

STARGATE 30,000

CAMPAIGN

FOR GURPS 4TH EDITION

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INTRODUCTION

In this campaign, the players are members of a team that travels from world to world via the [Eldar Webway](#). This works similar to the *Stargate* TV-Series.

Somewhere on Earth, an entrance to the [Webway](#) has been detected and now it's utilised to find out what happened to humanity at large.

The campaign takes place at the end of the Age of Strife (later referred in this document as "current" age or "today") and the players have the opportunity to be witnesses to the rise of the Imperium. Because not much is known about this time, the GM has the freedom to fill the gaps with whatever he likes.

Stargate 30,000 Campaign is not canonical in regard to the official Warhammer 40,000 universe. It's more like an alternate timeline that's still very similar today.

RECOMMENDED READING

GURPS Stargate 30,000 Campaign assumes that you're familiar with the world of Warhammer 40,000, but here are some suggestions to get more insight into the world of Warhammer 40,000:

GURPS WH40K Conversion is my conversion of Warhammer 40,000 into the roleplaying environment of *GURPS*. Some of the roleplaying aspects are mentioned there. You can find it here: <http://www.lafs-welt.tumor-band.de>

Realm of Chaos. The two books are the background source for the great adversary and also for much of the history of the human race.

Gurps Titles

You will need a copy of *GURPS Basic Set* to use the material presented in this book. Also, *GURPS Ultra Tech* is required to represent some of the equipment mentioned in this book. *GURPS Space* is always handy for Science Fiction Roleplaying games and *GURPS Magic* and *Thaumatology* are used for psychic powers.

Additional GURPS Titles will be mentioned in the text.

DISCLAIMERS

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Internet Sources:

Steve Jackson Games:
<http://www.sjgames.com/gurps/>
Games Workshop: www.games-workshop.co.uk
Unofficial Encyclopedia: www.lexicanum.com

HISTORY

AGE OF TECHNOLOGY

The **Age of Technology** was the zenith of mankind's scientific knowledge and technological power. Even millennia later mankind has not been able to equal or regain their former height of achievement. This age ended 5000 years ago and knowledge of this time period is now incredibly sparse, and many "facts" about it are mere legend.

THE STELLAR EXODUS

The **Stellar Exodus** is man's earliest colonization of other worlds, taking place before the Age of Technology. In M3, humanity initially established colonies within Terra's solar system on Mars, and on the moons of Jupiter, Saturn, and Neptune.

Spacecraft were still only capable of sub-light speeds. Voyages outside the solar system took generations and the colonies that were established during M3 - M18 were effectively isolated from each other and from Terra. Trade was therefore severely restricted. This forced the individual colonized star systems to be completely self-sufficient in all vital requirements (food, medicine, technology, etc).

THE WARP DRIVE

The Age of Technology brought the development of the Warp drive and the **Geller Field**, allowing spacecraft to make short Warp-jumps, travelling vast distances in a relatively short amount of time. One can compare this to the way the Tau ships later travelled.

The Warp drive accelerated the colonization of the Milky Way Galaxy, and allowed trade and communications between the colonies and Terra.

NAVIGATORS

The second vital development was that of the Navigator gene and the creation of the mutant Navigators, humans who could see the currents of the Warp and navigate a course through them. This allowed spacecraft to make longer and more accurate Warp-jumps than previously possible.

The great Navigator families, initially controlled by industrial and trading cartels, gradually became power bases in their own right.

THE STC

Of major importance was the invention of the [Standard Template Construct](#) system. These evolved computers allowed colonies to maintain their technological level. The STCs contained all human technological knowledge and provided the instructions to build anything the colonists might need. As most colonists were simple and required only basic equipment, the more advanced technology was rarely utilized.

The resulting exploration brought mankind new knowledge, wealth and arrogance. Science is said to have become God. Humanity had encountered several alien races. With their discovery began the first human-alien wars. With mankind at the height of its power the threat of aliens was trivial and eventually nonaggression pacts were signed with many of the alien races.

At this time the human colonies were federated to Terra - allowing the human race to remain unified.

APPEARANCE OF PSYKERS

During the Age of Technology psykers were first scientifically verified to exist. It is however unexplained how these psykers avoided the danger of daemonic possession for thousands of years, which would have led to the destruction of entire worlds.

Where at first the gift of the psychic mutation was limited to a few individuals, who often fell victim to superstitious suppression, towards the end of the age, psykers suddenly began appearing in great numbers, on every human world. On the more progressive human worlds, these psykers - at least until the threat of daemonic possession became apparent - were protected and allowed to develop and explore their abilities.

As it happened, uncontrolled psykers proved to be a dangerous threat to humanity, and many worlds fell under hellish dominance, as the minds of these psykers became the gateways through which Warp entities were able to enter the material universe. Only worlds which had rigorously suppressed psykers survived this fate. This is the reason why they were persecuted as witches on many planets.

AGE OF STRIFE

The Age of Strife was a time of anarchy, destruction, and regression, lasting thousands of years. Mankind's successes in the Age of Technology were lost, and many human worlds regressed to the level of barbarity.

There were two causes leading to the end of the [Age of Technology](#) and the beginning of the Age of Strife: the first was the sudden appearance of psykers on every human world. The second was the massive and persistent

Warp storms erupting around the Sol System and other parts of the galaxy.

With the emergence of Warp storms through most of the galaxy, travel through the Warp became more and more dangerous until all but impossible, isolating many planets. The sudden impossibility of Warp travel meant that unified humanity broke apart into completely isolated systems and worlds.

Certain planets, like Terra the ancient homeworld of mankind - relying on the trade with the rest of humanity - were suddenly unable to feed their enormous populations. Hunger and starvation followed.

The Human psykers were relatively weak and inexperienced, and at constant risk of possession by daemons and other Warp entities. Daemonic possession, widespread insanity, and isolation led to inter-human conflict, anarchy, and regression to barbarity.

Several alien races such as Orks, sensing mankind's weakness, raided and devastated many human-colonized worlds. Mankind battled itself, daemons, and aliens.

Over the long period of isolation new species of humans began to evolve, adapting to suit their new environment, becoming the Abhuman races: the Ratlings (adaptation on bountiful worlds), the Ogryns (harsh, cold, and barren worlds), and the Squats (the barren high-gravity worlds towards the galactic core).

However some isolated pockets of human civilization managed to survive and even thrive; mainly those worlds and star systems which were, or became, completely self-sufficient in all vital aspects. Sub-light travel was still possible, and some star systems had several colonies to trade and to share resources. Warp jumps could be made on occasion, as the storms waxed and waned. Some few fortunate star systems were even quite close to each other and tiny "pocket empires" were formed.

SOL SYSTEM

At the end of the Age of Technology the number of new Psykers in the population was rapidly rising. At the same time, warpstorm activity was increasing, too. That was no coincidence. It was a number of events in the warp which led to the creation of Slaanesh.

