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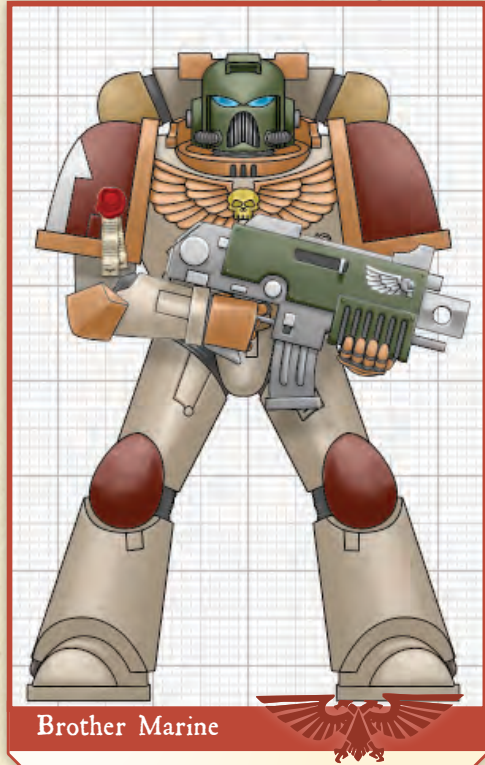
The Nesewdjet-Nedjety *(Avenger of the Immortal Emperor)*

Founding Date: 001.M32

Homeworld: Argentum, Ultima Segementum

Geneseed: Ultramarines

Through the millennia they have served the Emperor the chapter has digressed from the strict codex following of their founding geneseed. They are ever watchful for mutations in their geneseed and Adeptus Mechanicus confirms there are no traces present. It is their conclusion that any deviation from strict adherence Codex Astartes is due to their beliefs and oaths of honor taken centuries ago. It is thought that these are the reasons they place great emphasis on preserving the knowledge of their ancient warriors and expend much effort honoring the machine spirit of their wargear. It is unfortunate that this leaves few resources available for maintaining a larger fast attack component.



Origins of the Nesewdjet-Nedjety

The 32nd millennium dawned with the promise of hope and joy in the Imperium as the High Lords of Terra proclaimed a new founding of Adeptus Astartes. Among the ranks of the new chapters, the core of Nesewdjet-Nedjety, Avengers of the Immortal Emperor drawn from the geneseed of the Ultramarines, stood our proud eyes aflame with the righteous fire of the Emperor and hearts brimming with zeal to cleanse those who had betrayed him. As it is with such things, hope fades, joy turns to sorrow but war remains; the days on holy Terra were not long



past when our young chapter found themselves tested in the fires of combat that would nearly prove to be their undoing. Against the cursed traitors, fallen of Penturabo, the Iron Warriors they fought. Along defenses, craftily conceived, the Fallen waited and when the time was right withdrew. Veterans of a thousand years they knew these young would eagerly pursue. Against the council of Brother Ptolomaeus, our chapter's ancient dreadnought entombed before the Emperor had yet confronted Horus, the order was given to pursue. Confidently the Emperor's Chosen, fully one half our strength engaged, pushed on. The iron hand, unknown to us, closed and in one turn clenched to crush the servants of the Golden Throne. It was in those terrible moments that the withering firestorm broke upon us the strength of our captains failed. Were it not for the Librarians who in that moment, it is said, saw the mind of him on earth no doubt remains the chapter would have fallen that day. Rallying the wounded and drawing on their powers they cast a great fear into the traitor legion allowing shattered units to regroup and pierce the crushing gauntlet. Despite their valor and courage, victory came at heavy cost: among the fallen were the captains of the companies trapped within the iron grip. Many who fell that day were interred in adamantium tombs, not even death preventing them to serve. In honor of the courage shown that day those companies who had lost their captains retained the librarians that had led them in their stead and through the millennia since they lead, grim reminders of the blood price paid. Those that remained vowed upon the Golden Throne to heed the wisdom they had cast aside and so today the Nesewdjjet-Nedjety prize wisdom above all else and entomb our wisest in dreadnought armors to preserve the wisdom gained. It is these entombed warriors who give us our chapter's motto "*em mewet ankh, em ankh sahret*" translated meaning, "from death, life; from life, wisdom."

