Hazeroth Abyss: The Hazeroth Abyss occupies the central region of the Hazeroth subsector. It is an anomaly of sorts, a great gulf in the stellar tapestry that is largely devoid of stars – stellar density is less than ten percent of normal for main sequence stars. At some point in the distant past, millions of years ago, seemingly normal stellar bodies were destroyed in a manner that left almost no signs of their passing, only the slowly dying embers at their hearts. The place is largely shunned by Rogue Traders, but once in a while someone will go in, hoping to score big. Most do not return, for dark things still dwell in the void and the Warp is often strangely becalmed, threatening to trap any ship foolish enough to enter.

Merates Cluster: The Merates Cluster is not prime territory by any stretch of the imagination. It is physically remote (one of the reasons the Clans settled here in the first place). It is also dominated by a great many young stars that haven't had time to develop into proper life-giving systems. What promising systems had been found were decimated by the Meritech Wars of M40. Still, for captains who are down on their luck it's a viable destination, fairly safe with multiple routes already charted, and offering at least some chance of finding something of value. Note that Rogue Traders from Ixaniad are as like to venture here as those from Calixis.

Periphery/Margin Worlds: No one can tell where the Periphery ends or where Scarus sector actually begins, leaving a huge swathe of space between the two sectors open to Rogue Traders. The region is also rife with promising stars and half-charted areas, making it less dangerous to explore than more remote areas. Unfortunately the place has also been the target of Rogue Traders out of Scarus for at least five millennia, meaning that many of the good spots have already been discovered and their bounties claimed. With a three-way war now raging in the Periphery there are new opportunities for profit; blockade running and privateering amongst others. There is also the lost Margin Crusade; if an enterprising captain was to find it there is bound to be some good plunder, or even some ranking survivors to bring back in return for compensation.

The Storm Front: Like the Margin Worlds this is a swathe of space that borders upon the Margin Warp Storms, stretching along the rimward edges of the sector, all the way from the Periphery, through Malfian and across Drusus. The main problem facing enterprising captains is the presence of said storms; warp navigation out here is always difficult and ships are constantly at risk.

The Markayn Outback: The Gelmiro system used to define the outer borders of the Markayn Marches, but after the War of Brass things have become much more fluid. In many ways this region is similar to the Periphery, hundreds of lightyears of poorly explored and but lightly settled space. Rogue Traders who come here do not hope for fantastic riches, but on the other hand they can hope to get back to port after a voyage. Regular trade between Calixis and Finial have long since dried up, but a few Rogue Trader continue to make the run through the Outback, sometimes stopping by the tiny pinpricks of human civilization hidden out here.

Fydae Great Cloud: To trailing of Calixis the diffuse reaches of the Fydae Great Cloud stretches for thousands of light years, encompassing a volume of space greater that the sector itself. Actually it goes on for considerably longer than that, but at some point you pass across the borders of Segmentum Obscurus. The Fydae has been the target of many expeditions, but no great prizes have been hauled back from there, making new captains reluctant to waste their time there. Why waste time mucking around a region where distances are generally great, promising systems few and far between, lost human colonise virtually unknown, and alien civilizations to plunder almost non-existent? Especially with the discovery of the Maw and the opening of the Koronus Expanse the great Cloud has fallen completely out of favour. The only ones that go here are some infrequent Navy patrols and the odd lone Explorator vessel.

Koronus Expanse: Beyond the great margin Warp Storms, through the treacherous passage of the Maw, lies endless reaches of unexplored territory, ready for the taking. This is the true frontier, well away from the bureaucrats, collectors, and nosy Inquisitors that plague the Imperium proper. Anything can and will happen out beyond the Margin Storms, for this is truly the final frontier; the clearest sign of which is the pale flicker that is the Astronomican. Keep going and you need never worry about the Imperium again.

The True Halo: Somewhere beyond the maximum reach of the Astronomican lies the edge of the galactic disk proper. This is where the True Halo begins. Unlike the galactic disk which is fairly well defined and a mere thousand lightyears thick in most places the True Halo is a diffuse globe that surrounds the galaxy. Navigation out here becomes next to impossible – distances are vast and there is nothing to fix your position with. There are always tall tales of captain having ventured out here and found fantastic riches, but for the most part they are just that – tall tales.

Jericho Reach: Of late a small number of Rogue Traders have been given special Warrants allowing them to pass through the Maw Gate and explore the Jericho Reach. There is certainly profit to be made, but the entire sector is a blazing warzone. So why go there when the Koronus Expanse is there, much safer and ripe for picking? The answer to that question is simple; the amount of support the Imperium is willing to provide these Rogue Traders with. There have been stories of entire regiments of stormtroopers – and full companies of Astartes assigned to them, as well as capital warships to support their operations, and great assault transports to carry away riches or land settlers.

THE ROGUE TRADER

FORCE AMBITION PERSISTENCE EXPLORATION

A - HEADLONG - RUSH - INTO - LIFE   A - STRONG - MAN   BRAVERY
A - SKILLFUL - AND - CLEVER - PERSON
AN - UNEXPECTED - COMING - OR - GOING - OF - A - MATTER
A - TROUBLEMAKER   A - RAFTY - AND - SECRETIVE - PERSON

CHAMPION   OF   EXCUTERIA

TECHNOLOGY

Calixian society is undeniably hi-tech. Massive space vessels cross the void between stars, exotic energy weapons and power fields exists, genetically engineered super-warriors stride into battle clad in futuristic power-armour, hive-cities are home to billions, lifespans for the rich are measured in centuries, gravity can be created and manipulated, contra-gravity fields allow infinite commercial transportation unto and of planetary bodies, and so on and so on. Not only do these things exist, but the citizens of the Imperium take them for granted (those living on civilized planets anyway).

Technology may be a fundamental part of Imperial civilization, but it is ill understood by most, even reviled as being evil by many. People may make use of technology only if they must, but they don't understand how it works, and even treat it with superstitious awe or outright fear: When using a dataslate a citizen doesn't just tap the display, he also mutters some prayers to appease the Ghost in the Machine. The Guardsman firing his lasgun will pray for it to fire straight and true, and he'll apply sacred unguents to its casing whenever it's in need of cleaning.

Another important thing to consider is that technology is not uniform throughout the Calixis sector, far from it. You can find areas where archaic devices dominate, even if part of the planetary population lives in floating cities in the sky. Even in a hi-tech place like a Hive city or on a Forge world there are those who live out their entire lives surrounded by technology, but truly really utilizing it themselves. For example, a factorium worker might operate a few simple machines at work (with near-reverence for the machines, the spirits that live in them, and the Tech-Priests that attend them), might ride a hyper-velocity mag-lev train to and from his hab-block without ever thinking twice about the bizarre technologies hidden behind buckled panels and flaking paint, and might have a beat-up holo-vid in his cubicle which he spends most of his free time in front of. The reverse is also true; there are feral worlds out there at the stone age level, where the Planetary Governor lives in isolated technological splendour within his enclave.

Technology is also a question of social class. The rich have access to much more technology and may also better know how to *use* it, even if they do no more understand it than the low-born. Chances are that the rich have servants and such to do any meaningful word associated with technological devices; why learn how to use a vile computing machine when you can have a servant do it? The main difference is one of outlook; nobles recognize that technology is yet another power factor and is more willing to use it (even if they too fear it). Even the tech-priests, be they of the Lathes Mechanicus or some local tech-guild, view technology with no small amount of reverence and superstition. They may know how it all works (or some of it at least), but their knowledge is irrecoverably fused with faith and heavy on religious ritual.

Creation and maintenance of hi-tech equipment is the province of the various tech-guilds. The Adeptus Mechanicus – the Techno-Priesthood of Mars – are the tops dogs in this class, but like the rest of the Adepta they cannot be everywhere and do everything. Local tech-guilds are therefore common on many developed worlds. They often jealously guard whatever knowledge they possess and are extremely protective when it comes to protecting the privileges their knowledge has earned them.

Lastly, if there is anything the Imperium has enough of then it is a dirt-cheap and near-limitless pool of manpower. And with hi-tech considered mystical at best, outright evil even, and the knowledge of its construction and repair understood only by the few, the Imperium has found another way of dealing with just about everything: Just put enough men on the task and it will be done; if giant fusion-powered excavator-servitors are not available for the building of a new trans-continental highway, thirty million convicted criminals can do it in the same time using simpler tools.

COGITATORS

Computers are generally referred to as cogitators in the Calixis sector. Like all complex technology cogitators are poorly understood and generally reviled by the public. That said, without computers the Imperium could not exist; except for the most primitive of worlds and backward regions cogitation technology is very common. That doesn't mean that the average citizen of the Imperium knows how computers work, only that they do. And if that citizen has to employ a cogitator to do his work he will utilize only those part of the system that he's familiar with and that's directly related to his tasks. Finally Imperial technology is so advanced and utilitarian at the same time that many functions are completely automated, removing the need for complex interfaces, replacing them with a few buttons, knobs, and levers.

Almost every hi-tech appliance contains some form of computer processor, but purely mechanical low-tech devices usually do not. An autopistol, for example, has an integrated processor that keeps track of ammunition expenditure, barrel wear, works the ammo feed system, clears most jams, manages sighting aids and recoil compensation and so on. No wonder perhaps, that the owner prays to the spirit in the machine before going into combat. On the other hand, a simple stub revolver is just a mechanical device; no computers are involved. But it probably doesn't hurt to use blessed oils when cleaning it.

Tech adepts can interface with everything that has an onboard cogitator, provided they can connect to it. Some systems only accept a hard-wired connection, but fortunately for the tech-priests most systems are so incredibly advance they have wireless interfaces. Most cogitators will have some sort of security systems and encryption protocols, but smaller systems (like the aforementioned gun) are not very hard to break into.

On the other hand, a smaller system is also very limited – a tech-priest could jam the guns electrical feed, turning the gun into a manually operated single-shot device, but not much more than that. More advanced systems offer greater opportunities. A tech-priest that is able to access a Marine's power armour could do great damage (on the other hand the hallowed Astartes power armour does not accept wire-less calls from strange tech-priests, so getting in might not be so easy). Larger computer networks also have additional security measure, including dedicated monitor-servitors and tech-priests responsible for the system's purity.

Abominable Intelligence (AI)

Cogitators are prevalent, but artificial intelligence on the other hand is considered a particularly vile tech-heresy by the Mechanicus and severely censured. Only those logic engines approved by ('blessed by the Deus Mechanicus') the Mechanicus are allowed to exist, and those are jealously guarded – and closely monitored. There may be good reasons for such a doctrine; according to ancient legends from the Dark Age of Technology thinking machines once rebelled against their human masters and came close to destroying humanity. It is one of the holy tasks of the Adeptus Mechanicus (and also the Inquisition) to seek out and destroy rogue machine intelligences.

For tasks requiring low-level artificial intelligence servitors are used. These are mind-scrubbed human drones (often cybernetically augmented) that have been programmed for a specific task or set of tasks. Some servitors are former criminals scented to mind-scrubbing, others are vat-grown clones created in Mechanicus manufactories. A bewildering array of such servitors exists, ranging from pleasure-models and household servants, via gun-servitors manning automated defence turrets, to the high-grade C3 servitors employed on Navy warships. Whatever their origin and appearance servitors are not considered human; they are machines, biological computers given human shape, but nothing more. Some high-end models might even mimic human emotion and intelligence, but there are strict limits to how human-like they are allowed to be. The Mechanicus and the Inquisition closely watches clone manufactorums for sings of illegal activities.

Fully mechanical robots are sometimes utilized by the Mechanicus as war-machines, but these are invariably low-intelligence constructs completely loyal to their masters, and capable of very little creative though and possessing little in the way of independent motivation.

STC systems

The Standard Template Construct system was perfected during the Dark Age of Technology and was instrumental in allowing humanity to expand across the galaxy. It provided an instant knowledge-base available to all colonies that would not only allow them to be self-sufficient, but in time progress to the highest level of cultural and technological sophistication. The STC system contains the collective knowledge of the Dark Age of Technology, including the application of said knowledge. In short it tells you everything you need to know and how to use that knowledge to build just about anything. Access to a complete and uncorrupted STC database is the Holy Grail of the Adeptus Mechanicus.

Everything in the STC is standardized, not just the artefacts produced, but also the machines that make the artefacts...and the machines that make the machines, and so on. There is no innovation as such, since for all intents and purposes every field of science has been fully mapped out, and every technological application has already been invented, tested, used, improved, refined, integrated and standardized (to the extent of human technology at least). The STC system is not magical; it cannot conjure things out of thin air (but it can tell you how to build a machine that could, provided such a thing is at all possible). Instead the STC system teaches those that can understand it how to make the tools to make the machines that in turn would allow them to make more advanced machines, and so on until the highest technological tier is reached. Going down this path would be prohibitively expensive and would generate little in return, so the process would have to be balanced with the need to provide for society's immediate needs. Going down the path of the STC would take many generations of work, each generation build upon the advances of those that came before. However, each step of the process would be mapped out, progress would be accelerated, and it would all work perfectly and be the best that can be imagined. Indeed, any improvement the STC users might make would reveal themselves to be false as they progressed along the path, with even minor changes potentially having tremendous cascading implications further down the path.

Templates are the blueprints of the STC system, images of one part of the wealth of knowledge contained within the STC system. Such templates, or even fragments of them, are highly valued by the Adeptus Mechanicus (and other Tech-guilds for that matter). One STC template is made up of many sub-templates, many of which can be exchanged for other similar sub-templates, allowing for a great deal of flexibility and customization.

Examples: The ubiquitous Chimera is one STC template that is in common use in the Calixis sector. Each of the Chimera's physical sub-components (as well as its operating software) is represented by one sub-template (meshed together to form the overall Chimaera template). The Chimera is an old and flexible design, with a number of variant templates. These range in scope from major conversions (such as the Chimaera flame-tank), via intermediate variants (with different armour, engines etc. to accommodate for local resource availability and/or needs), to minor alterations (different display screen models, seating material etc.).

STC and the Age of the Imperium: STC technology forms the technological base of the Imperium of Man. Local variation does exist of course, both to meet local demands and to fill the many gaping holes in the available STC database, but by and large all Imperial worlds have access to mostly the same technology and utilizes it in similar fashions. So a lasrifle produced by manual labour on a small backwater Forge World in Ultima Segmentum might be slightly different (of a different *pattern* in Mechanicus jargon*)* from one produced in a holy STC Constructor back on Mars, but when you look past the variations it is the same piece of technology.