In the beginning, Psykers were not seen as a threat. It was hypothesized that humanity was rising to a new level of evolution. But that was a mistake.

As interstellar travel was breaking down at this time, panik was running through population. Heavily populated worlds like Terra suffered from famine and the economy collapsed. At the same time many Psykers happened to be a threat to society since they summoned the powers of the warp accidentally. Many of them were became possessed by daemons or even allowed them to enter the physical world. This led to witch hunts and later to wars between magic supporters and those that refused Psykers.

With the breakdown of interstellar travel the summit of the warpstorms was not reached. And as their intensity still rose the number of Psykers also increased. They became an important power factor on earth while on Mars, they were mercilessly persecuted.

Terra, up to now united, separated again into sovereign nations. Some of them welcomed Psykers while others hunted them down. This led to the above mentioned wars who devastated earth terribly. Psyker-

Nations used the powers of the warp ruthlessly and daemons stalked the earth. But those that opposed them were not better. They used technology to the same effect. The wars went thus far that civilisation descended to barbarity. Not until humanity had sunken this far a rebuilding of civilisation could begin.

As the warpstorm activity was ebbing and civilisation lay on the ground, new rulers were rising to power. They all seemed to be powerful psykers whose control of the powers of the wars were unprecedented. But they were also influenced by the cultures they grew up in. They took on many of the believes of their homelands. That led to wars again and this time they were about who would rule earth in the end.

Earth

Earth and the rest of the Solar System was surrounded by terrible Warp storms, isolating the human homeworld for several thousand years. Control of the Solar System shifted constantly between Earth and Mars during the first half of the Age of Strife. By the 28th Millennium almost all traces of an advanced civilization on Earth were gone; instead, techno-barbarians battled one another over the scraps of the ancient culture.

Current affairs:

As the Age of Strife is coming to an end and the Warpstorms are slowly receding, new empires are rising out of the ashes of a devastated earth.

Warlords such as [Kalagann](#) of [Ursh](#) (northern Asia/Russia), [Cardinal Tang](#), and "the half-mad half-genius" [Narthan Dume](#) of the [Panpacific Empire](#) rule. Other known nations include the [Yndonesic Bloc](#), the Urals (a center of industry), [Freinc](#), [Jermani](#), [Gyptus](#), [Merica](#), the [Nordafrik Conclaves](#), the Terrawatt Clan, and [Alba](#). Another race mentioned are the "Nordyc" people.

These Warlords and Nations fight for the ultimate prize: the domination of the whole earth.

Mars

Mars underwent a very different transformation. After brief anarchy, the Techpriests of the Cult Mechanicus emerged victorious over the mutants and unified their homeworld. The Techpriests then visited Earth, sometimes raiding it for remnants of technology they could take home and adapt to their purposes. The Techpriests were appalled at the destruction on Terra and salvaged everything they could. Then, the Martians studied the Warp and after many lifetimes learned to detect "lulls" in the Warp storms. At the same time the immense fighting machines known as Titans were created.

For over a thousand years the Cult Mechanicus watched and waited. Whenever a break in the Warp storms occurred, an expedition was sent, complete with a full Titan Legion and thousands of Servitors and Techpriests. Some of these expeditions were lost in the Warp or died on faraway worlds. Others succeeded in establishing "Forge Worlds" - replicas of Mars. Broken messages were transmitted to Mars, but to this day each forgeworld has to fend for itself.

The Outer System

Little is known about the state of the outer Solar System during this period. It is known that a polity existed on the moons of Saturn whose military arm was the Saturnine Fleet.

At the beginning of the Age of Strife, an "Outer Planets League" (OPL) formed from the remnants of the colonies on the outer worlds.

ELDAR HISTORY

While studying Eldar history one is advised to read and interpret it with great caution. The most ancient portions are of semi-mythological nature and validity. With the *Fall of the Eldar* most of their ancient libraries and written records were lost forever. The Eldar themselves are unsure of their history and remember it mostly through acting plays which are performed by the ever-wandering troupes of Harlequins.

the Old Ones, consciously or not, the Eldar seeded life-generating bacteria upon lifeless planets, thereby starting a very slow process to change these planets into paradise worlds. The Eldar civilization was highly refined and no longer needed manual labour.

THE GOD-WAR

The Eldar have many tales about their own beginnings. Though a great deal of written material was lost at the time of the Fall, the Eldar have a tradition of storytelling through ritual and dance.

FALL OF THE ELDAR

While the **Fall of the Eldar** was a relatively quick apocalyptic disaster the reasons behind it began with small steps and probably took centuries to reach the breaking point.

The Eldar were 'adopted' (or alternatively 'created') by the mysterious Old Ones. The Old Ones, a race now long extinct were embroiled in a long war against the C'tan and their slaves the Necrontyr and being desperate raised many warrior-races. The C'tans weakness lay within the powers of the Warp and the Old Ones fostered the psychic potential and abilities of the Eldar to high standards.

The main reason behind the fall is the fact that while the Eldar mind and brain feels the same emotions and sensations as a human does, it does so at a much higher intensity. The feeling of joy, the excitement of danger, the pleasure of love and sex, the feelings of despair, anger, and hatred, etc are felt much more strongly. An undisciplined or uncontrolled Eldar mind will eventually seek these sensations again and again regardless of anything else. One could compare this with the cravings of a drug-addict who for the feeling of a drug-induced 'high' will do anything at all (steal from his family and friends, rob strangers with violence, prostitute one's body, etc).

The efforts of the Old Ones were largely successful but had disastrous side-effects. The C'tan were defeated, but through the manipulations of the Old Ones the Warp was thrown into turmoil. Several warp-entities, first among them the Enslavers, taking advantage of the situation, possessed many inexperienced psykers and created Warp gates through which even more warp-entities could enter the galaxy to wreak havoc. The 4 surviving C'tan seeing the danger, tried to create a ward between the material universe and universe of the Warp. In the end they were forced to retreat into 4 planets which they stripped of all life. The Old Ones trying to save themselves created the Krork and the Jokaero, but it was simply too little, too late. In the end they perished in an apocalypse of death and destruction.

Beginning of the end

The **Fall of the Eldar** occurred at the end of the Age of Strife and ended the Eldar supremacy inside of the Milky Way galaxy. They were at the height of their empire and held sway over the vast majority of the galaxy. Their worlds were paradises and full of peace and cultural achievement, and then it was all but destroyed.

THE ELDAR EMPIRE

Somehow the Eldar managed to survive. They probably were able to maintain some of the technology given to them by the Old Ones, and most importantly they kept the necessary knowledge to travel through the [Webway](#).

Even before this time, it had been feared that the Eldar would fall. The Old Ones warned the Eldar about it, but their predictions and warnings were forgotten and ignored over time.