-Venerable Brother Dreadnought Rekkhet
recorded 397.M38

Crusade of Honor

Nearly two hundred years passed after the terrible events described by Brother Rekkhet before the chapter regained its strength. While the shattered companies were slowly rebuilt, the chaplains of the Nesewdjjet-nedjety compiled litanies of hate so that they might inspire their Brothers when the time came to avenge the blow struck by the Iron Warriors. The chapter Librarius sought what data they could find regarding their enemy by consulting those, now entombed in dreadnought armors, who were



present at the battle and tracing ancient records long forgotten in dusty sanctums throughout the Imperium. Taking what knowledge they had gleaned, they filled many great tomes to be distributed throughout the chapter so that all would know their enemy. Despite the many years of diligent preparation to avenge their honor, not but ghosts of long abandoned Iron Warrior fortresses were to be found. The opportunity would not again present itself until the Arch-heretic Abaddon broke from the Eye of Terror on the seventh of his Black Crusades. It was then that they would avenge their fallen brothers.

Late in the thirty-seventh millennium intelligence reports received from a system near the Gothic sector noted an increase in activity among the forces of Chaos with sightings of the Iron Warriors on a planet known as Bella Aeternus. This remote deathworld was tormented by unusually widespread and intense volcanic activity with much of its crust rent with massive vents spewing out ash and rivers of magma which crept like molten tears across the scarred ruins of continents seething with clouds of toxic vapors. The Nesewdjet-Nedjety immediately accepted the call to cleanse the planet of the foul taint and began to assemble a strike force. Several months later, with the chapter mobilized, the fist echelons of the fleet arrived and secured the system in a brief battle against a token traitor space force. Reconnaissance craft were sent to confirm the Iron Warrior presence on the planets' surface but because of the low visibility and atmospheric composition, sensors were unable to pinpoint the source of enemy activity on the planet. With the failure of aerial reconnaissance, no choice remained but to send several scouting parties to the surface. Though no resistance was met, these scouting parties were able to retrieve several artifacts that placed recent Iron Warrior presence

Archival Note

It is known from chapter records that these scout patrols were commonly composed of a single squad of tactical or scout marines mounted in a Rhino transport. If available, a land speeder would provide overwatch. This arrangement gave them great mobility enabling them to quickly gather data over much of the planets surface while reducing the possibility of detection.

-Brother Depwet-Re
Codicier of the Librarius

on the northern hemisphere of the planet. Wary of a trap but unwilling to leave the system uncontested in the hands of their ancient foes, the Chapter began preparations to make planetfall in force.

After careful study of the planet's terrain, a small plateau near the equatorial line was chosen as a base of operations and the first squads were dispatched



to set up a perimeter. The deployment intensified with the arrival of Second Company and landings on the plateau began under the protective screen of the battle barge *Mesbah-en-Ma'at*. Aboard the battle barge several of the Chapter's dreadnoughts waited in drop pods to serve as a quick response force should an attack come and aid was required by their brothers before the remainder of the assault force landed. Each hour brought more men and equipment planetside with only the occasional sighting of twisted warp beasts by the perimeter defense squads. As the beachhead was secured, more patrols were sent to pinpoint the source of the Iron Warrior presence. These sorties soon brought the scouts to the extreme planetary north where those venturing closest to the pole encountered more aggressive forms of the warp beasts reported by the perimeter defenses. These beasts became more concentrated and violent around a ruined fortress located on the frigid polar ash fields. Investigation of the ruins was authorized but upon penetrating the outer most of the crumbling structures surrounding the fortress, the squads began taking fire from concealed positions and withdrew to await the arrival of reinforcements. When the reports of the scout patrols were relayed to the equatorial staging area, Nebtah, the master of the Nesewdjetnedjety, assembled a strike force composed of Second Company mechanized marines supported by the venerable dreadnoughts Rekkhet and Ma'at. This force was further augmented by the continuing availability of the remaining dreadnoughts aboard the battle barge *Mesbah-en-Ma'at*. The force proceeded with all haste to the polar fortress, grimly anticipating the battle to come.