This uniformity extends past mere items. It suffuses the entire Imperium. From the architecture and engineering that allows the construction of human colonies and hive cities, via the templates that govern what ships look like and what vehicles are produced, to things like gene-engineered (geneered) Terra grass and trees that can take root in almost any environment and the ubiquitous grox that provides milk and meat across the width and breath of the Imperium. Every world does not look the *same*, but there are almost always strong underlying respmblances.

STC and the Lathes Mechanicus: No complete STC system has ever been retrieved; the Age of Strife nearly destroyed humanity and with it the STC system. Mars managed to cling to a great pool of knowledge throughout the Age of Strife, but they are far from having a complete database. The Adeptus Mechanicus continue their holy work even today, and has now spent 10,000 years looking for bits and pieces of the STC in every dark corner of the galaxy. The Lathes Mechanicus is no exception. Quite the contrary in fact; the Explorator fleets of the Lathes have brought back many scraps of STC never found anywhere else in the galaxy. It seems unlikely that the Mechanicus will ever manage to reach their goal, for as time passes it just gets harder and harder to find uncorrupted templates.

But who knows, perhaps there is an uncorrupted STC out there, hidden away in the depths of the Koronus Expanse or some such. Even without a full STC the Adeptus Mechanicus has access to a great number of technologies not commonly available to the rest of the Imperium; techno-lore that it is very reluctant to share

STC and the Techo-Guilds: The Lathes Mechanicus does not monopolize technological know-how in Calixis. They would like to – and quite often act as if they do – but they are no more in direct control of every techno-bauble than the Ministorum is of every prayer or act of faith. There are myriad different Techno-Guilds operating within the sector. They possess only a fraction of the templates and lore for the Lathes Mechanicus, usually only that which is directly relevant to their production and maintenance processes.

They are also renowned (or infamous according to some Mechanicus purists) local adaptations they have managed to conjure forth over the millennia. Those guilds that do have access to uncommon templates guard them well, for they provide them with a source of power and revenue not available to other guilds. Note that 'hi-tech' in this context is relative to the overall technology level of a planet; on the world of Festus in the Malfian subsector the Steamworkers Guild monopolizes the production, maintenance, and operation of all steam-powered contraptions, which gives them a great deal of power on that backwards planet.

THE EXPLORATOR

FORCE AMBITION PERSISTENCE EXPLORATION

THE · UNKNOWN EXPANSION MYSTERIES

SEVEN OF EXCUTERIA

WAR

The Calixis Sector has been characterized as relatively peaceful as Imperial sectors go, but this is not an entirely apt description. It is true that Calixis is not a sector-wide war zone like the Jericho Reach or entirely given over to fortification like the militarized prefectures surrounding the Eye of Terror. There are, however, many sectors that are considerably less burdened by war obligations than Calixis. Indeed, if you start to look closely there are numerous war-zones within the sector's borders, including the Spinward Front which is starting to look a lot like a major war effort that could last for generations. In addition the sector has not inconsiderable obligations to support the Achilus Crusade, obligations that are increasing steadily year by year. Finally the Calixis sector is large, fairly lightly populated, has a very modest industrial output, and has been provided with only a light and understrength fleet from Segmentum Command. In conclusion: War is definitely a factor in the Calixis sector and its planets are far from safe.

BATTLEFLEET CALIXIS

Battlefleet Calixis is the Imperial Navy formation tasked with providing naval supremacy in the Calixis Sector and any adjoining areas not subject to any other sector's authority. Technically this includes the entirety of the Koronus Expanse and the Fydae Great Cloud (as far as the Segmentum Pacificus border), plus the other unclaimed border regions. The sheer volume of space and number of systems is simply mind-boggling. By necessity Battlefleet Calixis focuses its efforts on the sector proper in general and the prosperous and important systems in particular. Outlying colonies and feral worlds are not likely ever to be visited by a cruiser squadron. As most they are visited by a frigate or light cruiser from time to time. If not they must rely themselves and the odd Rogue Trader to provide security.

The fleet is headquartered at Port Wrath – easily the most heavily fortified location in the entire sector – and this is where the main fleet reserve remains. Other key bases are the old Fleet Depot at Fenksworld (now a mighty base in its own right) and the moon-bases ringing Malateste, an ice giant world that sits just inside Malfi's warp threshold. Lesser Naval bases exist in every subsector. Some are maintained by the Navy on a permanent basis, whereas others are provided by certain worlds as part of their tithe. In a pinch military vessels will use existing civilian orbital facilities if no Naval base exist to serve them.

Battlefleet Calixis is commanded by a Lord Admiral of the Fleet (Praefectus Navis Dominus). He's served by three full Admirals – his Chief-of-Staff and the ranking flag officers of Rimward and Spinward Commands. Below these lofty individuals are the 'common' Vice Admirals in charge of battlegroups, and Rear Admirals in charge of flotillas. Fleet Captains (Princeps Navis) command ships of heavy cruiser size and above, whereas a common Princeps Carina (literally 'Keel Captains') is in charge of a light cruisers or frigates. Destroyers do not warrant a captain at all; a destroyer's Master and Commander is, quite literally, just a Commander (Praefectus). Even smaller vessels are commanded by Lieutenant-Commanders or even a mere (Flag) Lieutenant.

Since Battlefleet Calixis isn't likely to become embroiled in major fleet engagements (at least that's what the planners at Cypra Mundi concluded in 244.M41 when last the sector's needs were evaluated) it is rather light on heavy ships. Instead it focuses on vessels that are suitable for patrol and escort, ships that have good endurance while retaining the ability to fight if need be. Battlefleet Calixis therefore has an overabundance (relatively speaking) of frigates and light cruisers, but very few heavy ships of the line. The current (816.M41) breakdown of ships is as follows.

BB Battleships (3): The Calixis Sector has never had many of these battle-winning behemoths. After the recent loss of one such vessel over Protasia only 3 hulls remain to Battlefleet Calixis: The Battlefleet flagship (*Retribution*-class, Port Wrath), the Spinward Squadron flagship (*Retribution*-class, Kulth), and the Capital Squadron Flagship (*Apocalypse*-class, Scintilla, not warp-capable).

GC Grand Cruisers (5): These five venerable ships are holdovers from the Angevin Crusade, ships that were never recalled to Cypra Mundi, but were instead ordered to form the new Battlefleet Calixis. Already venerable by M39 they soldiered on for two more millennia, but no more. Each surviving vessels bears scars so deep that they cannot be declared fit for duty by any stretch of the imagination. They would make a significant contribution to Battlefleet Calixis if they are ever returned to duty; what they lack in speed and agility compared to battlecruisers they make up for in sheer firepower. Were they repaired they could help bridge the gap heavy-ship gap of the Battlefleet. For now they remain endlessly consigned to a mothball existence while the Lathes Mechanicus searches for ways to restore them to their former glory.

BC Battle Cruisers (17): Battlecruisers, rather than true battleships, form the mainstay of Battlefleet Calixis. Normally considered too frail for pitched battles they are perfectly suited to enforce space supremacy in the Calixis sector and beyond. Recent losses have been considerable; and entire squadron lost with the Margin Crusade, several vessels put out of commission during the Protasian rebellion, and several ships retasked in support of the Achilus Crusade. Of the remaining ships roughly half remain with the fleet reserve at Port Wrath, while the other half is split unevenly between the Rimward and Coreward Commands. The majority of ships are of the *Mars* and *Chalice* classes, with a few *Overlord*-class vessels added to the mix.

CA Heavy Cruisers (38): Another result of Calixis' relative lack of heavy ships is an overabundance of heavy cruisers - and those cruisers are often pushed into the role of the ship-of-the-line, a task they are not quite qualified for. Fortunately major fleet engagements are rare, and these vessels are more than capable of defeating single raiders and light flotillas. The CA component is composed predominantly of Lunar-class vessels, the majority of which have been built locally. Five Dictator-class, three Gothic-class vessels, and two Tyrant-class ships round out the mix. They are usually divided into 8-10 battle squadrons and deployed across the sector and beyond on various assignments. The heavy cruisers are true workhorses; whereas the battlecruisers are usually employed in a reserve role it's up to the heavies to take care of day-to-day duties.

CL Light Cruisers (29): Light cruisers have the speed and endurance needed for long patrols into the unknown. As such they are the favoured ships type for patrols into distant places like the Expanse. The majority of light cruisers are divided into roving squadrons of 2-3 CLs and/or FFs they are making life hard for enemy raiders, be they pirates, renegades, Chaos reavers, or xenos warships. A handful of CLs fill fleet scouting roles, teaming up with the battlecruiser squadrons whenever they are deployed. The bulk of CLs are *Dauntless*-class ships, but there are a handful of ships from other classes present. There are never enough light cruisers to go around; the Battlefleet could easily have found work for a hundred or more. Recently a squadron was reassigned to the Achilus Crusade.

FF Frigates (33): Frigates are fast, lean, and dangerous – among the most lethal ships there is ton-for-ton. In Battlefleet Calixis they fill many of the same roles as light cruisers, which often mean they are required to patrol longer and fight harder than any other ship type. Frigates frequently operate alone on patrol or escort assignments. When used for fleet duties they act as scouts, screens, or flankers. Half the fleet is composed of Sword-class ships, with the rest divided between *Tempest* and *Falchion*-class vessels. A number of these vessels are constantly on patrol outside the sector proper, the Koronus Expanse included. Segmentum Command has issued orders for two frigates to be made available to the Achilus Crusade before the end of the year.

DD Destroyers (102): Derisively called 'tin-cans' destroyers are the smallest of the warship classes. Ton for ton they pack quite a punch and their speed is second only to fast frigates and smaller raiders. In terms of endurance and protection the fall short of the mark. Destroyers either work in concert with larger vessels during fleet engagements or team up to work as escorts. For the destroyers of Battlefleet Calixis the latter is an important task; at any one time more than half of them will be engaged in convoy work, some going deep into the Expanse or even the Jericho Reach to see their charges safely to port. Many different classes are found in Calixis, but the *Cobra*-class is by far the most common. This is perhaps unfortunate as the Cobra is a far better fleet destroyer than it is an escort.

Lesser combat craft: Battlefleet Calixis also has a number of smaller vessels; sloops, fast couriers, light attack craft, and so forth that are warp-capable, but not listed alongside the capital starships. Many of the Battlefleet's permanents bases and ports are also defended by system ships; incapable of warp travel these vessels are a cheap and effective way to augment defensive firepower. Fighter craft, bombers, and assault shuttles are part of their mothership's (or bases) and not listed separately.

Transport and support craft: The support and maintenance of such a large and far-flung space fleet requires an armada of support craft; transports of every size and colour, general fleet tenders, and specialized repair ships. Some of these are classed as Navy vessels, whereas others are chartered or even privately owned ships.

Star forts, battle stations, and weapons platforms: Static defences of this type are normally the province of Planetary Defence Forces. The Battlefleet maintains a number of such fortifications at key locations; Scintilla, Port Wrath, Malfi, Fenksworld, Port Maw, to name but a few.

Battlefleet formations

Some notable Battlefleet formations

Battlefleet Calixis (Port Wrath): The sector's fleet reserve. Typically numbers approximately 1 BB, 6-8 BC, 10+ CA, 5+ CL, 5+ FF and 10+ DD. The exact number fluctuates a bit as ships come and go on assignments, are commissioned, get sent to Perinetus of refitting, and so on. That said the fleet reserve is never below this strength level for long – or it would no longer be a fleet reserve as it would not have the ability to reinforce other task forces as needed.

Battlegroup Golgenna (Port Wrath): The subsector fleet for Golgenna is tasked with patrolling the space lanes of the capital subsector. It's not particularly big (and certainly not worthy of the designation 'battlegroup') since the area is generally free of major trouble; a small squadron of cruisers and one of supporting destroyers, plus a couple of frigates or light cruisers. The Battlegroup is typically constituted of recently refitted ships or vessels with inexperienced commanders.

Capital Flotilla (Scintilla): There is always a powerful squadron guarding the capital system. The battleship *Sanctus Honoratus*, nicknamed the *Laughing Saint*, is the flagship of the flotilla (that the ship is not warp-capable is a closely guarded secret). In addition there is a 2-3 ship cruiser squadron and a couple of destroyer escorts. The Scintillan system also has the biggest PDF fleet and one of the most extensive orbital defences in the whole sector, making it nigh impenetrable even without the Navy contingent.

Adrantian Flotilla (Scintilla, formerly Tranch): Of late the Adrantian flotilla has been tasked primarily with ensuring the safety of the Tranch system. It will be years before the system can again defend itself with sufficient PDF forces. The task is greatly complicated by the need to stage from, rather than just remaining in-system. Unfortunately that is what happens when a major mutant uprising spreads into orbit and devastates the tithe-docks there. The flotilla also operates two or three small patrolling squadrons that range across the sub – and sometime beyond, into the vastness of the Fydae Cloud.

Battlegroup Spinward (Kulth): Hastily scraped together from a variety of sources, battlegroup Kulth is responsible for keeping the remaining Imperial world in the Periphery in Imperial hands. Their primary opponent in space is the vast fleets of the ork Waaagh! 'Grimtooth', with Severan Dominate raiders, and Eldar corsairs compounding the challenge. There are currently at least a dozen cruiser-class ships either already on station or en-route. As soon as Battlefleet command has revaluate current threat patterns and divine likely future developments more hulls may be assigned.

Rimward Command (Malfi): Rimward command is responsible for overseeing the Drusus Marches and the Malfian subsector. Second largest sub-fleet in the sector. It contains at least two battlecruiser squadrons and supporting vessels that are kept in reserve near Malfi. Rimward command is currently grossly under strength because of recent losses – the last handful of decades have been nothing but devastating; the Margin Crusade, the Protasian Equation, the Achilus Crusade – and now the Spinward front and the opening of the Vortex.

Battlegroup Malfian (Malfi): The subsector fleet for the Malfian sub is tasked with patrolling the space lanes of the more populous of the rimward subsectors. It is currently only a skeleton force, a handful of cruisers and escort vessels running ragged to try to keep things together.

Alactran Squadron (Alactra): A handful of light cruisers and frigates tasked with watching the space lanes along Margin Warp Storms boiling up beyond Calixis' rimward border. Newly constituted. Known to have at least one Ordo Malleus Inquisitor in attendance.

Battlegroup Drusus (Askelphion): Exists only on paper. In reality this greatly understrength battlegroup is split into smaller patrol squadrons composed mostly of frigates and the odd light cruiser. The base in the Askelphion system isn't much to write home about – except in terms of short leave quality. It is the dream of most officers to come here at least once and enjoy the fabled hospitality of the natives.