In due time the Eldar created a large empire.

Precious little is known about the power and glory of the Eldar Empire. There is little doubt that it was the dominant power in the galaxy with tens of thousands of worlds. We only know the names of a handful of these worlds: Croesus, Mymeara, Iydris, Eldorado the Golden. Craftworlds, then great spaceships carrying hundreds of Eldar traders and their families, traveled beyond the borders of the empire to trade with other races. Imitating

The Eldar came to believe that all races were below them, even so far as calling them barbarians. This proud and arrogant idea was proven by their advanced technology and control of the Webways. They created many beautiful things and lived long lives and when they died, their spirits returned to the Warp. Slowly, the pride of the Eldar overcame their caution and they became ever more proud and arrogant. They had long since outgrown the need for physical labour as their society provided all, leaving them with only their own desires to satisfy.

Many gave in to their hedonistic desires and cults sprang up over the Eldar lands dedicated to the different aspects of arcane knowledge and sensual excesses. Gradually, the Eldar society grew more and more divided by the different cults. The people became more

and more corrupt, delving into vicious practises, verging on sadism. It became harder and harder to satisfy their decadent desires so the acts became more violent. Soon the streets were running with blood and the bestial roar of the crowds could be heard throughout the Eldar empire.

However, the degeneration of the Eldar did not go without resistance. Not all of the Eldar were so reckless and self-destructive. Some grew increasingly appalled of the decadence of their peers and saw the need of a more restrained way of life.

Derided as fanatics obsessed with self-denial and suffering by a hedonistic society, many Eldar free from the corruption plaguing their society - from raving madmen to genuine survivalists - fled their homeworlds in assorted spacecraft. After battling numerous dangers in space, and disaster at the hands of natural predators and Ork incursions these ['Exodites'](#) (named from their 'Exodus') settled untamed worlds far from Eldar space, at the fringes of the galaxy. Life was difficult for a people unused to physical labour and self-denial.

Others saw the need for self-control and criticized the decadence, trying to reform their society from within. However their words fell on deaf ears and some even surrendered themselves to the general debauchery.

Eldar society and the whole empire was in turmoil and on the brink of destruction.

The birth of Slaanesh

As a direct result of this foul depravity, a new [Chaos](#) god was spawned, [Slaanesh](#), formed mainly by the Eldar lusts and desires. No other creature of the warp created had such a violent birth as Slaanesh, or was as powerful or monstrous. For the years before, the Eldar race had been plagued with the images of the sleeping entity. The Eldar slew each other and feasted on the corpses of their fellow kin, while the worlds around them burned. As Slaanesh was born, there was not a single Eldar who didn't feel the pain. With a psionic cry, Slaanesh assaulted the universe and the spirits of the Eldar were drawn from their bodies and sucked into the warp.

The epicentre of the psychic implosion lay within the heart of the Eldar homeworlds where the Eldar population was concentrated. Most of the Eldar throughout thousands of light years died, their spirits sucked into the warp, and many fleeing craftworlds were overtaken.

The area that was the centre of the Eldar empire became the [Eye of Terror](#). The ancient [Crone Worlds](#) of

the Eldar became homes of the [Daemon Princes](#) and later the [Chaos Space Marines](#).

Scattering of the survivors

Just a mere portion of the Eldar species managed to survive the destruction of their empire. The Eldar are now a scattered race, to be hunted by the Great Enemy for the rest of eternity.

Some Eldar managed to escape on board of Craftworlds and underwent a huge social reform, retaining the name of *Eldar*.

Far from Eldar space, many of the Exodite worlds survived the Fall, though some shared the fate of numerous Craftworlds and the homeworlds.

Some Eldar managed to flee into the [Webway](#), later building [Comorragh](#) and becoming the Dark Eldar.

The Fall in detail

A Prophet appears

The overwhelming majority continued with their hedonistic lifestyles, taking them to newer and deadly extremes.

On **Belial IV**, a new cult appeared and its priests preached the coming of a new god. In reality **Shana Gaathon**, Harbringer of Slaanesh, a daemon of chaos was possessing the most important priest and his cult was preparing the coming of a new Chaos God. Hidden even from the psychic senses of the Eldar he talked, preached, and promised, lying and manipulating an all-too willing audience.

Cults appeared everywhere dedicated to esoteric knowledge, sensual pleasure, and sexual gratification. Some of these cults even sacrificed Eldar children upon fell altars. Many Eldar turned against their equals hunting, raping, and murdering their victims for the thrill of excitement.

Birth of a god and fall of an empire

On Belial IV Shana Gaathon prepared a mighty ritual supposedly to usher a new age of even greater pleasure. However the watching crowd had their souls ripped out of them and consumed by a new god: Slaanesh, who had finally awoken and was utterly famished for Eldar souls. Millions of souls were consumed and many surviving Eldar descended into utter madness, killing each other and destroying everything they could.

SQUAT HISTORY

Squat history is divided into five ages, each marked by a dramatic change in both galactic conditions and Squat society. These ages are:

AGE OF FOUNDING

The **Age of Founding** is equivalent to the [Dark Age of Technology](#) for humanity. This is not technically the first period of the Squats as they had yet to evolve, but is

the time of the founding of the colonies that would become the Squat Homeworlds. Almost twenty thousand years ago contact between these planets and Terra was almost continuous, testament to the importance of these colonies. Terra also kept the worlds well supplied with that which they could not produce for themselves in adequate amounts, primarily food. This period lasted until the [Age of Strife](#).

AGE OF ISOLATION

The **Age of Isolation** corresponds with the earlier part of the [Age of Strife](#) - M25 - M27. The galactic core was cut off from the rest of human space by the devastating warp storms of the Age of Strife. Many worlds were swallowed by the warp and disappeared forever, others were trapped in stasis and became lost. Most survived although they were separated from Earth and all contact was lost with the rest of the galaxy. During this time of isolation and danger the Squat worlds still in contact with each other began to organize for their mutual defense. It was at this time that the Squats began to refer to their worlds as the Homeworlds.

The Homeworlds remained isolated for thousands of years and their inhabitants learned to survive in a universe that was becoming increasingly hostile. Those that survived grew and prospered. Settlements were enlarged and fortified into impregnable Strongholds. They soon developed alternative technologies to make up for the lack of supplies from Earth.

During the isolation the complex system of Guilds developed. These Guilds were responsible for preserving technical knowledge and skills as well as training technicians, miners and other specialists necessary for the Strongholds. The Guilds transcended the Strongholds, allowing every Stronghold to benefit from the preserved knowledge as well as new advances in technology.

During this age the Leagues first began to develop from Strongholds allied for trading and defense purposes.

AGE OF TRADE

The **Age of Trade** took place during a slight abatement of the warp storms during the Age of Strife (M28) and led to the Squats re-encountering other races, including Orks and Eldar.