With the lessons of their ancient past well learned, Second Company advanced carefully through the shattered terrain surrounding the fortress, eliminating any warp beasts they encountered. As they pressed forward, the outer ruins, spoken of by the scout patrols, emerged from the haze of the hellish atmosphere momentarily illuminated by flashes of light from positions hidden amid the ruins as they opened fire on the advancing marines. With their senses attuned to the slightest disturbance, Second Company's marines picked their way through the ruins, diving behind crumbling walls and volcanic debris as another wave of bolter fire showered them with glinting fragments of volcanic rock before the sporadic fire was quickly silenced with the well placed krak missiles of the watchful devastator squads. Assaults on these shattered bunkers revealed only the twisted fragments of ruined defense platforms. With no solid enemy contact, second company slowed their advance to regroup and allow the scout patrols to push forward. Nearing their objective, the patrols saw the crumbling walls of the ancient fortress for the first time, faintly appearing like spectral



shadows in the gloomy ash filled air. Carefully, the patrols picked through the scarred terrain surrounding the foreboding edifice alert for any signs of enemy activity. Their vigilance was soon rewarded when one of the patrols caught a fleeting spark of the pale light glint from a polished surface. Moving closer to investigate the aberration from the dull ashen terrain, the patrol came under heavy weapons fire. Within seconds several members of the patrol were wounded and the remaining members regrouped to charge the enemy position under the covering fire of the supporting land speeder. As they breached the enemy bunker they came under fire by other positions, closer still to the towering fortress. Refusing to be goaded into attacking unsupported, the patrol maneuvered their Rhino to shield them from enemy fire while they searched the remains of the strong point. Amid the rubble, the still warm corpse of a traitor marine was found twisted in the death throes where he fell, ripped apart by the withering fire of the land speeder overhead. On the remnants of his power armor was the unmistakable livery of the Iron Warriors. The patrol immediately contacted second company confirming the location of the hated traitor legion. With their mission now accomplished, the patrols pulled back and formed a loose perimeter to wait for the arrival of Second Company.

An air of excited tension mixed with the grim determination of Second Company when the reports of the returning scout patrols were announced at the morning conclave. At last the long awaited opportunity to avenge the chapter's honor was at hand. Each marine recited ritual prayers and examined his wargear to ensure the machine spirits were not offended and fail him in the battle to come. When preparations were completed, Second Company advanced toward the crumbling fortress before them, alert for enemy movements. Knowing their ruse discovered, the Iron Warrior garrison met second company with heavy fire from the walls of the ancient fortifications in hopes of pinning the marines in a crossfire with the outlying strong points. With Brother Ma'at protecting his thin rear armor, Brother Rekkhet charged into the midst of this maelstrom pinpointing enemy positions and devastating them with waves of assault cannon and missile fire. He roared his pleasure at each traitor marine that fell before his withering gaze. Heartened by his example the ponderous advance steadied, raking the outlying strong points with a hail of bolter and missile fire until all were silenced. Pushing past the shattered remains of the outer defenses, the marines of Second Company gained momentum as they neared the walls of the monolithic edifice before them. This time the fist was theirs with which to grasp the hated foe and each relished in the parts he played to animate that armored fist. As they neared the portcullis of



the cursed fortress the Iron Warriors sallied from the ashen walls to fall upon Second Company in hopes of piercing through the closing grip as once their own was shattered. With traitors drawn from behind their decaying walls, the captain of second company called for the deployment of the chapters most elite warriors. The chief librarian Nakht'awy and his retinue teleported behind the charging iron host and unloosed their righteous fury, fueled by the rending moan of assault cannons slicing through the traitor legion like great scythes amid the ripened grain. Many fell but unfazed the foul traitors still attacked, half crazed by blood and hatred for those who once they called brother. Second company fared no better; the traitor legion fell upon the beleaguered company with



all their vile armory could produce and the hulks of armor twisted by their explosive ends and the corruption that beset them littered the field, provided meager cover from the withering hale of bolter fire that pierced the gloomy ash and perforated the rising vapors, leaving little eddies in the toxic air as they passed. Many of Second Company's finest were numbered among the fallen that day and many more were wounded in the bitter fight. Still onward they pushed, the taste of victory close at hand. Their hopes confirmed as the traitors pulled back, shattered from the firestorm that surrounded them, and attempted to flee to what transport remained at their disposal. Many were shot as they retreated and many more fell when the traitor vessels attempted to break past the fleet now in orbit above the dying planet.