Coreward Command (Fenksworld): Responsible not only for Josian, but also Markayn and Hazeroth; in effect the entire coreward territories. Coreward command has a solid core of heavy cruisers that are used mostly to garrison key systems or make 'surprise' allegiance visits to outlying systems. The rest of the ships, about forty in total, are of lighter types, suitable for patrol and escort duty.

Battlegroup Josian (Fenksworld): Coreward command maintains a fleet of three squadrons (6-8 ships) of heavy cruisers (mainly Lunar-class) at the Navy base at Fenksworld, supported by an equal number of destroyer squadrons (9 ships). Two frigates and a light cruiser make up the patrolling component of the battlegroup.

Battlegroup Markayn (Solomon): Somewhat smaller than the Josian, the Markayn nevertheless maintains a respectable two squadrons on station in the Solomon system, usually constituted of a total of 4 Lunar-class cruisers. Close to 20 destroyers of various patterns are also nominally attached to the battlegroup; in practice they run ragged trying to escort the steadily increasing number of military convoys heading toward the Maw warp-gate.

Hazeroth Flotilla (Clove): The chronically understrength flotilla based in the Clove system is tasked with the impossible – to watch over the whole of the subsector with only a 2-ship cruiser squadron, a couple of frigates, and the odd destroyer. The task is made doubly difficult by the region's astrography – few safe routes lead through the Abyss, forcing ships to take the long way around.

Other formations large and small certainly exist; these are only some of the more important or colourful ones. Single ships, squadrons, or even flotillas are put together for specific tasks on a regular basis. For routine patrols, anti-piracy operations, IG support, convoy escort, deep runs into the Expanse, detached for Rogue Trader duty – the list is long and varied.

Planetary defences

Each Calixian world is in theory obligated to provide for its own basic security. That includes protection from both internal and external threats. That said there are plenty of world that cannot muster a credible orbital, let alone systems defence. It is, simply put, a matter of Gross Planetary Product. Only the heavily populated, industrialized worlds of the sector have the economic backbone to build and support a significant presence in space. The Commander of a feral world does not – he might have an armed and armoured space station, a few weapons platforms and a couple of fighter squadrons, but only if he's fortunate and wealthy enough to acquire it. What kind of PDF army a world can muster also varies greatly: A world like Scintilla has many millions of well-equipped troopers guarding its hives. A place like Fedrid can muster hordes of tribal warriors in addition to a short regiment of the Governor's own guards. Regardless of how much and of what quality the local PDF is the objective remains the same: Provide security and stability, and in the case of an overwhelming attack be able to survive for long enough for Imperial aid to arrive.

Imperial Guard

Every year the Calixis sector offers up countless (well, maybe not countless – the Prol Archives have detailed files on every single serviceman) young men to serve in the Imperial Guard. It is hard to give an average figure, but it's an exceptional year if less than a million men are mustered. Of late this number has increased dramatically – more than 30 million men have been levied over the past decade and 816.M41 looks to be another record year. The mustering of Imperial Guard regiments comes under the purview of the Departmento Munitorum. In Calixis the Munitorum is headquartered in the Chancellery Court on Solomon, with the Hive Tarsus Logistical Nexus as the second most important facility. When the Munitorum deems it necessary to raise a regiment they will inform the Governor in question of the fact and his world's tithe figures will be updated accordingly. A Munitorum vessel will then arrive at the planet in question and embark the new recruits, before heading to the relevant war-zone or Fortress World. When the vessel has been emptied of Guardsmen it will either head to a depot or Forge World to pick up supplies or go to another world to ferry yet more regiments.

Recruitment: When a world is called upon to provide an Imperial Guard level as part of their tithe the Adeptus Terra doesn't concern itself with how the men are recruited. It is solely the responsibility of the Governor to ensure the quota is met. A general draft is perhaps the most common method. Other worlds tithe already existing PDF formations or draw lots among PDF servicemen. Yet other worlds call for volunteers to sign up (possibly in return for compensation, pardons, etc.), empty their prisons of criminals, or even hunt down rogue or fringe member of their societies and forcibly induct them into Imperial service (common on some feral worlds where the Governor is a remote, god-like figure).

Combinations of the above are also possible. The only criteria of the Imperium is that the men be fit for duty; recruits will be screened, and if they are not up to standards they will be dismissed and the Governor will have to make up for the shortage.

Equipment: The regiments will receive a full set of equipment, provided by the Departmento Munitorum. What kind of equipment they get beyond basic infantry kit depends on their mission profile and available resources. The only thing they will take with them from their homeworld is a set of clothes (possibly a PDF uniform if they are servicemen) and possibly a few personal items. The clothes will be recycled as soon as they have been fitted with IG uniforms. If they are allowed to retain personal items depends on their commanders, the Munitorum adepts, and their own ingenuity when it comes to hiding stuff.

Basic training: Recruits may or may not have any military experience. Even those that have previous experience may not have relevant skills; feudal types with sword-fighting skills need to be retrained, for example. A special sub-set of Munitorum Adepts called Quartermasters will accompany the recruitment vessel. These are largely ex-military types, IG NCO and officers that have mustered out of the service and been inducted into the Adeptus Terra. They will ensure the recruits have the required basic skills before they hit the warzone. Training starts on their homeworld and continues during the voidship journey. How much training a regiment gets depends largely on transit time, but on average they can expect 2-3 months of training. Long enough to turn men into proper soldiers for the God-Emperor.

Formations: The basic building block of the Imperial Guard is the Regiment. This is the smallest formation ever levied and the only 'permanent' organizational unit. Regiments are approximately 5,000 men strong; their exact strength varies with type, available equipment etc. Newly mustered Regiments are considerably overstrength: It is assumed that there will be some attrition before they reach their deployment zones and that losses during initial engagements will be high. Starting out overstrength means that the Regiment can continue to function at full strength (or nearly so) for much longer than a 'leaner' regiment. Regiments are formed into divisions (usually 3-4 line Regiments, plus support), corps (2+ divisions), armies (2-5 corps), army groups (multiple corps), and so on.

Command structure: On the Regimental level officers and NCOs are selected from the same pool of men as the common soldiers. It's up to the Munitorum to decide who are promoted to what ranks, but if there are existing officer/NCO material in the pool they will usually be selected. Above the Regimental level the Imperial Guard is commanded by professional officers that are not beholden to any particular regiment. The career soldiers form the backbone of the officer corps in much the same way as in the Navy (albeit on another scale). Some have previously been Regimental officers, but many others have been recruited from other backgrounds; the Scholae Progenium for example, or from the noble caste of Imperial worlds. They have all been schooled in the art of war, command, and logistics – but first and foremost they have been chosen because of their determination and loyalty to the system.

Disbanding: Contrary to popular belief all Regiments do not fight to the last man and the last charge pack. Some Regiments inevitably face this fate, but more Regiments do not. Once a Regiment falls below a certain combat value it is no longer considered combat effective and will be rotated out if the military situation allows it (if the situation is dire, which it often is, the Guardsmen will just have to keep fighting to the last man if need be). Falling below combat strength is usually tied to combat losses of men and equipment, but can also be brought on by general battle fatigue or other factors; the essence is that if the Regiment can't fight it is actually hampering operations. If a Regiment is to be disbanded it will be according to the current disbanding scheme in their theatre of operations. Some Regiments are used a settlers; this is particularly appropriate in frontier regions or on worlds in need of resettlement. Other regimental remains are shipped back home where they are given a grant of money and property (this is quite common in the case of worlds known for their martial traditions and the quality of the Regiments they produce). Some soldiers, officers and NCOs in particular, may find themselves given the honourable option of joining the ranks of the Departmento Munitorum as Quartermasters or Divisional officers.

ADEPTUS ASTARTES

The Adeptus Astartes have been active in the Calixis sector in the past. Thousands of Space Marines participated in the Angevin Crusade, and both the Gelmiro Campaign and the Meritech Wars attracted Astartes aid. Currently there isn't a lot Marine activity in the sector, despite the fact that it is home to no less than two Chapters of Adeptus Astartes.

Storm Wardens (Sacris): The Storm Wardens are a Codex Astartes-compliant Loyalist Space Marine Chapter of unknown origin and Founding located on the Forbidden World of Sacris in the Calixis Sector of the Segmentum Obscurus. The Storm Wardens are stoic defenders of Mankind often found upon the borders of the Imperium. Until just recently, these Astartes were most focused upon the great Warp Storms that troubled the Halo Stars region of the Segmentum Obscurus on the galaxy's western edge. Presently the Chapter is heavily involved with the Achilus Crusade. Other deployments include a Company lost in the Margin Crusade, plus several smaller detachment spread around the region, including at least two vessels on detached duty in the Koronus Expanse. The Storm Wardens and retain only a small garrison and training cadre in Calixis. The Storm Wardens are a highly insular Chapter and there are only a small handful of monuments and Imperial records outside of their fortress-monastery.

Green Knights (Phagir): This little-known chapter is thought to have been created from Imperial Fist stock during the 23rd Founding in M38. Originally a fleet-based Chapter the Knights received rights to the newly rediscovered planet of Phagir, deep within the Hazeroth Abyss in recognition for their contributions towards victory in the Meritech Wars. At some point during the middle of M41 the planet was ravaged by viral weapons; if any life remains on the planet's surface it is badly infected with gene-viruses, and is neither genetically pure nor stable. The Green Knights have not been given recruitment rights elsewhere and as a result the Chapter is dying. A present it can field no more than two full companies and one of those companies are permanently on retainer to the Deathwatch.

Warzones

The Calixis sector was birthed in fire and blood two thousand five hundred years ago. Since that time there have been numerous conflicts, large and small. At present there are a couple of war that can be considered major, with many more who are less grand, but nevertheless great enough to cause Lord Hax trouble.

Chaos Reavers: The Screaming Vortex is the name of the roiling Warp Storms spinward of the Maw. Most of the time the Vortex remains true to its name; it is a sucking vortex that only reluctantly lets anything slip from its grasp. But time and again the Vortex opens and Chaos warbands pour forth and attack the Calixis sector. The subsectors along the Rimward edge suffers the most, with the spinward portions of the Malfian sub being the most exposed. Hidden Ordo Malleus watch-stations in the Storm Front region started reporting an Empyrean swell in 814.M41, and then ominously fell silent. Several Inquisitors have dispatched their cadres to investigate and have concluded a new Reaving is beginning. Navy patrols in the region have sent back reports that corroborate this view; unknown ships slipping through the Warp and void, attacks on shipping and outlying settlements. As of 816.M41 the Vortex remains open and Rimward Command is considering upgrading the threat and forming a Storm Front Fleet, plus calling for the Munitorum to levy Imperial Guard to support planetary defence/reclamation missions.

Eldar corsairs: Eldar pirates or 'corsairs' as they are sometimes called are more of a nuisance than a real threat. Or rather, they are more than real enough for those outposts and ships that get attacked. In the larger scheme of things they are nothing when compared to the greater threats. Corsairs are found mostly on the outskirts for the sector or in between Imperial territory.

Orks: Orks have traditionally not been a great threat to the Calixis sector. Orks have long been a constant, but ultimately minor threat in and around the Periphery. With the coming of the Waaagh! 'Grimtooth' this has changed. The green tide threatens to overwhelm the Periphery and spill into Calixis proper.

Spinward Front: The Spinward front is a new major theatre of war opening up on the spinward edges of the sector. It's a three-way war between Imperials, Severan Dominate rebels, and the Ork hordes of Waaagh! 'Grimtooth'.

Margin Crusade: The Margin Crusade (aka. The Margin Worlds Crusade) was supposed to bring the light of the Emperor to the heathen regions beyond the borders of the Periphery. Largely the work of the Synod Obscurus it was also intended to bring vast wealth and power to the Adeptus Ministorum. A comparatively large levy was placed upon Calixis and numerous Navy vessels were ordered away from Battlefleet Calixis to join the crusade. The Crusade is now widely considered a total write-off, lost far beyond the borders of the Imperium and most likely overwhelmed by the ork hordes. But although the crusade may be lost, Segmentum Command continues to levy troops to support it. These troops are not shipped to the Margin Worlds, but are instead diverted into the Jericho Reach in support of the Achilus Crusade.

Achilus Crusade: The Achilus Crusade takes place on the other side of the galaxy, but since Calixis is the closest Imperial sector to the Jericho Warp Gate it's the closest Imperial sector! Thus far the levy placed upon Calixis has been small, bt that seems to be changing. The Strom Wardens Chapter is deployed almost wholesale in the Jericho Reach and more and more IG regiments are being levied and shipped away.

The Protasian Formula: The Calixis sector is not without internal political dissent. While the Protasian rebellion has been put down – at very great coast – the seeds of heresy have spread. The insurgence on nearby Kapella looks like it was inspired by Protasia. Some within the Holy Ordos link the spread of Protasian 'freedom', 'democracy', and 'equality' to uprisings on places like Fenksworld and Sepheris Secundus. Unlike the threat posed by mutant uprisings this is a more insidious heresy. Mutants can be seen, can be killed. But the ideas that the Protasian Formula propagates are infinitely more subtle and subversive. They are whisper that appeal to the selfish part of Mankind; that all men are created equal before the God-Emperor, that ordinary citizens have rights, that technology should be a tool to mankind rather than the province of the Adeptus Mechanicus, that sort of thing.

Mutant rebellion/the Pale Throng: The Hive World of Tranch was nearly lost to the Imperium when the vast mutant undercaste rebelled against their rightful masters. The rebellion was eventually put down by the inquisition and the Imperial Guard, but all is not well: Several of the ring-leaders have escaped off-world and are even now agitating in the underhives of many worlds. With inspiration, leadership – and seemingly access to military hardware – the mutants may yet rise to destroy their human masters. Since there is neither anything for Navy ships to fire on, nor any defined war-zones to fight in Lord Hax is faced with something of a quandary; how does he fight this threat when it doesn't conform to any established standard? If he waits for the rebellions to grow into full bloom the sector will lose more than I can afford.

Wrack War: A relatively minor bug hunt in the Hazeroth subsector that's dragged on because of insufficient available manpower and fleet support. It's a good example of what can happen when priorities are changed!