At the beginning of the Age of Trade, some strongholds were attacked, but the aliens quickly realized that the Squats were determined and tenacious fighters, and that trade was a more practical arrangement. The Squats took full advantage of their tremendous mineral wealth, which they traded for weapons, foodstuffs and high-technology systems. To this day, Squat hydroponic plants, developed with Eldar help, are among the most efficient food sources in the Imperium. The Squats remained carefully neutral in the numerous conflicts between Eldar and Orks, maintaining trade links with both sides. There were inevitably small wars from time to time, but for the most part the Squats' complex structure of treaties and trade agreements maintained a stable peace.

AGE OF WARS

The Age of Trade lasted for nearly three millennia (M29 - M31), and elapsed when an enormous Ork battle-fleet, under the command of Grunhag the Flayer, attempted a full-scale invasion of the Homeworlds. The Squats appealed to their Eldar trading partners for help against the invading Orks, but none was received.

The **Age of Wars**, as it became known, is regarded by the Squats as the blackest chapter in their history, and the double betrayal by Orks and Eldar gave rise to a cultural enmity which still persists. Many strongholds were wiped out by the Orks, and the traditional epic ballad known as *The Fall of Imbach* commemorates one such destruction.

TIMELINE

For a more complete timeline and sources, see [WH40K Lexicanum](#).

year	event
M3	Scientific advances of the third and subsequent millennia bring some knowledge of the warp to humans.
100.M3	Mars terraformed.
M3	Stellar Exodus: Humanity begins to colonise the Solar system using conventional sub-light spacecraft.
late M3+	Stellar Exodus continues. Humanity uses Ohnyl Cylinders to spread beyond its own solar system, however, such colonies would not make contact with Terra millennia later.
M15	The Dark Age of Technology begins. Humanity begins to colonise the nearby star systems using conventional sub-light spacecraft.

M18	Invention of both the Warp Drive and the Geller Field enables faster-than-light (FTL) travel and accelerates the colonisation process of the Milky Way galaxy; the early independent or corporate colonies become federated to Terra. The first alien races are encountered and the first wars between Humanity and aliens begin. Psykers appear throughout the Human worlds and are scientifically proven to exist.
M21	The Great Diaspora - humans seek to remake galaxy in their own image, including seeding worlds with familiar animals.
M22	Navigator gene developed. Humanity continues to explore and colonise the galaxy, while the human worlds politically unite and a golden age of scientific achievement begins. Non-aggression pacts are signed between humanity and dozen of alien races. Perfection of the Standard Template Construct (STC) system allows an almost explosive Human expansion to the stars. This

	Golden Age of Mankind continues until M25.
M25-M28	Age of Strife Society reverts to barbarism, battling over the remains of the Golden Age. Uncontrolled psykers wreak havoc and witch hunts are staged to hunt them down. Beginning of the decline of Eldar society, culminating in the Fall of the Eldar in M29.
M25	The Dark Age of Technology ends, and the Age of Strife begins. It continues until M30. Age of Isolation - Squat worlds are cut off. Formation of Leagues. <i>The following events marked with year numbers focus mostly on earth.</i>
001-252.M25	Psykers appear more frequently in human populations. First documented case of daemonic possession.
253.M25	First interruption of warp travel due to warp storms. Navigators ensure it's a one-time event.
253-350.M25	Warp storm activity increases and travel between human worlds becomes dangerous and sparse. Famines occur on worlds that depend on trade and panic begins to spread throughout human space. More cases of daemonic possession in psykers are reported.
351.M25	Travel and trade between human worlds finally collapses completely. Earth is cut off from the interstellar community.
351-500.M25	Civil wars break out over diminished resources. Psykers unleash powers of the warp uncontrolled. Over 90% of the population die in the first years of isolation.
354.M25	First "Witchhunt". Psykers are hunted and persecuted remorseless. Witchhunts are staged throughout the Age of Strife every time psykers are encountered or believed to be encountered.
357.M25	Techpriests unite Mars under their banner.
362.M25	First mars-raid on Earth. This leads to the first Terran-Mars war. Mars emerges victorious and strips Earth of valuable technology.
363.M25	Colonies in outer solar system withdraw from the squabbles around the inner system and establish the "Outer Planets League" (OPL).
369.M25	Mars tries to raid outer system colonies but is thrown back by the OPL.
369-	Mars and the OPL struggle for control

411.M25	over solar system. With Mars attention focused elsewhere, earth recovers from first Terra-Mars war.
M26	Throughout M26, Terra-Mars-Wars continue without any lasting solution. In the end, Mars withdraws and keeps to itself after terra is sacked and plundered from valuable technology.
early M26	Warlords appear. They are able psykers who can control their powers. They also seem to be immortal and begin to establish empires in M27.
M27	On Earth, the 27th millennium is the darkest. Society has reverted to barbarism, battling over the last remains of the golden age and all that is left. At the end of it, the warlords have established their empires and their powers are on the rise. Also, during M27, Mars sends several Expeditions out of the solar system but they all get lost. Exodites separate from the Eldar.
001.M27	During a lull in the Warp storms, Mars sends its first Expedition outside the solar system, but nothing is ever heard from it again.
010.M27	Another Expedition is sent by mars, this time with a full contingent of Titans. Again it gets lost.
M28	Age of Trade . Squats trade with the Orks and the Eldar (lasts 3,000 yrs). Some Eldar leave their society on Craftworlds, heeding the Slann warnings. In the last century of M28, the Unification Wars take place.
883.M28	Cardinal Tang establishes the Ethnarchy in the Yndonesic Bloc. Bloody pogroms follow.
932.M28	Advances in genetic engineering in merica lead to the development of genetically modified warriors. With their aid, general Pholad Lertih is able to free merica from Panpacific occupation.
933.M28	Pholad Lertih is elected first consul of merica.
939.M28	Pholad Lertih declares himself Emperor for lifetime and starts a massive mobilisation program.
940.M28	Urope and merica sign a nonaggression treaty.
942.M28	Pholad Lertih pushes forward against the Panpacific Empire. By the end of the year, northamerica is completely in merican hands.

955.M28	A trade war starts over the mediterranean sea between Ursh and the Northafric Conclaves.
961.M28	The trade war between Ursh and the Northafric Conclaves becomes a hot war.
963.M28	Urope aids the Northafric conclaves secretly in their war against Ursh to direct Urshs attention away from Urope.
972.M28	Discovery of Webway entrance in Stonehenge, Alba.
981.M28	Gyptus sides with Ursh in the war against the Northafric Conclaves.
983.M28	Ursh occupies the Northafric Conclaves after a final decisive victory.
989.M28	Start of Campaign.