The destruction of the polar fortress marked the end of organized resistance for the Iron Warriors on Bella Aeternus. Though it would be several weeks until the remnants of the traitor forces were annihilated, the honor of the Nesewdjety-nedjety was restored.



With their mission complete the chapter withdrew from the wasted ruin and declared Exterminatus on the world below, blasting it from orbit until the fractured surface disappeared into the molten depths of the swirling magma to be formed anew from the flame which consumed it, forever cleansing the taint from the shattered planet.

Recent History

Many thousand years have passed since the days of their founding and the chapter has shown exemplary service on countless battlefields throughout the Imperium. Most recently, the Nesewdhet-nedjety have participated in operations against Hive Fleet Kraken (933.M41) giving them extensive knowledge in fighting the Tyranid threat. Their homeworld is strategically placed near the rim of the fledgling Tau Empire where they have sought to contest the Tau expansion into the Imperium. In each battle the chapter has been renowned for their precision, their every maneuver guided by the wisdom of their most ancient warriors. It has been often said that their methodical and timely assaults have served to dissect even the stoutest of defenses and dismember the most coordinated assaults. Drawn from the chapter archives the following record provide a meager testament to deeds of these mighty warriors.

Death of a Tyrant

Sergeant Ankhensahret glowered at the hulking figure before him in the dim afterglow of the fading sun. The dense jungle was heavy with the smell of blood intertwined with the rich scent of rotten biomatter. Around the battered marine lay the contorted and lacerated bodies of his battle brothers even in death gripping the broken forms of the foul Tyranid creatures they had slain. Pausing in the murky light, the events of the past day echoing in his mind, Ankhensahret waited. The monstrous creature loomed before him, goading him to attack. He raised his power fist high and charged the monstrosity, the roar of his battle cry echoing in the stagnant jungle air. With a titanic crash of adamantium and chitin the two collided, a flicker of pain shooting though Ankhensahret's mind before darkness overtook him.

"Brother Sergeant," the voice sounded distant as Ankhensahret intoned the morning prayers amid the sounds of combat aboard the battle barge. Again the summons came, a gauntleted hand resting on his armored shoulder, drawing him out of his meditations. He rose and turned to face the source of the disturbance his eyes coming to rest on the battle scarred face of Brother Chaplain Nesewnakht in the dim illumination of the ornate gothic chapel. "Brother Sergeant, it is time. Emperor guide you!" the



chaplains voice gravely repeated once more. The battle barge rocked under the impact of the battle raging in the glistening vacuum around them, Ankhensahret nodded and reached for his helmet preparing himself for the horrors he knew awaited on the planet below. He entered the hanger and barked an order to his men as they took positions in the Thunderhawk, checking restraints and locking gear into place in preparation for the turbulent landing.

It had been three weeks since the call for help was received from Actoris III after a splinter from Hive Fleet Kraken had been detected at the edges of the system. In that time the jungles of Actoris III had grown unnaturally lush, the verdant flora creating natural fortifications against Sergeant Ankhensahret's advance. His orders were to push forward of the main force to probe enemy positions and locate a Hive Tyrant that scouts had reported earlier. He knew that if they could take the creature down it would give 4th Company the advantage they needed to cleanse the world of the foul xeno infestation. As the squad advanced a change overtook the lush jungles transforming it into a vile warren of rotten vegetation. The tense silence and grim determination showed that all knew their target must be close as they passed yet another putrid bulge breaking from the planets surface like a leprous boil. Ankhensahret motioned for Brother Djedi to incinerate the lesion. It seemed to scream in pain as the flames engulfed it and consumed the vile ichors within. Seconds later the jungle exploded in a flash of razor claws as a brood of termagaunts ripped into the squad. Man and beast screamed as bolters flared and chainswords sliced through chitin. Blood and ichor mixed together coating the thirsty ground with ghastly dew. The termagaunts fell but for every ten they slew a battle brother fell. Slowly the tide ebbed and only Ankhensahret stood, the bodies of his fellow marines heaped about him. Before him stood the lone figure of the Tyrant, waiting; confident of victory its feral eyes burned with the hunger for blood daring him to attack. He willed himself to charge. As they crashed together he plunged his powerfist deep into the skull of the creature. He felt its death scream even as darkness closed around him and smiled knowing his brothers had been avenged.