CALIXIAN WORLDS

II
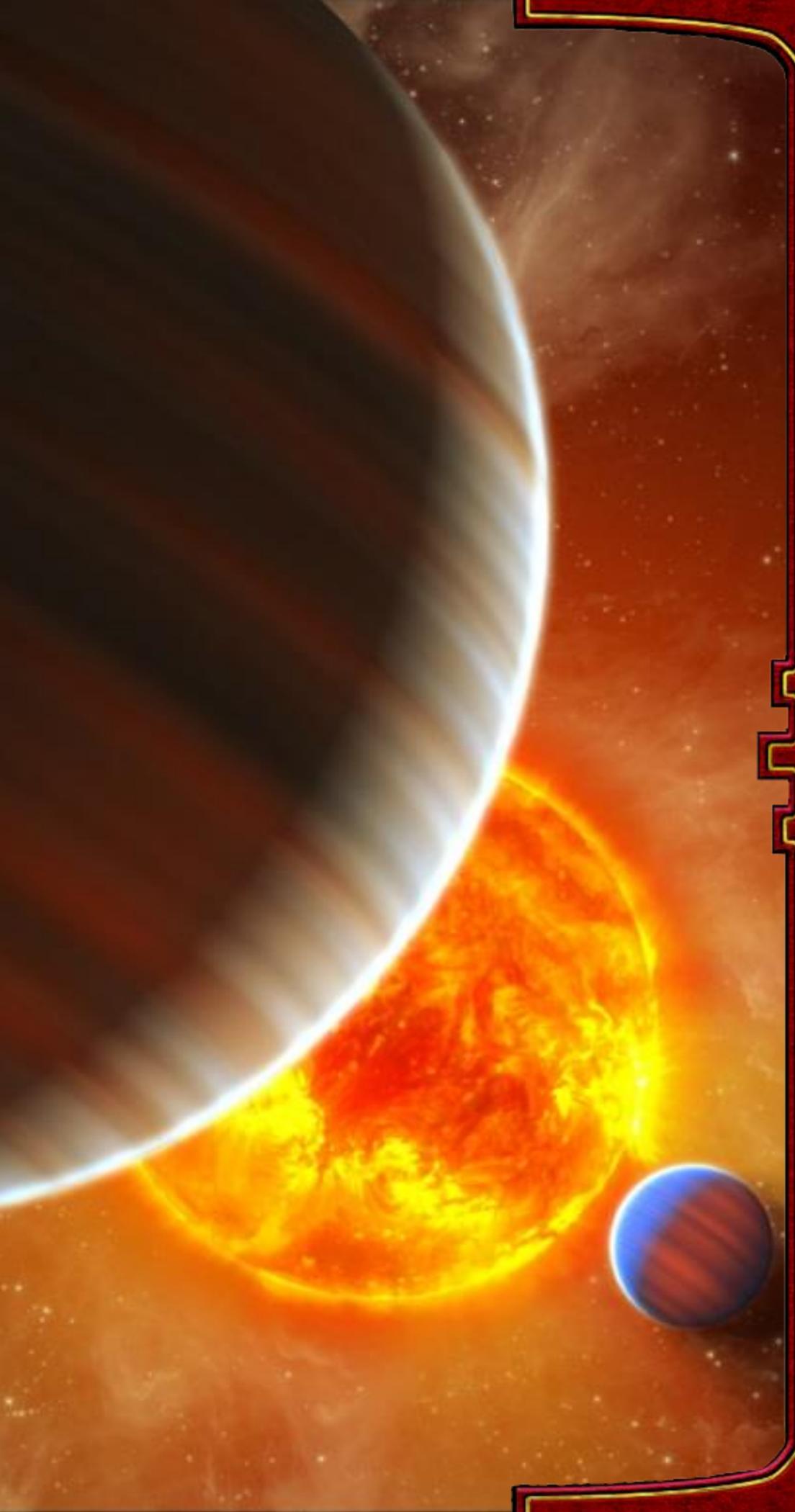
- CLASSIFICATION
- SYSTEM DATA
- PLANETOLOGY
- GOVERNMENT
- SOCIETY
- ECONOMY

CHAPTER II:
CALIXIAN WORLDS

The Calixis sector is home to more than a hundred major Imperial worlds, and many more frontier planets, colonies, and minor outposts. Each world is a unique entity, with huge variations in population figures, local cultures, languages and religious practices, economic situations, and ties to the greater Imperium. That said there is also quite a bit of common ground between planets. The purpose of this chapter is to portray a 'typical' Calixian world. You won't actually find any worlds that are exactly like this, but you'll find plenty of variations over this theme. With this chapter as a roadmap the myriad worlds of the Calixis sector can be described in terms of how they differ from this standard; unless otherwise noted you can assume that the world you're reading about more or less follows the description provided in this chapter.

SYSTEM DATA

The Imperium doesn't encompass just single planets; most worlds are located within a solar system and the Imperium invariably claims the entire system in the name of the God-Emperor. The majority of Imperial worlds in the Calixis sector are found orbiting within the habitable zone of single mid-sized main-sequence stars. Exceptions are fairly common; Imperial worlds can be found in the company of some of the most exotic stars in the galaxy. Assuming a fairly typical setup most Imperial systems generally have only one world capable of supporting human life. Again there are many exceptions; a not inconsiderable number of systems have either no habitable world or several. In both cases the marvels of Mechanicus engineering is what allows humans to thrive, be it through the construction of space habitats, sealed hive cities, or large-scale terraforming. Outside of the main Imperial world the rest of the solar system will typically have a smattering of minor outposts, be they of military interest, commercial value, or otherwise worthy of human attention.

STARS

There are many different systems for classifying stellar objects. The most widely used system is the *Magos-Astrographica (M-AG)*, which is promoted by the Explorators of the Adeptus Mechanicus and readily adopted by the overworked adepts of the Officio Astronomia. The age of this system is so great that it is considered holy and inviolable, and as such it has remained remarkably unchanged over millennia.

Stars are classified by spectral class under the M-AG system using the letters **O**, **B**, **A**, **F**, **G**, **K**, **M**, **L**, **T**, and **Y**. This is a sequence from hottest (**O**) to coolest (**Y**). Each letter class is then subdivided using a numeric digit with **0** being hottest and **9** being coolest (eg. A8, A9, F0, F1 form a sequence from hotter to cooler). Some L class dwarfs qualify as true stars by virtue of their hydrogen fusion, but the majority of L, T, and Y objects are brown dwarfs (eg. they are substellar objects, failed stars).

In the M-A system a luminosity class is added to the spectral class using High Gothic capital numerals. Luminosity class **0** stars are *hyper-giants* (Furibundus in the Koronus Expanse is an example of these rare stars), **I** stars are *super-giants* (further subdivided into a and b types), with **II** for *bright-giants*, class **III** *giants*, **IV** for *sub-giants*, class **V** stars are *dwarfs (*also called *Solarian* stars or *main-sequence* stars*),* **VI** is for *sub-dwarfs*, and **VII** for *stellar remnants* (eg. *white dwarfs).* The full spectral class for Sol is G2V, indicating a main-sequence star with a surface temperature around 5,800K.

This neat lineup includes the majority of stellar objects, but does not cover all of them. There are many stars that fall into special categories not fully covered by the above. Many of these are newborn or dying stars, stars that have collided with other stellar objects or a myriad other special situations. Some of these stars have their own classification systems. Variable stars, for example, are grouped into a hundred or more categories depending on their characteristics. Other stars are so unique as to defy categorization altogether.

The stars most likely to contain systems with habitable worlds are the relatively Sol-like F through K dwarfs (from white-yellow to orange). That doesn't mean other systems aren't inhabited, far from it. But such systems are either an exception to the general rule, or do not contain any garden worlds at all and are dependent on artificial support to sustain human life.

Approximately half the solar systems in the galaxy contain two or more stars. Binaries are by far the most common, but there are a fair number of triples and quadruples out there. As a general rule the more stars in a system the less chance of finding a suitable spot for human settlement. That said the sheer number of systems out there means that habitable worlds exist in multiple-star systems. Multiple systems may also contain much-needed resources, which could warrant settlement by Man even if there is no natural habitat for him. More exotic systems are certainly possible, but they rarely provide the parameters needed for habitable worlds to form.

Calixian example: Scintilla orbits a single G1V star; a yellow main-sequence star that's just a little brighter than Sol itself.

Planets

Almost every stellar object will have some sort of planetary system composed of substellar bodies – in layman's terms stars usually have planets, asteroids, and other such objects orbiting them. There are also substellar, planetary or subplanetary bodies that exist away from the warmth of a sun. Some of these form miniature planetary systems of their own, but bereft of the radiance of a true star. Others are true rogues, cold and lonely bodies lost in the vastness of interstellar space.

Since there as many different systems out there as there are stars – and then some – it is futile to try to describe all of them. Imperial worlds and outposts can be found in vastly different locales, from the depths of interstellar space, to the crushing atmospheres of gas giants, to the deep subsurface oceans of frozen worlds, to terrestrial paradise planets – and everywhere in between. Given sufficient incentives and engineering support from the Mechanicus there are few places which are beyond the reach of the Imperium of Man.

Generally speaking, however, most human settlements can be found in stable planetary systems. Such systems are typically centred on a single stable main-sequence F, G, or K type star. The inner system is dominated by a handful of rocky dwarf planets, planetoids, and asteroids – plus a smattering of moons and moonlets. Further out the giants of gas and ice dominate, many of whom have extensive families of moons. Beyond these giants can be found a frozen ocean of smaller bodies – and beyond that the primordial leftovers from the system's formation. The Sol system itself is a good example of a typical system.

Even within the bounds of a 'typical' system there is great variety in the exact number of worlds, their types, their interrelations and surface conditions. Furthermore there is no shortage of more exotic systems. There is essentially endless variety, but with a few common denominators and archetypes.

Planetary classes

Class I: Brown dwarf (Malateste in the Malfian system).

Class II: Sub-brown dwarf.

Class III: Giant (Jupiter).

Class IV: Sub-giant (Saturn, Neptune, Uranus)

Class V: Terrestrial (Earth, Venus, Mars, Mercury)

Class VIa: Dwarf (Luna, Io, Europa, Ganymede, Callisto, Titan, Triton, Pluto and other very large KBOs)

Class VIb: Sub-dwarf (Ceres and other smaller objects in hydrostatic equilibrium)

Class VII: Planetoids (anything smaller than the above, including asteroids, comets, minor moons, KBOs, etc.)

Planets are also classified by their general type; **metallic**, **rocky**, **icy**, or **gaseous**. Metallic planets are very rarely larger than Class VII. Rocky objects are typically of classes V-VII, but with a few notable class IV sub-giants. Icy worlds range from IV to VII, with some class III giants also known. Gaseous worlds are of types II-IV. Class I planets are brown dwarfs with sufficient mass for a very limited form of fusions; as such they can also be found on the stellar classification chart.

Sol example: Jupiter is a Class III gaseous world (commonly known as a 'gas giant'). Saturn is a Class IV gaseous. Neptune and Uranus are both classified as Class IV icy-gaseous (aka 'ice giants'). The Terrestrial (class V) planets are all of the rocky type. The Sub-dwarf planets are a mix of rocky and icy worlds.

Orbital distance is an important characteristic of planets, especially when it comes to potentially life-bearing worlds. In the case of Sol and similar G-type stars the optimum habitable zone for a Terra-equivalent world is around 1 AU. The exact distance varies somewhat with the star's energy output and the exact specifications of the planet in question. Hotter stars have larger habitable zones, whereas smaller ones have narrower habitable zones. There are habitable planets out that that do not conform to these norms, but they are rare. And of course there are a wide range of planets that are quite hostile to human life that have been settled only thanks to the blessings of the Adeptus Mechanicus.

A large percentage of worlds have their own satellites – called moons (not that Terra's moon is never called 'the Moon'; it is always named 'Luna'). As a rule of thumb the higher the mass the more (and larger) moons any given world will have. Gravitic influences from a nearby star (eg. in the inner system) or massive planet can cause a 'lunar desert' for smaller worlds. Exceptions are common; Terra itself has an unusually large moon for example. Moons are always one (or more frequently two or more) categories smaller than their parent planet (otherwise they aren't moons, but multiple planets orbiting a common centre of gravity). Very small moons are sometimes called 'moonlets'. Ring systems are also relatively common.

Systems will also contain a lot of smaller objects that neither fit into the planet nor the moon slots. Asteroids of various types are common, some appearing singularly or in small groups, others in denser orbital fields. Further out there is usually no shortage of icy bodies – so called Cold Belt Objects (KBOs) – left over from the formation of the system. Most are small, but there can be quite a few sub-dwarf bodies orbiting far from the warmth of the average sun. Finally there is often a distant halo of cometary objects.

In the darkness beyond the heliosphere of any star exists a great number of 'rogue' objects; asteroids, comets, KBOs, lost moons, protoplanets – even entire full-blown worlds that for some reason have been ejected from their mother system and never been captured by another. Some have been mapped and claimed by the Imperium, but most have not – they are hard to find and reach and generally offer little in the way of resources or opportunities.

Planetary Classification

One of the most important characteristics of a world is its planetary classification. This is a descriptor that in general terms describes not only the type of world, but its position in Imperial society. A Feral World for example, is a very different beast from a Hive World, even though the two are both settled by humans and part of the Imperium.

The Adeptus Terra has developed a number of planetary classifications schemes over the millennia. There are at least three in use in Calixis today: The Formula Calixis came into being as a result of a great survey in late M39, and has a tendency to label too many worlds as Hive Worlds. Next is Template XDG-167_m4, an ancient cataloguing technique used by the Lathes Mechanicus. And finally the Lorem Obscurus which is the standard by which Segmentum Command classifies the Segmentum.

Worlds are listed in the Formula Calixis with only one classification, but the Lorem Obscurus is more flexible and sometimes lists worlds with two or three classifications; an Agri World with the Ocean classification is quite different from your average agri-world. Template XDG-167_m4 is radically different; it's laid out as matrix, with worlds in the columns and classifications in the rows. Scintilla would read Scintilla 11000…meaning that it's an Imperial World and a Hive World, but with no other classifications.

Imperial World: The entire galaxy belongs to Man; he just hasn't gotten around to reclaiming all of it just yet. For now the term Imperial World applies to those worlds actually populated by humans and ruled by the Imperium; worlds that owe the Imperium tithe or are otherwise under the benevolent protection of the God-Emperor. Only *Template XDG-167_m4* regularly uses this classification (for the most part it's obvious whether or not a world is Imperial or not).

Civilized World: In the *Lorem Obscurus* the typical Imperial World is classified as a Civilized World – a world that is relatively balanced in terms of population, environment, resources, and industry. The *Formula Calixis* doesn't use this classification; worlds are either Hive Worlds or Frontier Worlds in this catalogue. The same applies to *Template XDG-167_m4;* it assumes a world is civilized unless otherwise specified. The *Lorem Obscurus* classifies many of Calixis' minor hive worlds as Civilized.

Hive World: This is the penultimate image of an Imperial World; a planet entirely given over to urbanization, resource extraction, and industry. The population is largely confined to enormous layered *Hive Cities* that can have many billions of inhabitants each. Hive Worlds are almost always net importer of resources (minerals and agri-produce) and net exporters of goods. Other Imperial worlds can also have hives large or small without being classified as Hive Worlds. Many Hive Worlds have high tithe grades, but there are also those that do not; worlds who have long since passed their primes and are now only barely able to cling to existence. The most famous Calixian Hive worlds are Scintilla and Malfi.