M29	Age of Wars . Squats are attacked by the Orks and receive no help from the Eldar. Fall of the Eldar. Beginning of Great Crusade.
001.M29	Fall of the Eldar . Eldar society collapses completely, and Slaanesh is born. Numerous Human psykers die due to the psychic shock wave engulfing the galaxy. As the Eldar civilization is all but destroyed, the Warp storms finally end with a single storm of massive proportions.

WORLD POWERS

As humanity is coming out of the Age of Strife, new nations begin to expand and compete for dominance over earth.

GYPTUS

Gyptus is the successor of Egypt and is in the unfortunate position to sit between Ursh and the Nordafric Conclaves. After many battles in the war have been fought on Gyptus ground, it finally sided with Ursh to be on the winning side of the war.

HY BRASIL

Hy Brasil encompasses the whole continent of South America and stretches up to middle America. It is ruled by dictator Dalmoth Kyn.

MERICA

Merica consists of the eastern regions of the United States and Canada. It is a fierce competitor of the rule over North America. It employs gene-manipulated soldiers in its armies and seems to be getting the upper hand over the Panpacific Empire, at least in North America.

NORDAFRIK CONCLAVES

The Nordafric Conclaves are a group of polities that consist of the northern parts of Africa, except Gyptus. They are currently occupied by Ursh after they lost a long war.

PANPACIFIC EMPIRE

The **Panpacific Empire** is a flourishing nation-state situated around the Pacific Ocean. It consists of Japan, China, Korea, the east coast of Russia and until recently parts of both Canada and the United States. It is ruled by the infamous Narthan Dume, who is described as "half-mad, half-genius."

UROPEAN UNION

The Uropean Union consists of Alba (the British Isles), Freinc (France) and Jermani (Germany).

Jermani is bigger than ever, encompassing all german speaking countries (Germany, Austria and parts of Belgium, Italy and Swiss). The German speaking countries bonded together to form the "Neue Deutsche Republik" (=New German Republik) NDR.

Freinc rules over France itself, as well as Belgium, the Netherlands and Spain.

The Uropaen Union is allied with Merica because they compete for very different territories and have some common goals. After Urshs victory over the Northafric Conclaves, Urope fears their neighbour will focus its attention on it.

URSH

Ursh is a flourishing nation-state in what had once been Russia and Central Asia. It is ruled by Kalagann who employs psykers in his armies, and uses their might to unleash dark warp powers on his enemies. Kalagann is said to be wearing a distinctive suit of armour known as the *Armour of Pearl*.

Ursh is currently at war with the Nordafrik Conclaves.

With the Urals it has a powerful center of Industry surrounding the Ural Mountains.

YNDONESIC BLOC

The **Yndonesic Bloc** consists of Indonesia and surrounding Islands, Malaysia, Thailand, Laos, Vietnam and Australia. It is an Ethnarchy, meaning only perfect human citizens are tolerated.

Under the rule of Cardinal Tang, it forces matings between compatible citizens and punishes "inferior matings." Tangs rule is characterized by bloody pogroms, death camps and genocides.

GAZETEER

ABHUMANS

Abhumans are human subspecies - descendants of humans who have physically evolved after long periods of isolation on worlds with various extreme environmental conditions.

Beastmen

Beastmen (*Homo sapiens variatus*) are the most bestial and inhuman type of abhuman. Their bodies combine the features of both human and animal. Beastmen are much more variable in form than other abhuman types. They are considered abhumans rather than ordinary mutants, as individual Beastmen conform to a general physical and genetic standard and are no more prone to further mutation than normal humans.

There is also an unusually large and aggressive strain of giant Beastman known as a Minotaur. It is comparable in strength to an Ogryn.

Ogryns

Ogryns evolved on cold, high-gravity prison planets. They are huge and stupid but extremely loyal. Ogryns are used as shock troops, wielding heavy automatic shotguns called Ripper Guns, which can be used as clubs. They tend to be claustrophobic and thus are difficult to transport in APCs. They are led by "Bone 'eads", who have undergone Biochemical Ogryn Neural Enhancement so they're not quite so stupid.

Ratlings

Ratlings are the smallest type of abhumans, equivalent to fantasy halflings.

Ratlings are superior cooks, a skill they no doubt learn in order to feed their own stomachs. They also tend towards kleptomania.

Squats

Squats originated on high-gravity worlds towards the galactic core, making them short and tough. The race is an equivalent of the fantasy dwarf.

Nightsiders

Nightsiders live out their lives in near or complete darkness. They may have larger eyes than a normal human, almost bulbous; others may have vestigial eyes with other senses to compensate for the near blindness.

BLACK LIBRARY OF CHAOS

The **Black Library of Chaos** (also known as just the **Black Library**) is the Eldar's repository of forbidden lore. The Eldar craftworlds became the only surviving sources of their ancient knowledge after the [Fall](#). As the craftworlds have drifted apart, this knowledge has consequently become fragmented, and as some craftworlds have become lost, more knowledge has been lost with them.

The Library is the only source of the Eldar's knowledge concerning Chaos that has remained untouched. It was created by Cegorach, better known as the Laughing God. Though for what purposes can only be guessed.

The Black Library is spoken of by Eldar as a dark craftworld existing within the Webway. Within are collected tomes and writings describing the Eldar studies of the warp. These writings describe all aspects of Chaos: its perils, promises and horrors. The Library is enclosed within a nearly impenetrable psychic barrier, and is watched and maintained by its Guardian-scribes, who collate and transcribe the knowledge of the Library, a task they have carried out since the Fall.

It contains not just Eldar knowledge of Chaos; any knowledge of Chaos is taken and kept within the Library. It is as much a source of knowledge for those who fight Chaos as it is a vault to keep dangerous knowledge hidden and protected from those who would misuse it.

The existence of the Library is known to few, and even fewer are allowed access to it. The Library's mind defends itself, barring the weak and corruptible. Only those who have mastered the Chaos within themselves are able to enter. Only two groups come and go at will: the Human [Illuminati](#) and the [Eldar Solitaires](#).

CHRONICLES OF URSH

The *Chronicles of Ursh* were the annals of [Ursh](#). The *Chronicles* tell of the rise of [Kalagann](#) and the wars of Ursh against the [Nordafrik Conclaves](#).

COMMORRAGH

Overview

Commorragh, the Dark City is the capital of the [Dark Eldar](#) society. It's located deep within the labyrinth of the [Webway](#), the space between the [Realspace](#) and [Warp](#).

Background

There are many rumours about Commorragh, the terrifying home of the Dark Eldar, making it difficult to know just what is truth, and what has been fabricated by the shattered psyches of those unfortunate enough to find themselves in Commorragh.

Founding

Asdrubael Vect, Supreme Lord of the [Kabal of the Black Heart](#), claims that he is the founder of Commorragh, as well as the one who discovered the way of extracting souls from living creatures in order to prolong one's life. The validity of this claim is unknown.