"Brother," it was the voice again, but somehow different. Ankhensahret forced his blood caked eyes open to find the company apothecary leaning over him, he struggled to move but a firm hand restrained him. "No, Brother, your wounds are too grievous." the shattered marine convulsed and darkness closed in around him once more. It would be many months before he was awakened once more. When he did Ankhensahret found his exploits carved upon the sandstone walls of Argentum's sacred hall of honor and his body entombed in a dreadnought's armored sarcophagus.



Homeworld

Precariously located in the Ultima Segmentum near both the path of Hive Fleet Kraken and the fringes of the fledgling Tau Empire, the Nesewdjet-Nedjety homeworld of Argentum is named for the white sand deserts that cause the planet to glisten as if made of silver. Argentum has three satellite moons, Herew, Ger, and Tahpet, which provide bases for much of the Nesewdjet-Nedjety fleet. Over the millennia Ger and Tahpet have been heavily militarized and also provide bases for much of the planets' outer ring of defense batteries. While beautiful to behold from the vacuum of space, the surface of Argentum is a barren death world with less than ten percent of its' surface area capable of supporting any form of agriculture. Argentum is not blessed with mineral wealth either, and although it has large deposits of gold there are few other minerals of value found in the planets extensive mines. Because of the planet's climate, large segments of the population live in subterranean hive warrens hewn from hard sandstone that forms much of the planet's crust. The stone that is removed from these underground cities is used in the creation of extensive surface structures.



These structures, covered with intricate carvings depicting the history of the chapter, are known for their great beauty and stand as bastions of order on the harsh desert world. The volcanic wastes that cover much of the equatorial zone are home to the chapter's training facilities and primary space port. Much of the remaining sectors are a wasteland littered with windswept lifeless peaks of exposed rock and glistening white sands which provide excellent facilities for both survival training and mountain warfare training. Because of the inhospitable climate, the majority of the foodstuffs necessary to support the planet's population must be transported from the second planet of the system which serves as both temperate training facility and agri-world for Argentum. The final planet in the system is an icy waste with little value for any but early warning outposts and penal facilities. Because of the climate of their homeworld, the chapter has little love for the freezing temperature of this planet and usually refrains from operations on it unless it is expedient for the defense of the system.

Given the harsh desert climate of their world, the people of Argentum are hardy and ingenious providing good stock for recruitment. Prior to the arrival of the chapter, they were organized into separated clusters of nomadic tribes scavenging the desert wastes for anything to sustain their meager existence. They were a highly religious people who looked to their priests, known as "Iryhekaw" or keeper-of-the-magics for guidance. These enigmatic individuals appear to have maintained some of the technologies lost to the general population in the Dark Age of Technology blessing many of their ranks with vastly extended lifespans. Such artifacts as were able to survive the millennia were thought to be remnants of the time when the gods ruled Argentum and are much revered by the people. Due to the tribal nature of the population, only these priests were capable of unifying the populace and then only for the monumental building projects used to house the sacred artifacts. When the Space Marines first landed on the planet, they were welcomed as the "Netjerpet" by the populace thinking they were the returning ancient gods. The planet quickly accepted the Emperor as the father of the ancient ones and many Iryhekaw were inducted into the ranks of the Adeptus Mechanicus. Those Iryhekaw who remained were brought into the ranks of the Nesewdjet-nedjety Chaplaincy and now serve to inspire their brothers to great deeds of heroism in the name of the great "Nebradjerra" as the Emperor is called in their tongue.