Agri World: Produces resources for mass export, in this case bio-mass (typically food, but also including stuff like wood pulp and other non-edible agri-produce). The classical agri-world has continent-spanning farms, endless grazing grounds, and/or fertile seas. Most are run using advanced technology and have high yields per acre; worlds given over to primitive farming are more correctly labelled Feudal Worlds. Typically has a high tithe grade.

Mining World: Produces resources for mass export, in this case mineral resources. The types of mining operations vary greatly, from classic strip and shaft mining via promethium extraction to the processing of rare elements found in gas giant atmospheres. The population is often housed in hives and the environment completely devastated, so barring the lack of industry most mining worlds are reminiscent of hive worlds. Typically has a high tithe grade. Sepheris Secundus is by far the most infamous Mining world in Calixis.

Pleasure World: Pleasure Worlds are sometimes confused with Paradise Worlds. It is true that some pleasure planets have been selected on account of their pleasant climates and such, but the defining characteristic of a Pleasure world is recreational activities. The Calixis sector has several such worlds that cater to the decadent tastes of the idle rich, from aloof Quaddis to downright decadent Cyrpian's Gate hidden away in the Hazeroth Abyss.

Feudal World: Feudal Worlds have substandard technology bases, but are usually significantly more advanced than Feral Worlds (whom they otherwise greatly resemble). Unless they have special resources the effective tithe will be low; manpower, some natural resources, and luxury exports. Calixis has an above average number of Feudal worlds, some of whom are surprisingly closely knit to the sector while still remaining largely primitive (Acreage and Fervious for example).

Feral World: Feral Worlds have very primitive technology bases. Such worlds should ideally be uplifted to a higher level of development, but for now they continue to exist as they did when the Imperium rediscovered them. Feral Worlds are popular recruiting grounds for Space Marine Chapters; such worlds will of course be kept feral so that they may continue to provide Marine neophytes. Unless they have special resources the effective tithe will be low; save able-bodied men (of which there are comparatively few) they have little to offer the Imperium. Calixis has an above average number of Feral worlds; the extremely remote world of Dusk is particularly infamous for its fearsome tribal warriors.

Death World: Death Worlds are habitable, but are extremely hazardous to human life, either because of environmental conditions or hostile life-forms (or both). Some Death Worlds have human populations (frequently existing as feral tribes), others do not. Those that do are classified as Imperial/Death Worlds as opposed to just Death Worlds. Death Worlds are sometimes used for recruitment by the Adeptus Astartes. Few such worlds provide any meaningful tithe unless their tech-base is higher than average for a Death World. Calixis has several infamous Death worlds, including Woe and Phyrr

Vern on Hives

Hives, or Hive Cities, are a common sight throughout the Calixis sector – and the Imperium of Man. Their populations range from a few tens of millions and into the billions. There are hives, particularly in Segmentum Solar, that have populations of tens of billions of people, perhaps even more than that as it is fiendishly difficultly to make an accurate census. And that is for just *one* city – some planets have numerous hives of various sizes, with some extreme examples in Segmentum Solar having *trillions* of people housed in vast hive sprawls that blanket entire continents – or in a few cases an entire planet. Hive cities can also be found on less massively overpopulated planets; many civilized Imperial Worlds have one or more relatively small hives scattered across their surfaces.

It can be difficult to understand why man would want to crowd together like that. Well, man doesn't really want as much as he is governed by what he *must* do. Hives are just about the only practical way of harnessing a population of such staggering sizes. Hives are, in short, the most economical way of keeping people alive and productive. The amount of energy, food, water, transportation, sanitation, etc. needed per capita is vastly lower in a hive city than in any other form of human settlement.

Hives are also very easily defended compared to vast low-density urban sprawls. Massive armoured shells or barrier walls are the norm, with countless defensive weapons emplacements scattered across the perimeters. The hive itself, with its labyrinthine structure and endless supply of manpower is also a great defensive asset; taking a hive by force requires an expenditure of military assets that would baffle even the most hardened commander. The compact nature of the hive also means its 'small' enough in terms of a space/energy ratio to be effectively shielded. Although big hives can cover thousands of square kilometres, this is nothing compared to the surface area of an entire planet. Although there are tales of entire planets shielded by forbidden machines from the Dark Age of Technology, such feats are beyond the limits of current Imperial engineering. But hives can be shielded and frequently are; an unshielded hive is nothing but a death trap waiting for the enemy to unleash high-yield strategic weapons. A properly shielded and guarded hive is an enormous military obstacle.

Hives also protect against a hostile environment. Some hives are located on barely-habitable worlds, and only the life - support system of the hive city keeps its occupants alive. Other hives are located on worlds thoroughly exploited by man for millennia; these places may have been garden worlds once, but thousands of years of mining and industrial activity have rendered them barren or inhospitable.

Which brings us over to an oft-overlooked aspect of hive cities; many are largely self-sufficient. Despite horror-stories about starving hives isolated by Warp-storms, many hives can manage quite well on their own, at least for a time. Take food production for example; although most hives import vast quantities of food from off-planet, this is often low-bulk or luxury goods. The majority of food production takes place in the hives' soaring hydroponic spires or in enormous faux-flesh vats. Water is exacted using a variety of methods, and everything is thoroughly recycled. Many hives sit atop mineral-rich areas, and mines may have been sunk deep into the planetary crust. The same goes for energy and waste; energy is often geothermal or created by huge fusion plants, while waste that cannot be reclaimed are stored deep below ground or even hurled into the planetary core. Of course, being self-sufficient doesn't make the hive's rulers rich, so a hive will always be linked in terms of industry and commerce to other hives and distant worlds. But an isolated hive won't simply die overnight either; it will start to suffer but slowly, and only lengthy sieges have any hope of starving a hive into submission.

Hives also offer a way of keeping the population under control. So the hive keeps people in, just as much as it keeps enemies out. And while it is indeed impossible to completely monitor or rigorously police the teeming masses, it is still infinitely easier and much cheaper, than had the population been scattered across an entire planet.

Hives then, are the Imperium's way of keeping its teeming billions alive, productive, protected, and under control. No more, no less. And as there are no other viable alternatives things are not likely to ever change. In the Calixis sector only the hives of Malfi and the two major hives of Scintilla are big enough to be worthy of comparison to the hive worlds of the Segmentum Solar. There are many other minor hive worlds in the sector according to the *Formula Calixis* (and rather fewer in the *Lorem Obscurus*), but they are ultimately of secondary importance. Nevertheless, the total sum of hives and hive worlds in Calixis plays an extremely important part in the socio-economic makeup of the sector.

Forge World: Forge Worlds are ruled almost absolutely by the Adeptus Mechanicus; entire planets that have for all intents and purposes been granted to the tech-priests of Mars by the High Lords of Terra. Only the Inquisition dare interfere with these worlds, and even they do not do so lightly. Forge Worlds pay for their privileges with stupendous tithes. The most famous Forge Worlds in Calixis are the three Lathes; Hesh, Het, and Hadd.

Armoury World: Armoury Worlds are overseen by the Departmento Munitorum. Their role is to stockpile and distribute supplies to the Imperial war effort. According to the *Lorem Obscurus* Calixis has one Armoury world, namely Solomon in the Markayn Marches.

Fortress World: Fortress Worlds are given entirely over to fortification; garrisoned by millions of Imperial Guard and/or Imperial Navy fleets. The most famous fortress worlds are the Segmentum headquarters. The only place that deserves this classification in the Calixis sector is Port Wrath, home of Battlefleet Calixis.

Shrine World: Shrine Worlds are planets where the Ministorum has special privileges (like a religious Forge World if you like). Many such worlds are either exempt from tithes altogether or owe the Imperium a surprisingly small tributes. The Calixis sector was founded by a living saint and is suffused with religious fervour; it should come as no surprise that there a quite a few such Shrine worlds in the sector.

Cardinal World: Cardinal Worlds are Shrine worlds, only on a greater scale. The entire planet is effectively given over to the Ministorum. The local Cardinal is also the Planetary Governor. The *Lorem Obscurus* names several minor hive worlds as Cardinal worlds; Thical, Tephaine, Canopus, Alatctra, and Clove. Truth be told none of these worlds fully qualify; they may be the seats of power of the subsector Cardinals, but they are not entirely given over to the worship of the God-Emperor and thus not true Cardinal worlds. In addition both Solomon and Scintilla itself receive it as a secondary classification.

Cemetery World: Cemetery Worlds are also religious themed; they are the resting placed of the honoured (and usually wealthy) dead. The Calixis sector has several; including Granithor, the final resting place for the nobility and the old money.

Penal World: Penal Worlds are prisons. Some Penal worlds are actual planet-sized prisons, but many others are quite a bit smaller, occupying just part of a planet, an asteroid, and space habitat or some such.

Frontier World: Frontier Worlds lie on the edges of civilization, either literally or more figuratively speaking. It could be newly discovered or just awkwardly located world. Alternatively it is an Imperial colony that has been upgraded to full member status and assigned a Governor (and a tithe). Terra's hold over many frontier worlds is rather weak, but woe betides any such planet that fails to meet its obligations to the Imperium. Since the entire sector is so vast and poorly mapped there are quite literally frontier worlds around every twist and turn.

Colony World: Colony Worlds have low populations and are generally underdeveloped. They do not have a Governor, but are instead ruled by a Colonial Regent appointed by the Administratum. Colonies pay no tithe and are only rarely listed alongside full Imperial worlds. The Pleasure World of Quaddis in Calixis sector is oddly enough also listed as a Colony World.

Outpost: Outposts includes bases, depots, research stations, astropathic relays, hidden Inquisitorial facilities and many others. Unlike a colony they are no supposed to grow; instead they have a fixed or variable-size staff. Not normally listed in planetary catalogues. Does not have a Governor nor any tithe obligations.

Rogue World: Rogue Worlds are not part of the Imperium, but are populated by untainted humans. Such worlds are automatically on the list of worlds to be brought to compliance. Many Rogue worlds are the equivalent of Frontier worlds or Colonies, but there are exceptions; there is said to be a Hive world in the Golgenna Reach that's Rogue (believe it if you can).

Lost World: Lost Worlds are worlds that were once inhabited by humans, but who are now empty of human life. Many were depopulated during the Age of Strife. The Imperium has reclaimed quite a few, but there is thought to be many more awaiting discovery.

War World: War worlds are consumed by war (or alternatively they've been completely ruined by a previous war). Such worlds are dominated by planet-wide warzones. War worlds are the result of alien invasions, civil war, Imperial reclamation crusades, etc. War worlds don't have Governors or tithes. With luck a War world can return to polite society (and if so often end up reclassified as a Frontier world),

Dead World: Dead Worlds are biologically dead (or at the very least completely incapable of sustaining human life). There are vast numbers of such planets out there; they outnumber the inhabited ones by a huge factor.

Forbidden World: Forbidden Worlds are off-limits (by Imperial authority, most often Navy or Inquisition) to those who lack the proper clearances. Forbidden worlds include those inhabited by xenos, known to house potentially dangerous relics of humanity's past, or planets who are ravaged by strange and incurable diseases.

Xenos World: Xenos Worlds are a special subset of Forbidden worlds. They are known to be inhabited by a sentient xenos species, and therefore off-limits to Imperial citizens. Given time the xenos are to be eradicated.

Daemon World: Daemon Worlds are a type of Forbidden world. Not an official classification (not outside the Ordo Malleus anyway).

Special World: Special Worlds somehow defy conventional classification. *Formula Calixis* lists both Port Wrath and the Misericord as a Special Worlds.

Unclassified World: Unclassified Worlds have for some reason not received a formal classification yet.

PLANETOLOGY

The galaxy has great variety when it comes to planetary bodies – and the Calixis sector is no exception. The physical makeup of any given world is defined by myriad factors.

Geology: The size and overall composition of the planet has already been defined in the system data section. If, however, the world has some special features or resources it will be noted here. The typical Imperial world is a rocky terrestrial planet with a significant portion of rare elements available for mining purposes. The world is geologically active and has plate tectonics. If the world is inert or lacks tectonics it will often mean the world isn't capable of naturally supporting human life (for a variety of reasons).

Magnetosphere: The typical Imperial world has a powerful magnetic field generated by its core. The field protects the planet from the effects of incoming radiation. Geologically inert worlds will normally not have magnetic fields. If a world lacks a magnetic field the population must be protected in underground habitats or shielded hive structures.

Temperature: The typical Imperial world has a moderate base temperature. Planets that are too hot will be unable to retain a functioning hydrosphere. Planets that are too cold will be frozen and lifeless. Humans can still live on such worlds, but will require additional support (i.e. will normally be settled in sealed hives).

Hydrosphere: The typical Imperial world has an extensive salt-water ocean, typically covering 50%-90% of the planet's surface. If a planet lacks a large hydrosphere it will cause problems for the atmospheric composition and climate. All-ocean worlds are also a possibility; some Imperial worlds are covered by oceans hundreds of kilometres deep.

Atmosphere: The typical Imperial world has a nitrogen-oxygen atmosphere with a surface pressure acceptable to unprotected humans. Trace elements will also be within human tolerance limits. Exceptions are common; for example, many Imperial worlds are so heavily polluted that augmentation is needed to breath outside the hives. Other human worlds never had a breathable atmosphere to begin with.

Climate: The typical Imperial world will have a climate that is conductive to life in general and human life in particular. Seasonal climate changes and atmospheric conditions will not be as extreme or destructive as to threaten human life and habitation. Exceptions are common; Man has a way of finding ways to cope with local environmental challenges.

Biosphere: The typical Imperial world will have the capability to support a native biosphere that is compatible with human life. The world may once have had a truly alien flora and fauna, but terraforming and the introduction of STC life-patterns have change it wholly or partially to comply with Terran standard. Exceptions are common; some human-held world are completely dead, other worlds have terminally hostile and lethal native biosphere that fight human habitation every step of the way.

POPULATION

A typical developed Calixian world has been settled for a relatively short period of time, usually in the 1000-2000 year range (the sector was only claimed for the Imperium 2,500 years ago). Shorter settlement times are possible if there are massive infrastructure investments and heavy colonization, but this is exceedingly rare. Longer settlement times are definitely also possible – if a new colony isn't properly cultivated it can easily stagnate or even fall into decline. There are numerous examples of such places in Calixis – places that looked promising but where largely abandoned as they failed to deliver on earlier promises.