Location

Commorragh was built in the [Webway](#) for a number of reasons.

First and foremost, it is a dimension where the forces of Chaos, and specifically Slaanesh, have very little influence. Therefore, the Webway is the location where [The Thirst](#) takes its toll the least on the Dark Eldar.

Secondly, since the Webway connects virtually to everywhere in the galaxy it is ideal as a staging point for raids on other races.

Finally, the infinitely large expanse of space makes it the perfect place for a city the size of Commorragh. No single planet would be capable of supporting the sheer size of the Dark Eldar people, and no system of planets could ever hope to be as defensible as the Webway allows Commorragh to be.

Scale

The immensity of Commorragh has never been explicitly detailed, but a look at the historical records of the [Eldar](#) civilization prior to the [Fall of the Eldar](#), gives an idea of the necessary size.

Before the birth of Slaanesh, the Eldar were said to number in the trillions. Only a small fraction of these untold trillions of Eldar held a distaste for the hedonistic pursuits of the masses, and only that fraction left to become the [Exodites](#) and [Craftworld Eldar](#). The birth of Slaanesh was indeed felt by all Eldar as a drain of their soul energies. But, of the [Eldar](#) who remained, those on the fringes of the Eldar Empire that were the youngest and most virtuous were not destroyed outright, simply weakened by this psychic assault.

Regions

Commorragh is split up into regions, and these regions are controlled by [Kabals](#). Members of those

Kabals live in and police these regions, as the existence of their Kabal depends, to a large degree, on maintaining districts for its members to live in. Traditionally, [Wych Cults](#) maintain Battle Coliseums in the districts of Kabals they're allied with, Haemonculi are given laboratories (usually underground) within the districts of Kabals they provide their services to, and [Mandrakes](#) will be given the right to prowl the streets and alleys in search of meals in some cases in return they agree to assist the Kabal of the region when requested.

ILLUMINATI

The **Illuminati** are a secret society - existing beyond societies knowledge, but manipulating and interpreting those in power to bring about their objectives.

Every member is a part of the society by virtue of being illuminated through the experience of [daemonic](#)-possession, and finally salvation. Possessed by a daemon, they have done what seems impossible, exorcising the daemon from their body through their own sheer will.

In most cases, a daemon-possessed host does not survive daemon-possession - the victim eventually is driven insane, or the mind is driven out of the host body so that the daemon takes complete control of the host body. A daemon can exist indefinitely within a host, with the possessed host often continuing his mortal life. Sometimes a strong-willed host can put up some resistance and preserve their self within a tenuous corner of the possessed brain. The host mind survives as a mere helpless witness as the daemonic uses the mortal body to wreak its terrible acts. In a few instances however, an individual has managed to cast the daemon from his body.

The Illuminati have been illuminated to the terror of Chaos. Sharing a mind with a daemon they have gained the most intimate understanding of Chaos. Having mastered the Chaos within themselves, they are immune to its temptations and corruption, they now fight it in the broader universe. As they share a common enemy, the Illuminati are frequently involved on some level with the [Eldar](#), in particular the [Harlequins](#). The Illuminati are some of the very few allowed access to the Eldar's [Black Library of Chaos](#). They know of the (imminent) [Fall of the Eldar](#), and seek to prevent the same from happening to Man.

The Illuminatis' experiences have brought them to a level of harsh realism that has no equal. The Illuminati are devoted solely to mankind's preservation. To this end, they want to bring about a saviour of mankind. They influence events to pave the way for the saviour.

Within the Illuminati there is an even more extreme faction known as the [Ordo Hydra](#) that seeks to save mankind by linking the mind of every individual through a warp entity known as the Hydra, thereby psychically unifying mankind into one being under the control of the Ordo Hydra themselves.

GENO FIVE-TWO CHILIAD

The Geno Five-Two Chiliad was a regiment of the Imperial Army raised on Terra, one of the Old Hundred, those Terran military formations that the Emperor allowed to continue past Unification and on into the

Great Crusade. One of the oldest and most respected regiments in the Imperial Army, the Geno Five-Two Chiliad seemingly met its ultimate fate on the world of 42 Hydra Tertius, a few years before the beginning of the Horus Heresy.

Regimental History

Originating on Terra during the Unification Era, the Geno Five-Two Chiliad were selected to be one of the Terran military formations allowed to continue under the banner of the Emperor, and were part of the initial Crusade force sent out into the galaxy. As such, by the approach of the Horus Heresy, they had one of the longest and finest military histories of any Imperial unit.

A genic unit, the Geno Five-Two Chiliad bred the majority of their manpower, in a tradition of genetic-engineering that was said to have been part of what inspired the Emperor to create the Primarchs and their Legions. The highest rank in the regiment was that of Uxor, a position only able to be held by women. Upon selection for the future position of Uxor, teenage girls had their ovaries removed and stored in the regiment's gene-banks, there to be used in conjunction with the gene-codes of established martial lines. The resultant children were born to be Geno warriors and uxors. An additional part of the process, not fully understood, resulted in the awakening of extremely weak psychic powers in the female candidates. These powers typically took the form of a 'felt connection' to their men, and an ability to perceive their operational situation at a higher level. This practically manifested on the battlefield as a quicker and more intelligent response to strategic situations, and a well-informed command tree. Known as *'cept*, this power burned out quickly, with the result that most uxors became powerless as they approached the age of thirty, thus lessening their usefulness. Removal from command positions quickly followed the loss of *'cept*, and it was an uxor's responsibility to train at least one aide, or junior, in order to replace her.

In order to keep the gene-stock fresh and to ensure flexibility and originality of thought, the senior fighting rank in the Geno, that of Hetman, was only open to non-Uterine soldiers. There was no shortage of recruits for this position, due to the reputation of the regiment.

The Geno Five-Two Chiliad fought throughout the Great Crusade, but their most notable actions were those under the command of Lord Commander Namitjira, where they battled the heretical forces present on the world of Nurth, and then were deployed - and subsequently lost - in mysterious circumstances upon the world of 42 Hydra Tertius.

Organisation

The Geno was formed of one thousand companies. More properly termed as a brigade, the regiment appeared to treat the company as the primary tactical unit, assigning one or more to every undertaking that came their way. As such, each company - while being mainly an infantry unit - possessed enough organic armour and supply elements to sustain it in the field.

The standard Geno troops, being genetically selected, all displayed physical characteristics deemed preferential for a warrior; they were big, tough, muscular men. Junior officers, normally selected from the troopers, appeared

similar. The senior rankers, however, were not genebred, and so could appear slim or even weak-looking in comparison to their men. The Uxors were typically slim and small women, with their juniors being teenage girls.

Regimental Hierarchy

Uxor: Command rank, having authority over one or more companies and/or part of the regiment's logistics and intelligence departments.