There are a number of world in the Calixis sector that have been continuously inhabited for many millennia, some of them all the way back to the Dark Age of Technology. Very few, however, have retained a working society and technological capabilities – most have fallen into anarchy and primitive barbarism. Indeed, the Calixis sector has an overabundance of feral and feudal worlds, no doubt a result of the long wait before the Imperium finally came. A few such planets have since been lifted out of barbarism, but many more have not – changing thousands of years of primitive traditions and beliefs takes time, if it is even attempted at all.

Typical population figures range from a few hundred million into the low billions, with some key hive worlds reaching into the tens of billions, and outlying minor worlds have significantly lower populations. The population will be spread very unevenly across the planet. There is likely to be one or more hive- cities even if the planet isn't formally classified as a Hive World. If there is only one hive this is typically the planetary capital. If there are multiple hives the additional cities will usually be regional hubs. The rest of the population is spread between urban sprawls and rural districts (worlds dedicated to resource harvesting generally have a higher rural population percentage than more industrialized planets).

TECHNO-TIER

Even in the grim dark future, where reason has fled and technology and sorcery may seem one and the same, there is some underlying rhyme and reason to technological development. The Imperium operates with the following technological tiers; Feral, Feudal, Industrial, Fringe, Imperial, Mechanicus, Archaotech, and Technoarcana (Miracle Science is a meta-term for anything going beyond Technoarcana). Note that mixing of tech levels is the norm rather than the exception in the 41st Millennium. You can have feudal worlds world like Acreage and Sepheris Secundus and still find stuff of Imperial/Mechanicus manufacture: Usually these items are in the hands of the planetary elite (especially the Governor's people) and the local Adeptus Terra representatives.

Feral (Tier 1): Feral technology ranges from stone-age stuff to somewhat more advanced gear; they key defining characteristic is that it is used by very primitive (often tribal) societies with a limited ability to improve their own technological capability (many feral worlds have remained that way for millennia and show no sign of changing). Available gear ranges from sharpened sticks and stones to domesticated fighting beasts, basic metal-working, bows and javelins, and simple fortifications.

Feudal (Tier 2): Feudal worlds are usually both technologically and socially more advanced than feral worlds. Many feudal worlds remain that way even as parts of the Imperium – only the elite has access to the galaxy while the masses remains safely ignorant and oppressed. Some feudal world may have a slightly more advanced industrial base, including things like steam power and gunpowder.

Industrial (Tier 3): Industrial worlds have a substantial techno-industrial base, normally including fossil fuels, factories, railways, and electricity. Access to high technology is limited as the local industrial base is not capable of producing such items (imported gear may be available). For a world to go beyond this tech-level usually requires assistance form one or more existing tech-guilds or the Mechanicus itself: Progress is neither common nor sought after in the 41st Millennium, so access to secret tech-lore must be sought externally.

Fringe (Tier 4): Fringe worlds are as their name indicated typically found on the fringes of the Imperium (many are classified as Frontier Worlds), as well as Rogue worlds existing outside the borders of the Dominion of Man. Fringe worlds have access to a limited array of hi-tech, including cogitators and the capacity to go into space. Items of higher tech-levels will be accessible to those with money, provided the world has ties to the larger galaxy.

Imperial (Tier 5): Typical of well-developed Imperial worlds, as well as second-tier Forge worlds. This is the 'standard' tech-level within the Imperium. It allows the construction of advanced weapons and machines of war, medicine and genetic manipulation, advanced computers, massive cities, routine spaceflight, etc. With the addition of certain key Tier 6 technologies this allows the Imperium to exist as an interstellar civilization. Even if a world is listed at the 'Imperial' tech level it's unlikely to be ubiquitous – there will be a certain prevalence of items of the Fringe tier (or even lower). Imperial Fringe tech is generally sturdy, reliable and easy to use. Aesthetics are not important. Think military hardware and extreme simplicity of use.

Mechanicus (Tier 6): Typical of the most advanced Imperial Worlds and first-tier Forge Worlds. This tech-level was readily available on all worlds and to all humans during the Dark Age of Technology. Some xenos like the filthy Tau also belong in this category. This tech-level is the first to allow wonders like advanced hand-held energy weapons, force fields, gravitic manipulation, and warp drives. The Adeptus Mechanicus continues to favours ruggedness and ease-of-use.

Archaotech (Tier 7): Includes High Dark Age Artefacts, what amounted to hi-tech in the Dark Age of Technology. Certain Forge Worlds are capable of maintaining (or more rarely constructing new) technology of this complexity. The most prominent example is probably the teleporter. The despicable Eldar belong to this category (although it should be noted that their technology is psi-and-crystalline-based and not at all similar to Imperial equipment).

Techno-wizardry (Tier 8): This tech-level includes stuff left over from 'the Old Ones'. At the (corrupt) height of the Eldar civilization they were beginning to touch upon this level. Also included are some rare items from the Dark Age of Technology. Given the super-advanced nature of (and often extreme age) these relics it is usually impossible to tell what they are intended to do, let alone get them to function.

Miracle Science (Tier 9): God-like power. Technology at this level can do literally anything imaginable. Time travel. Safe interstellar personal teleportation. A man-portable infinite energy source that can power an entire city. Personal weapons that can destroy armies at the pull of the trigger.

Government

The Imperial Commander (aka. Planetary Governor) is the highest-ranking Imperial representative on any given world. 'World' in this contexts usually includes the entire solar system in which the world is situated, but there are exceptions. The governor is effectively a feudal ruler: Upon him the High Lords of Terra has bestowed dominion over his world in return for his fealty, which includes a not inconsiderable tithe tax. Planetary Governors are formally appointed by the high Lords of Terra, but this is largely pro forma. In Calixis the usual practice is for the Sector Governor to appoint his Planetary Governor; his choices are almost universally affirmed by Terra (usually years after the fact). Governors are usually appointed for life, but exceptions are possible. Many governorships are effectively hereditary, if not formally then at least in practice. Even if the governorship doesn't pass through blood ties it is commonly tied to the position as planetary leader; the Oligarchs of Tranch select one among their member to be their leader for example, and this person becomes Governor.

The Governor is nominally part of the Adeptus Administratum and has authority over those adepts that are assigned to his fief. This authority has its limits; the local Administratum departments, divisions, and offices are also interlinked with their superiors elsewhere in the sector and oftentimes pursue orders and agendas that aren't necessarily in accordance with the Governor's wishes. The Governor has no formal authority over the other Adepta, even if they are stationed on his world. In practice many Governors will have established working relationships with whatever parts of the Adeptus Terra are present (though there are plenty of examples of friction or outright conflict between Governors and the Adepta). Meanwhile the Adepta watches the governor – and each other (and the Inquisition keeps an eye on all of them).

Modes of Government

Many Governors rule as dictators, but it's not universal. Some worlds have a more feudal arrangement (even if they are not 'feudal' in a techno-social sense), or are ruled by oligarchies or other elitist forms of governments. True representative democracies are very rare, but there are a number of semi-democratic worlds in the Imperium (where only a small elite has a vote in political matters). The High Lords of Terra do not care how a world is rules as long as it meets its obligations, but in practice it seems difficult to rule as anything but a tyrant due to the exacting demands put upon each world by the Imperium.

Primitive worlds require a special mention; in some cases, usually where a world has a certain level of social sophistication, there will be a 'High King' or equivalent that's appointed as Governor of a Feudal World. For more primitive societies it's not uncommon for the Governor to be a remote figure that resides in a mountain fortress or orbital, far removed from the worries of his subjects.

Planetary Rivalries

The Governor may be the most powerful ruler on a planet – his position may even effectively be hereditary – but he's not the only power figure. There are always other factions vying for power and even a Governor isn't immune to assassination, insurgency, or outright civil war. As long as it doesn't rock the boat too much the Imperium will not intervene – only if the sacrosanct Adepts of Terra are harmed or the tithe is threatened does the Imperium become concerned. So the successful Governor must devote some of his resources to keeping his enemies and rivals in check – another burden upon his income.

Some worlds take this rivalry to the next level. In such places the Governor may be nothing more than a figurehead. The minor hive world of Guytoga in the Hazeroth subsector is one such example; here the rulers of each hive are effectively sovereign rules of their own fiefs, with the Governor nothing more than a first among equals (if even that). They cooperate only in so far as the tithe must be met, lest the Imperium take action. On the outlying minor hive world of Baraspine the centre of power has shifted several times since the planet's inclusion into the Imperium. Although the situation has been stable for centuries the other hive-states continues to plot against the capital hive, hoping one day to wrest power away and become Governors in the own right. Even on a world like Scintilla, capital of the sector and personal fief of the Lord Sector there is lots of political rivalries. Although none can hope to supplant Governor Hax they can stick bicker and manoeuvre in the hope of furthering the cause of their own houses or securing this or that appointment for themselves.

Planetary Bureaucracy

The Adeptus Terra usually has a limited presence on most worlds (this is a rule with frequent exceptions, however). They are there primarily to ensure the loyalty and overall integration of the planet in question, not to take care of matters on a local level. Governors therefore cannot go without civil servants of their own. They have need of everything that's required for an orderly society to function, everything from an effective police force, a judicial system, and a planetary military, to more optional stuff like an education system and health care. Last but not least they are absolutely dependent upon a planetary bureaucracy that can oversee and monitor the production that goes towards meeting the Imperial tithe.

As a rule of thumb: For every billion population there is likely to be approximately 50 million people somehow employed by government, ranking from high officials and officers, via soldiers and spies, to the lowliest clerks and government-employed labourers. The worlds of the Imperium are not just dictatorships; they are quite frequently government-heavy dictatorships. Note that this planetary bureaucracy need not (and usually isn't) directly controlled by the Governor. Many worlds are factitious and as a result their bureaucracies are equally disparate.

Adeptus Terra

Every major part of the Priesthood of Terra will almost invariably have a presence, however small on a typical Imperial world. The Arbites are present to make sure the world does not fall victim to sedition or tithe evasion, the Astra Telepathica provides psyker services and readies psychic cargo for transport on the Black Ships, the Administratum is there to keep an eye on everything, collect the tithe, and compile records and reports. The Mechanicus provides important technical support, monitors the world for deviant technologies and keeps an eye on local tech-guilds. The Ministorum keeps an eye on local religious practices, tries to shape them into forms more in line with the Imperial Truth, and generally encourages the worship of the God-Emperor. The Army and Navy are not present in numbers unless the world is a fleet base or fortress world – but they may have some liaisons, recruitment officers, etc. in place.

Inquisition

The Inquisition has a presence on every Imperial World. How big a presence varies tremendously, ranging from the massive Inquisitorial fortress called the Tricorn Palace on Scintilla, via major planetary offices on important worlds like Malfi and Fenksworld, to minor stations (often secret) scattered about the sector's worlds. Even if a planet doesn't have a direct formal presence the Inquisition will be watching; either shifting through data collected by other Adepta or by deploying their own roving trams of investigators and spies. That doesn't mean the Inquisition sees everything, all the time – far from it. The sector is too vast in terms of physical size, number of worlds, and billions of inhabitants for the Inquisition to monitor everything. There is work enough for many lifetimes for every member of the Inquisition.

Society

No two Calixian worlds are the same. They all have their unique identity. Yes, there is Imperial influence, but there are also strong local traditions. Not just on the planetary level, but on regional and sub-regional levels as well. To a casual visitor a world may appear fairly homogenous, but in reality this is rarely the case – most worlds are likely to have a variety of sub-cultures, some of which may be very different from one another. A visitor to Acreage that never leaves Emperor's Landing will get a very different impression compared to a person who visits the High Realm of Ascandia for example. The former is essentially an Adeptus Terra enclave, while the latter is the most important feudal kingdom on the planet – and the seat of its governorship.

Some things are fairly universal though; the division of the populace into three board castes, the use of local and Imperial languages, religious practices, and so on. Generally speaking the more a world deviates from the norm in other areas, the greater the social differences are also likely to be.

The feral world of Dusk, for example, is very different from the average civilized Imperial world (it's very remote, very hostile, and has only the most tenuous ties to the Imperium) in most regards, including its social structure.

The masses

The vast majority of Imperial subjects belong to the lower class. As a rule of thumb their lives are short and filled with hardship. They have little influence over their own lives and are generally oppressed and closely controlled. On many worlds the masses hate the Governor and his servants (or alternatively the local ruler). On some world this loathing extends to the Priesthood of Earth, but on other worlds the Adeptus Terra is so remote as to be a thing of myth. If the locals are pious they worship the God-Emperor quite diligently, even if they dislike his money-grubbing servants.

A lot of the Governor's energy goes into controlling the masses – keeping them sufficiently fed and entertained, downtrodden and brutalized. A rebellion involving one area or one group of dissidents can be handled – and entire world revolting is another matter. Upward social mobility is usually very limited, but not completely unheard of; the Calixis sector isn't completely stratified yet, and enterprising men and women can make their own fates to an extent.

The nobility

The Imperium is ruled by a small, privileged elite. Not all worlds have a feudal structure and true nobility, but almost every world has a hereditary upper class. They are keen to protect their own interests, their wealth, and their power from generation to generation (that's how they have become the hereditary upper class). This is usually best accomplished by siding with the Governor in keeping the planet productive and the masses under control, but sometimes they plot to become governors themselves (and they always plot against each other in petty games of prestige). Even if they aren't nobles in name they are nobles in fact. While it is possible to strike rich and become powerful, entry into the noble caste isn't that easily accomplished. To become a true noble you'd have to ensure that your money, power, and your bloodline outlasts you.

The middle class

There is a middle class on the typical imperial world. It's fairly small and usually doesn't have a lot of power. Generally a member of the middle class lives in great fear – fear of falling down the social ladder into the great abyss of the masses. They also dream of riches and try as best they can to ape after the nobility. The middle class is usually the most traditional of the bunch and support the Governor – anything the rocks the boat is a bad thing.

ADEPTS

Members of the Adeptus Terra aren't really part of any class, but in practice they will mingle with the local to a certain decree. This is perhaps particularly true for the upper echelons, who must frequently rub shoulders with the nobility. The middle and lower echelons are largely equivalent to the middle class – they have far too many privileges to be compared to the masses.

LAW ENFORCEMENT AND JUSTICE

The Adeptus Arbites does not equal the sum of law enforcement in the Imperium. The Arbites are only there to ensure the world does not fall into sedition or fail to meet the tithe: They are a bit like a mix of federal police, riot police, and intelligence agency. How deeply they are involved in planetary affairs varies according to traditions and the local situation and overall population. On a world like Malfi there are literally countless Arbitrators, who are actively patrolling the hives in an effort to keep the unemployed and dissatisfied masses under control. More typically the Arbites only patrol intermittently, come out to supress major revolts, and/or investigate special cases.