Hetman: Company Commander. Apparently the most senior military rank achievable in the Geno, due to its nature as a brigade of companies.

Bashaw: Subordinate rank to Hetman, several in a company.

Trooper: The lowest and most numerous rank in the Geno, that of front-line soldier.

Equipment

The Geno wore a bulky-seeming uniform that nevertheless allowed them to operate with some grace of movement. A thick leather and armourchain bodyglove formed the main item of clothing, with waist-length coats and waist-length capes of yellow Terran silk commonly worn over the top. Their armour segments were lined with fur, and coats and capes were embroidered with company symbols and other military devices. Helmets were of the spiked variety, often trimmed with beads or fur. Standard issue gear was carried in a lightweight pack, with a long sword-bayonet slung at the waist. Uxors wore black, lightweight variants of the uniform, often covered over with gray cloaks or coats.

The standard issue weapon of the Geno was the lascarbine, with support weapons being RPG-sowers, fire poles and support cannons. Additional equipment issued during the Nurth campaign consisted of glare-shades and liqnite sprayers.

They possessed some amounts of light armour, such as the Centaur and transport vehicles such as the Scarab.

MALCADOR THE SIGILLITE

Malcador the Sigillite, is an advisor to the current leader of Merica. He is a powerful psyker who could communicate over long distances.

MEN OF IRON

In the cryptic account of the ages of Mankind given by Cripas, one of the Keepers of the Library Sanctus of Terra, the **Men of Iron** were legendary sentient humanoid machines created by humans during the [Dark Age of Technology](#). Until shortly before the [Age of Strife](#), the Men of Iron were loyal only to Mankind, and served as their army. They came after the Men of Stone, but before the "modern" conception of robots in the Warhammer 40k universe. Eventually, they turned on their Human masters, believing themselves superior to the Humans who relied on the Men of Iron to do virtually everything for them. In the end, the Men of Iron were destroyed by Humanity.

MIGOU

The *migou* were a genetically engineered subspecies of humanity that developed on Terra during the [Age of Strife](#). They were physically larger and stronger than normal humans, and were frequently employed as laborers. Migou composed part of the workforce that constructed the Imperial Palace. Some migou used *qash*, a potent and toxic drug, to dull their senses against the harsh labor.

OHNYL COLONIES

In the ancient times, before mankind mastered the force of gravity, humans sometimes lived in gigantic space stations formed as cylinders. These cylinders were several kilometres long and slowly rotated around their own axis, so that the centrifugal force on the inside was equal to the gravity on Terra. 'Ohnyl' is a distortion of the name (Gerard) O'Neill, who proposed the design in M2.

It is likely that these 'ohnyl cylinders' were the conventional sub-light spacecraft used to colonise nearby star systems during the [Dark Age of Technology](#). Generations of people would live and die onboard the ships, while they crossed the gulf between the stars. When the Warp Drive and the Geller Field was invented, such vessels were of course rendered obsolete.

PHEROM SICHAR

Lord Pherom Sichar was [Lord](#) of Hy Brasil during the time of the [Horus Heresy](#). While not a [Lord of Terra](#), he was head of a [Unity](#) government state on [Terra](#). He was suspected of treason against the Emperor by the [Adeptus Custodes](#), but turned out to be a double-agent for [Rogal Dorn](#) passing information from his links with [Horus](#).

Sources

[Blood Games](#) by [Dan Abnett](#)

SATURNINE FLEET

The **Saturnine Fleet** was a military organization within the [Imperium](#) during the period leading up to the [Horus Heresy](#). Originally the Saturnine Fleet was the military of an independent polity based on the moons of [Saturn](#) in the [Sol](#) system during the [Age of Strife](#). When the [Emperor of Mankind](#) expanded his dominion beyond [Terra](#), the Saturnine state joined his growing empire and the Saturnine Fleet was incorporated as an arm of the [Imperial Navy](#), though it maintained its own uniforms, command hierarchy, [starships](#) and traditions. Just prior to the Horus Heresy, the Saturnine Fleet was slated to be disbanded and reincorporated fully within the Imperial Navy. A Saturnine ship, the [Wrathful](#) commanded by Rear Admiral [Kaminska](#), was instrumental in defeating an attempt by the [Word Bearers](#) Legion to destroy the planet [Macragge](#), homeworld of the [Ultramarines](#).

Sources

[Battle for the Abyss \(Novel\)](#)

SENSEI

The **Sensei** are the sons or descendants of one of the Warlords. They are immortal - though they can be killed, they do not age.

The Sensei have inherited great power from their fathers. They also possess unique abilities of their own. Because they harbor none of the emotions or concepts embodied by the Chaos Powers, they are largely invisible to them, and can draw on the energies of the warp to use their psychic powers without attracting daemons or other malicious forces of the warp. Due to their harmonious relationship with the warp, the Sensei are invisible to psychic senses, even to those of the Warlords.

A few of the Sensei are said to turn to Chaos, becoming the *Grey Sensei*.

SQUAT

Squats (*Homo sapiens rotundus*) were short, stocky and tough [abhumans](#). Of all the abhuman types, they most closely resembled humans. Squats were the descendants of humans who colonized the worlds around the galactic core in the far distant past. These worlds are some of the oldest in the galaxy, formed when the laws of physics had yet to be stabilized.

The Squat ancestors were human colonists that reached the mineral rich worlds around the galactic core, during the time of the initial expansion beyond Earth's own solar system. The colonization came at the right time, as Earth's own mineral wealth was depleted. The worlds at the galactic core were rich in rare and unique minerals, but in terms of life were barren and unsuited for colonization. These worlds are dark and bleak. Their gravity is great, usually two or three times that of Earth. Their atmospheres are either thin or non-existent. Even those planets with atmospheres are blasted by tremendous storms.

These planets became mining worlds. Colonists were forced to become self-sufficient, providing their own underground grown food. Due to the completely hostile nature of the surface the colonists formed underground societies. During the long isolation of the Age of Strife, the Squat race developed, evolving to suit their environment, becoming tougher, more resilient and physically shorter.

Some say the real history of the Squats begins in the [Age of Strife](#) when their worlds were cut off from Terra and the race developed, but their actual origins begin much earlier during the [Dark Age of Technology](#), or as the Squats called it, the Age of Founding.

Squat technology is based upon the heavy mining equipment they brought with them to the Home Worlds. During their isolation from the rest of humanity they adapted it for other uses, notably exo-armor which was engineered from heavy mining suits. Squats continued to innovate and invent while humanity sank into a Dark Age.

As a result, the Squats have developed technologies such as neo-plasma and warp cores far in advance of anyone else.

STANDARD TEMPLATE CONSTRUCT

The **STC (Standard Template Construct)** systems were complex analytical and processing systems created in the [Dark Age of Technology](#). They are said to have contained the entirety of human technological knowledge up to that point.