The Governor is responsible for his own law enforcement and judicial system – often collectively known as the Magistratum as opposed to the Imperial Arbites. Typically this includes a (quasi)professional police corps, a secret (terror) police, and an at least semi-functional judicial system. The average citizen can expect to see police fighting crime, with cases going to court and criminals punished. Corruption and injustice is common, but there is at least some reason and rhyme to the system.

LANGUAGE AND EDUCATION

The Adeptus Terra uses High Gothic for internal communication. High-ranking planetary officials are also likely to use High Gothic both when interacting with Adepts and otherwise – the use of the master tongue gives an extra veneer of credibility. Local citizens do not speak High Gothic. Instead they speak Low Gothic. Low Gothic is an amalgamation of High Gothic and whatever local languages existed before the coming of the Imperium (if the world was colonized from another Imperial world it will simply inherit its dialects).

Some worlds can have multiple variants of Low Gothic, but with a little effort they can usually understand one another. That's not necessarily the case with people from another world: The Low Gothic of Baraspine is nearly incomprehensible to a citizen of Tranch for example, whereas the Scintillan Low Gothic can be understood on many worlds in Calixis because Scintilla is the capital and has influenced other planets over the last two thousand years. People who travel should ideally learn High Gothic and the local Low Gothic (or more commonly hire a translator). Remote regions and primitive worlds often cling to their non-Imperial tongues; these are separate languages entirely and fluency in High or Low Gothic is of no use in understanding them.

Since knowledge is widely regarded as useless at best and dangerous at worst it should come as no surprise that education isn't very highly valued. People generally know what their parents have taught them. If they have a craft or profession it will have been taught to them as part of an apprenticeship or as on-the-job training. Illiteracy is quite common among the masses, even on civilized planets. What use do you have for reading (much less writing) if you're never going to read a book or operate a computer?

RELIGION AND SUPERSTITION

Every Imperial world must by default subscribe to the Imperial Creed. But the Imperial Creed takes many forms, some of them utterly contradictory. Religious practices can vary greatly even on the same Imperial world. Those worlds that have been brought to compliance instead of being colonized are particularly likely to have divergent religious beliefs. As long as they preach in favour of the Imperium and accept the God-Emperor as the head of their religion they are tolerated.

It is the job of the Adeptus Ministorum to ensure that the Imperial Creed is universally accepted and that heretical deviancies do not develop. Consequently the Ministorum has agents on virtually every human-inhabited world in the galaxy. Even if there is no large organized temple structure there will be wandering preachers from the Missionaria Galaxia present. If the Ministorum feels that a region or even an entire planet is complying properly with the Creed they may take steps to rectify, sometimes going as far as to take military action – or even calling in the Ordo Hereticus if they feel the problem is better solved that way.

In between the 'pure' interpretation of the Imperial Creed (somewhat hard to pin down as it varies with time and location – 'pure' in Calixis in M41 need not be the same as 'pure' in Segmentum Pacificus in M37) and damning heresy there is a lot of grey areas that are tolerated by the Ministorum. Some of the religious beliefs held by Imperial citizens are variations of the Creed, but many beliefs fall into another category: Superstition. Ancestral worship, belief in local spirits and gods, the practice of some forms of 'magic', and so forth. Officially the Ministorum doesn't approve of such beliefs, but in practice it is prevalent in one form or another on just about every Calixian world.

Economy

All imperial worlds produce something and a typical Imperial World will have a decent industrial base and a decent population. The economy is geared towards local consumption (the lower classes get but little, but the upper classes are typically very rich indeed), some exports to generate trade revenues (necessary to maintain needed imports and to pay the monetary part of the tithe), seeing to planetary defence needs, maintaining a largish public sector, and paying the tithe (the bulk of the tithe is paid in local produce and natural resources).

Commerce

Typical Imperial worlds are largely self-sufficient, but not completely. Interstellar transportation is cheap and commonplace so there is a profit to be had in specialization and trade. It is also a design feature – the Imperium does want their worlds to be *too* self-sufficient as this could provide an incentive for rebellion. So a typical Imperial world will be tied to the greater Imperium through ties of trade – it will import and export both bulk goods and lesser volumes of luxury items.

Transportation is handled mostly by Chartered captains, some charters are hereditary, most are not (the former are often employed by corporation, the later may operate individually or in guilds, or in support of the Imperial Navy). Free charters work the same as normal charters, only with fewer limitations. Fleet charters are tied strictly to work for the Navy. Rogue Trade charters are the most coveted – they give their holders the right to go outside the *Imperium*, to explore, to trade and to exploit. If there are multiple settlements with a system there will also be in-system charters, but these are handled by the local Governor and not the Adeptus Terra.

The ships involved in trade range in size from the biggest macrohaulers who can haul million upon millions of tons of cargo to light transports that can speed a few thousand valuable tonnes or a handful of passengers across the great voids of interstellar space. The biggest macro-haulers dwarf even the mightiest battleship, while the smallest ones fall in the lower end of the raider spectrum. The more common vessels are the destroyer-to-frigate-sized sprint freighters, the cruiser-sized medium freighters and the battleship-sized bulk transports. The typical Imperial world will have a number of vessels calling inn over the course of a year – it would be very rare for no traders to be in-system at any given time.

While some of the smallest interstellar freighters can land on planets such ships are the exception rather than the norm. Some large escorts are able to land, but rarely do – landing is very stressful for a big hull and ships are very vulnerable when landed. So ships, even those that could have landed, usually dock with orbital facilities and then rely on local transportat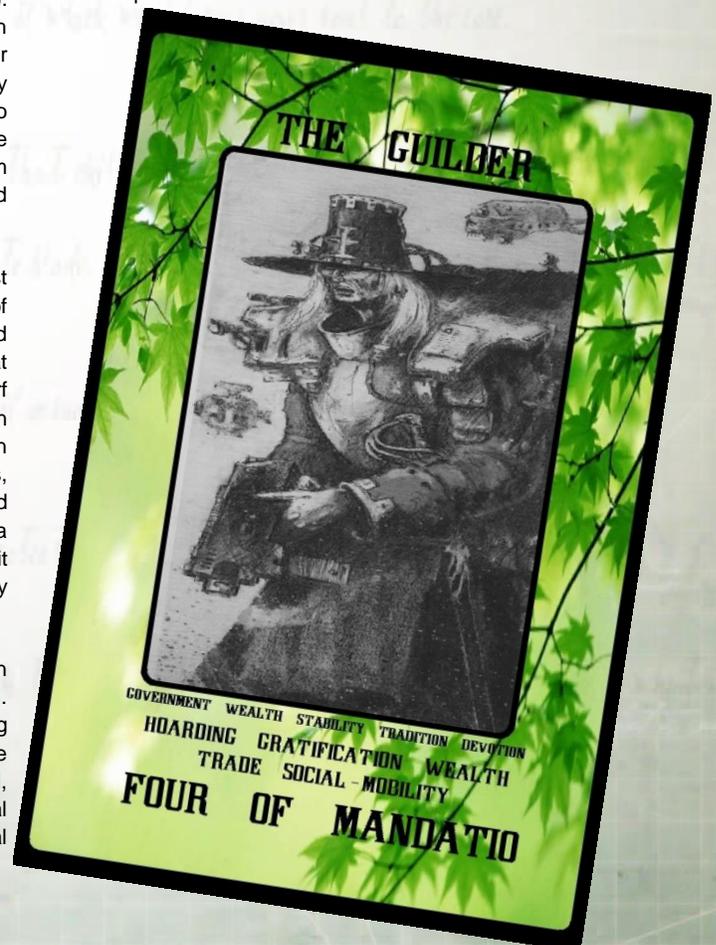ion guilds to move cargo up/down. To/from orbital transportation can take many forms, but the most common method involves orbital barges. These craft combine anti-gravity systems with some form of multi-purpose propulsion for cheap and efficient transportation.

Tithe

Imperial worlds are rated by their Gross Planetary Product (GPP). GPP and several other more esoteric factors determine a world's Tithe Grade. GPP times Tithe Grade gives the annual tithe to the Imperium. That's the basics. It gets a little more complicated than that because worlds do not necessarily pay their tithes with money – they pay some or all of it in manpower, resources, industrial produce, food, water, starships, Ghostfire Pollen, etc.

Unless the tithe is set very low (which usually means a world has big economic problems or has little of importance to offer) it is a very real burden to the planetary economy. Not an insurmountable burden, but definitely a burden. Other worlds may have really high tithe grades, so high that they are effectively bled dry. The typical Imperial World, however, can manage its tithe with a little effort. Failing to meet the tithe is the dread of every Governor – failure equates Imperial attention and Imperial attention often means additional trouble.

A typical tithe will include manpower (for the Guard/Navy), monetary transfer, grants of natural resources and industrial produce, plus the transfer of any and all psykers to the Black Ships.

THE GUILDER

GOVERNMENT WEALTH STABILITY TRADITION DEVOTION
HOARDING GRATIFICATION WEALTH
TRADE SOCIAL-MOBILITY
FOUR OF MANDATIO

Military

The Imperium is at a constant state of war. That doesn't mean that every world of the Calixis sector is ravaged by war all the time, but it does mean that every Calixian world must be both ready if war comes and ready to support war. The former is the province of the Planetary Defence Force (FDF) and the second is handled by planetary tithes (including manpower tithes for the Imperial Guard and the Imperial Navy).

Imperial Forces

Tithes to the Imperium will indirectly work towards the protection of a typical world, although it might not be readily apparent to its Governor or its people. The burden of the tithe might even seem to weaken the system needlessly. This is of course only an illusion – without the tithe the Imperium cannot protect its member worlds and all would eventually come to ruin. Only if war actually comes knocking will a typical world see the Imperial Guard upon its soil and the Imperial Navy in the skies above. Some key worlds will have Guard armies as garrisons or a permanent Navy presence, but these are best classified as Fortress worlds, not *typical* worlds.

Planetary Defence Forces

Barring the aid of the Imperium it's still the sacred duty of the Imperial Governor to keep his fief safe, including safe from external (raids and invasions) and internal military threats (civil wars and insurrections). To this end the Governor must maintain a large enough military to credibly deter any threat. Placed on top of the tithe and the Governor's other obligations this usually places a great strain upon the world's economy.

Unless a Governor for some reason has his fief restricted to a specific planet he'll be responsible for the security of the entire system and its immediate surroundings. That means maintaining a fleet of system ships (ships without warp drives), monitoring stations, surveillance platforms, orbital and planetary defence batteries.

The outer system will be only lightly protected: A few surveillance platforms, maybe some minor monitoring stations above any outer system planets. If there are commercial interests in the deep beyond there may be patrols, fighter garrisons and orbital defences attached. Inside the warp threshold military presence increases: There is more surveillance and patrols will be more common.

Space is large, however, so it's around key worlds that the real defences can be found. Typical Imperial worlds will have at least one battle station in orbit, backed up a number of weapon platforms. If the Governor can afford he'll expand his orbital network to include more forts and more platforms. These systems carry a mix of lances, batteries, torpedoes and fighter/bomber squadrons. Since they don't need warp drives or real space drives they can dedicate space to offense/defence. Their only weakness is a lack of mobility.

Additional weapon systems will also be deployed on the planetary surface. Surface to space missiles (equivalent of torpedoes) and heavy defence lances are the most common types. More fighter and/or bomber squadrons can be based on the surface. There are also anti-air defences of a variety of types. Key areas (major cities/hives and industrial areas) are likely to be protected by heavy void shields. Planetary weapons are easier to hide and protect and cheaper to maintain that space-based weapons. Their range is limited however.

If there are natural satellites around a planet they can be fortified and serve as bases for small craft. If the satellite is close enough it's even possible for long-range weapon systems to be employed against ships attacking the mother world. Even if no natural satellites exist the Imperium has the ability to move large asteroids or other objects so 'natural' satellites can be created if need be (and the resources exist).

Backing up these relatively static defences are the systems fleet. It is probably not very large in the case of a typical world. A handful of light raiders and a few larger escorts. All probably relatively old, poorly maintained and manned by second-rate crew. They should not be underestimated, however, for backed up by orbital/planetary defences they can be a formidable obstacle. Wealthy systems can have many more ships – massive fleets of cruisers, battleships even. Some systems have managed to purchase decommissioned Navy vessels – even without their warp drives they can be formidable system defence ships.

In sum the average Calixian world is expected to be able to stand up to anything short of a major invasion. The occasional raid might cause trouble and pirates could prey upon intrasystem and interstellar shipping, but as long as defences are maintained the world will be safe.

Standing armies are deployed as to protect key assets – main cities, spaceports, production areas, and so on – both from outside attack and insurrection. They are equipped in the fashion of their homeworld. Typically this will be autoguns and flak armour. These PDF armies will a have whatever support weapons, vehicles, ships and aerospace craft the forges of their world can supply them with. As a rule of thumb there will be a million men under arms per billion of population. Quality varies. Most worlds will have at least some elite formations. Depending on the political situation the entire PDF may be under the command of the Governor, but more typically there are several factions controlling part of the world – and part of the military.

There will almost always be some form of armed insurrection on most Imperial worlds, but full-scale rebellions are rare. The Imperium is a violent and oppressive regime where many feel they have nothing to lose – keeping a lid on this seething anthill of human emotion is simply not possible. Rebellions are rare because Governors can usually suppress local insurrections.

Invasions are also rare, but not unheard of. Raids are somewhat more common, but there are not many potential attackers out there who are willing to risk a planetary assault just for the sake of a raid (Chaos reavers and Eldar corsairs are among those who does). Successful invasions almost invariably require the use of weapons of mass destruction and massive invading forces; you simply can't take an entire world with a billion-strong population without massive collateral. Orks are good at this type of operation – they have the numbers, the weapons, and a complete disregard for real estate.

Connections

Imperial worlds do not exist in splendid isolation – they are part of the greater Imperium of Man through links to subsector, sector, and Segmentum. A typical Imperial world will be connected to from one to three other Imperial worlds by major warp routes. It will likely have a number of minor routes as well, leading to far-away places or to minor worlds in the physical vicinity.

Some Imperial worlds are also connected to one another in less literal ways: As part of transplanetary alliances or leagues. The Lathe Worlds, for example, are a collection of forge worlds and minor Mechanicus outposts that come under the purview of the Lathes Mechanicus. The Cestelle Alliance is a collection of Agri-worlds across Calixis (predominantly in the coreward regions) that have made common cause.

World template

All worlds are described using a common template. For systems with multiple inhabited worlds the template is a little different; starting with a system overview and then going on to detail each planet.