The Dark Age of Technology was the high point of Man's technological achievement, occurring long before the emergence of the Emperor near the end of the [Age of Strife](#). Following the Age of Technology, the systems became increasingly rare, until becoming lost entirely.

Along with the creation of Warp Drive technology and the human mutants known as Navigators, the STC system was one of the major factors in mankind's expansion outside the solar system and his conquest of the stars. The STC allowed disparate mankind to maintain a standard level of technology.

Design

The STC system was an evolved computer designed to provide construction details for colonists. Each group of colonists carried such a system. It enabled the colonists to build efficient shelters, generators and transports without any prior knowledge and using almost any locally available materials. The user simply asked how to build a house or a tractor and the computer supplied all the necessary plans.

Origins

The STC systems were created during the period known as the [Dark Age of Technology](#).

The Age of Strife

During the Age of Strife, the STC systems lapsed into disuse and decayed, becoming increasingly unreliable and quirky. On some worlds they were maintained, but most suffered damage by enthusiastic software specialists or subsequent jury-rigging. Hard copies of the information they contained survived much longer, and were frequently copied and passed down from generation to generation.

The Age of the Imperium

In the Age of the Imperium, working STCs are unknown.

The recovery of a working STC system is the primary focus of the Adeptus Mechanicus's *quest for knowledge*. Part of this quest is also to find, collate and utilise STC print-outs. The STC is their equivalent to the font of all knowledge (which is exactly what it was intended to be). Ancient recovered print-outs from STCs are regarded as sacred texts. The Mechanicus strives to recover as much information as possible from them, hoping to find new knowledge, weapons and technologies. Although the most advanced technological information eludes the Adeptus Mechanicus, through their efforts, much has been either recovered or reconstructed through comparison of copies.

TECHNO-BARBARIAN

Techno-barbarians is the name given to the warriors who battled over the ruins of Terra during the [Age of Strife](#). They formed the troops of the warlords who dominated Terra during the period, and were later equipped with a primitive form of powered armor.

UNIFICATION WARS

The **Unification Wars**, also known as the **Wars of Unification**, is the name of an ancient number of conflicts fought at the end of the [Age of Strife](#).

During this turbulent time, the warlords who ruled their empires fought terrible wars against each other. A number of military formations were created as a result which included the Geno Five-Two Chiliad.

WEBWAY

The **Webway** is a labyrinthine dimension utilized by the Eldar for faster-than-light travel.

History

The creation of the Webway is believed to have occurred countless years ago and the technologies used to create it were taught to the young Eldar by the ancient race known as the Old Ones.

Much of the Webway was destroyed or found itself uncharted after the [Fall of the Eldar](#) and the associated loss of knowledge. As well, the technological knowledge used to build the Webway was lost during the Fall, and intact Webway gates are some of the Eldar's most treasured artefacts. The Webway's arterial passages are large enough for spacecraft, though most tunnels only allow Eldar strike forces on foot or small vehicles to pass. It is the Webway that allows Eldar to be highly mobile.

Overview

It exists between the material universe and the warp, part of both but not fully within either. Within the Webway are countless gates or portals leading to many areas across the galaxy. Each Eldar craftworld is connected through the Webway system. Reaching a certain destination through the Webway makes a guide or map necessary.

The Webway is a fairly safe method of travel compared to warp travel, as it doesn't involve traveling through the completely unpredictable and hostile warp dimension. There is still danger, however: the Webway consists of countless paths and tunnels in which it is profoundly easy to become lost in, and also vast impassable areas taken over by Chaos. Many portals of the Webway lead to hostile areas of the galaxy, such as former Eldar worlds in the Eye of Terror now turned into Daemon worlds. There are also many portals defended by the Eldar and guarded with runes of protection against Chaos and the invasion of Daemons.

A map made many thousands of years ago is rumoured to exist within the protection of the [Black Library of Chaos](#). Although such a map could no longer be completely accurate, it shows many secret ways that have now been lost or forgotten. It is kept within the Black Library to prevent it falling into the wrong hands.

There are Webway gates on many Imperial worlds, hinting at the Eldar's former power and dominance of the galaxy. There is a gate on Terra, suggesting the Eldar visited the human homeworld sometime in the distant past.

The Dark Eldar city of [Comorragh](#) is located somewhere deep within the Webway. The Webway is exploited by the Dark Eldar to make the race incredibly mobile, allowing them to make devastating and unsuspecting slave-raids, before retreating before any significant defence can be brought to bear against them.

As well as Comorragh, the Black Library of Chaos is hidden and virtually inaccessible within the Webway.

WEBWAY PORTAL

Webway Portals are a type of wargear used by the Dark Eldar civilization. Based on the [Webway](#) technology developed by the Eldar Empire and are actually a mobile form of portal which are used to link the Dark Eldar through the Webway. It is carried onto

the field where it is deployed and activated. These devices offer no risk to travellers and cannot be destroyed when used.¹

WRAITHGATE

The **Wraithgate** is an item of Eldar technology that is used by the Ulthwé Craftworld.

Overview

Wraithgates are based on [Webway](#) technology and are mobile portals that are stationed at locations in order to allow for rapid deployment into the material realm at shocking speeds. An Eldar Farseer deploys the gateway allowing for the remainder of the strike force held in reserve to emerge for a sudden attack.

It cannot be destroyed and serves as impassable terrain to enemies. If the Farseer that carries the gateway is killed before deploying it at its allocated spot then it opens automatically at the dropped location.

EPISODES

Episodes are essentially the adventures the players experience. Some of them are based on various **GURPS** worldbooks.

0. THE WEBWAY

A long forgotten entrance to the Eldar Webway is detected in Britain at the sight of Stonehenge. Quickly a plan is formed to use the Webway to get information about the galaxy and what happened to humanity during the age of strife.

1. THE PROBLEM WITH ORCS

Players have an encounter with orcs that have infested an human-populated planet.

2. RED PLAGUE

Players get to a planet that has been infested by the chtorr (see *GURPS War Against The Chtorr*).

3. THE ZONEMINDS

Players encounter a planet whose human civilisation is suppressed by machines, the Zoneminds (see *GURPS Reign of Steel*).

4. SANDCASTER

On a foreign planet on a beach, the characters hear strange indescribable sounds. Soon, one of them is infested by a sandghost who attaches to the character and gets under his skin. At first, the ghosts can be repelled, but as one of the characters turns to an infested one he has turned into a sand sculpture that collapses as soon as it is touched. This continues until only one character remains.

On the beach there also is a bungalow on whose terrace sits a man, a guitar beside him (an ancient Telecaster). He begins to tell stuff about the guitar no matter what the confused character does.

To solve the problem, the character has to destroy the guitar who is the source of the witchery. This releases a warpspirit and the group can banish that one.