The template comes in three levels of detail; brief, full, and extended. The brief description includes the bare bones. The full description has sufficient detail to cover the most important aspects of the world. Extended descriptions can go into quite a bit of detail regarding one or more aspects of a world.

World Name

General description.

System data: Number and type of stars and planetary bodies.

Classification: Planetary classification.

Planetology: Description of the planet's geology and so forth.

Population: Official population figure.

Tech-tier: The overall technology tier of the world (including important permutations).

Government: Describes the type of government of the plane (may include the name of the current Imperial Commander).

Adeptus Terra: Describes the level and type of Adeptus Terra presence.

Society: Description of what makes the planet unique in terms of history, culture, etc.

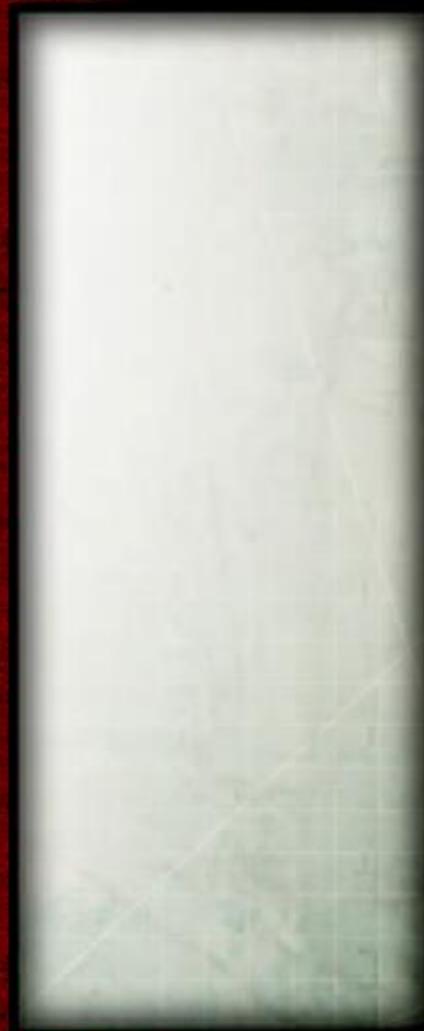**Economy:** General description of economic practices, trade, and so forth.

Tithe: Tithe level (and possibly typical tithe components).

Military: The world's military assets (possibly including permanent or semi-permanent Imperial assets).

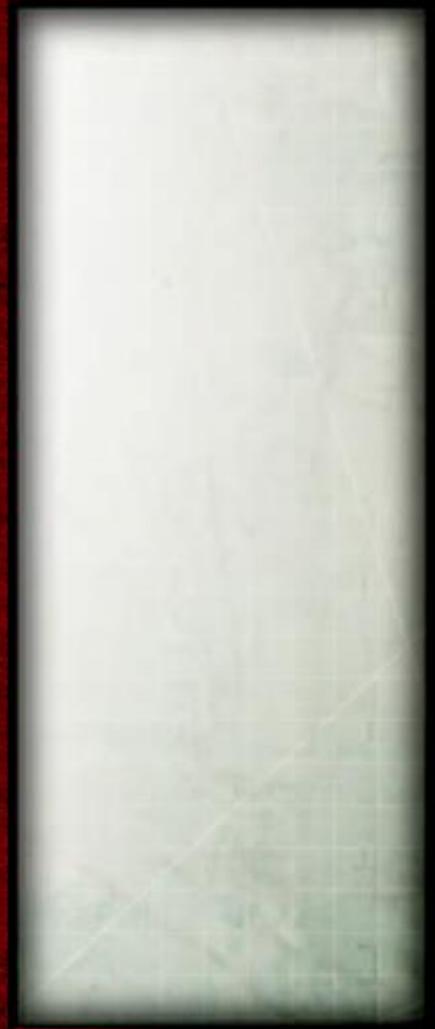**Connections:** Important warp routes, alliances, or other connections.

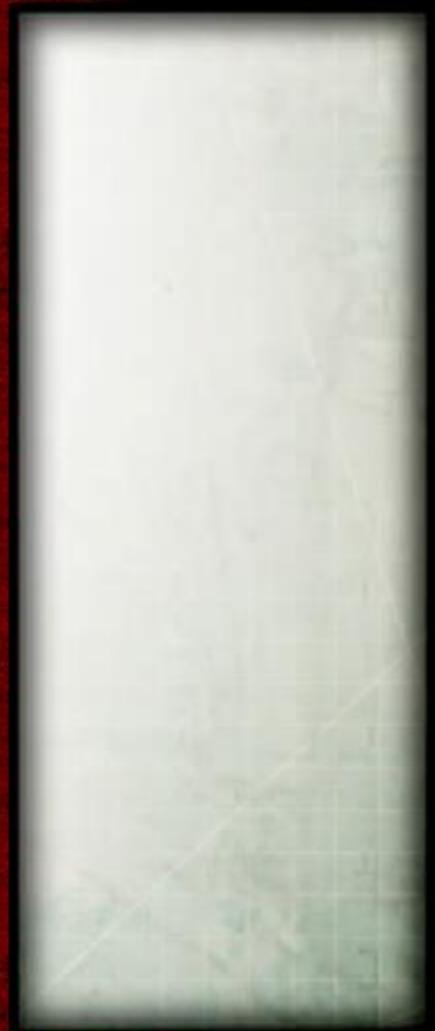# Golgenna Reach

Chapter III: Golgenna Reach

Markayn Marches
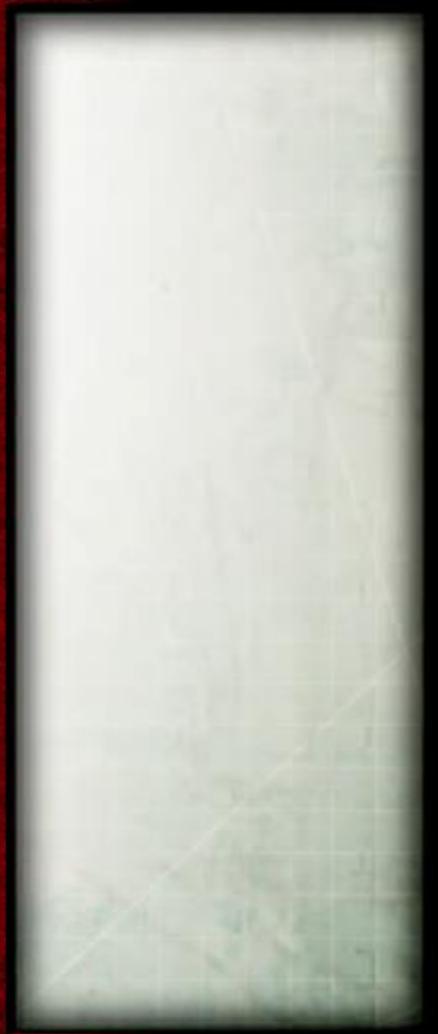
Chapter IV: Markayn Marches

Markayn Marches

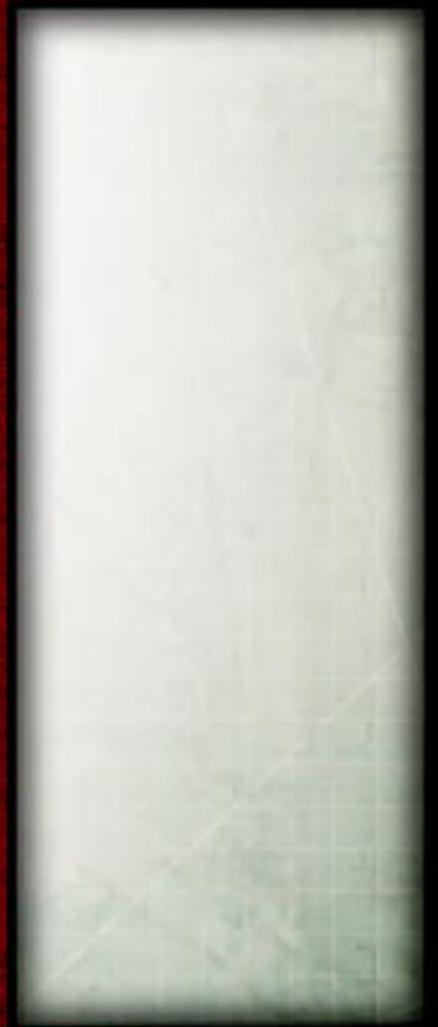# Chapter V: Josian Reach

Markayn Marches

Chapter VI: Hazeroth
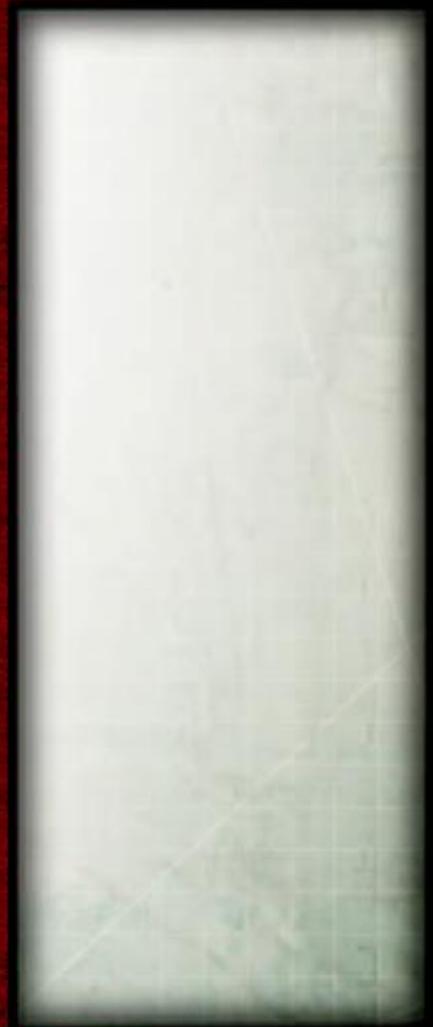
Markayn Marches

CHAPTER VII: ADRANTIS

III

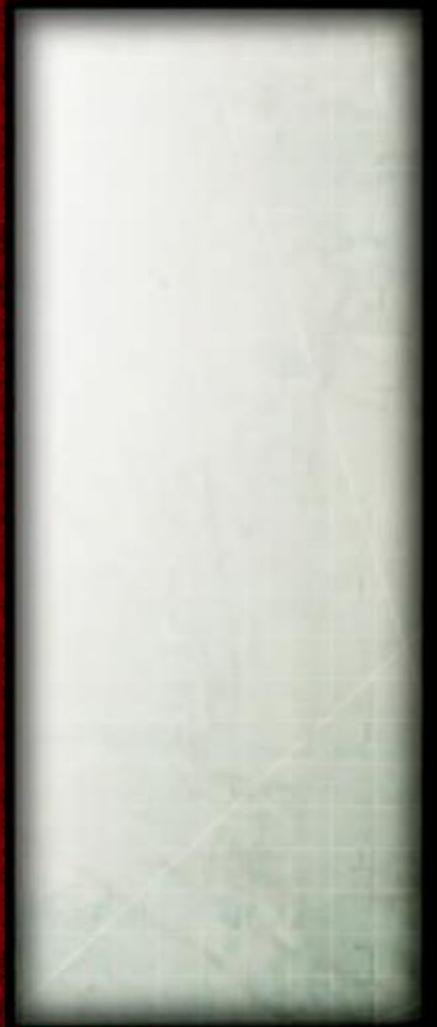## Markayn
Marches

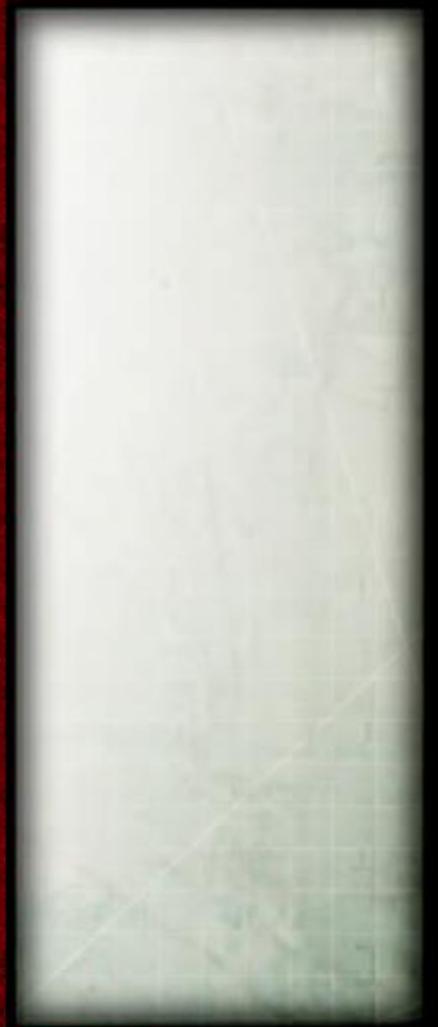# Chapter VIII: Drusus Marches

MARKAYN MARCHES

CHAPTER IX: MALFIAN
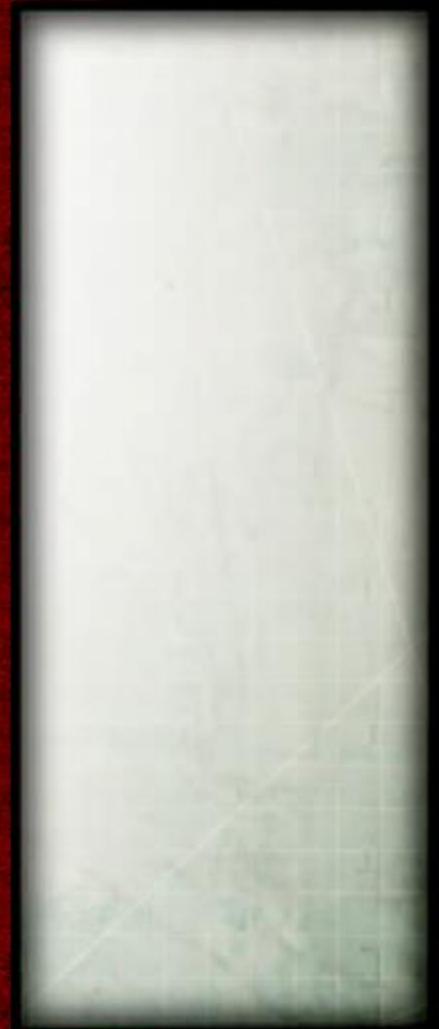
Chapter X: Periphery

The Calixian Conclave

Chapter XI: The Calixian Conclave

CALIXIAN

SECRETS

Chapter XII: Calixian secrets