Today, Argentum is ruled in the name of the Emperor by the Master of the Nesewdjet-nedjety and enjoys prosperity that few Imperial worlds can claim. The once fractured clans are now unified and live in the vast polar hive cities. They are skilled



craftsmen and the carvings that cover the walls of their structures are considered among the finest in the Ultima Segmentum, lending the unforgiving stone a harsh beauty. It is considered a great honor among the population to be inducted into the ranks of the chapter and the acceptance of one is celebrated for many days by the hive.

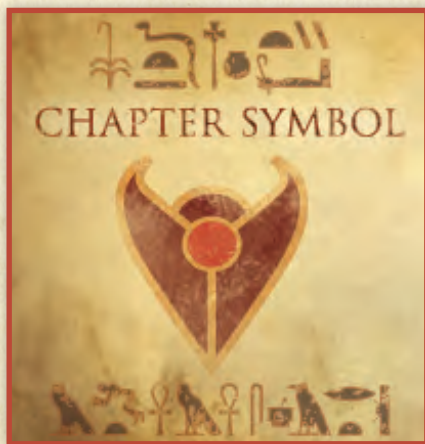
Beliefs

The chapter strives to bring order or “ma’at” to the galaxy around them looking to the Emperor as the supreme example of order in the universe. While they do not deify him, they see his entombment as the ultimate act against order and somberly await the day he will rise from the Golden Throne to once more bring order to the galaxy. It is the preparation for his return that drives the chapter and by removing those that seek to rend the order of his domains they believe they can hasten his return. This belief gives the chapter an almost fanatical determination when in combat because they see themselves and their brother marines as all that stands between the chaos wrought by traitor and xenos alike.

Organization

The Nesewdjjet-Nedjety adhere to most tenants of Codex Astartes. They are divided into ten companies of 100 men with First Company containing the chapter’s elite veteran marines. The chapter maintains Second through Fourth Companies as battle companies and Sixth through Ninth

Companies are designated as reserve companies while Tenth Company contains the chapter scout force. In a divergence from Codex Astartes, Fourth through Seventh Companies do not fill the post of captain, instead being lead into battle by members of the Librarius as grim reminders of the fires which forged the chapter. Due to their reverence for the wisdom of the ancients, Nesewdjjet-Nedjety opt to field more dreadnoughts to better profit from the wisdom and experience these



entombed warriors provide in the heat of battle. As a result the chapter does not regularly field Predators. Due to their desire for order and balance, the chapter will only field squads in fixed sizes of either five or ten men. Heavy armor follows the same pattern and is fielded in even numbers to support both wings of an assault equally. Armor used to support smaller detachments is not usually subject to this preference, instead forming the core of the detachment.



Combat Doctrine

Nesewdjet-Nedjety is known for their organization and precision in combat stemming from the great reverence the chapter has for the knowledge and experience of the ancients. It is not uncommon for the chapter to field several dreadnoughts to support battle companies with both their immense firepower and experience. From their battles against Tau forces, Nesewdjet-Nedjety devastator squads have become adept at quickly eliminating armored threats to the chapter dreadnoughts. These elite tank hunters are often deployed as over watch for assaults using their weapons to great effect in support of the main body. Because of the extensive reconnaissance required in preparation of an assault, the chapter's scout companies are tailored to provide lightning raids. The information gathered by these missions is used to craft detailed battles plans taking into account all aspects of the terrain and enemy fortifications. Once the battle is joined scout squads perform raids and feints to further test enemy defenses for weakness which are exploited by the heavy mechanized battle companies. When forced to defend static objectives, many of the chapter squads are equipped with teleport homers to allow the precise deployment of terminator armored librarians and their supporting honor guards should the need arise. These squads are rare and held in reserve until called to support sections where the enemy attack is strongest. The Chapter prefers quick raids to throw an enemy off balance before striking with overwhelming firepower. Many of the heavy weapons squads are afforded transport which serves to shield flanks and quickly deploy troops allowing



the chapter to exploit holes in the enemy defenses. Nesewdjet-nedjety formations make limited use of land speeders and usually relegate them to scout patrols as a mobile firebase to provide overwatch for the thinly armored scout rhinos.

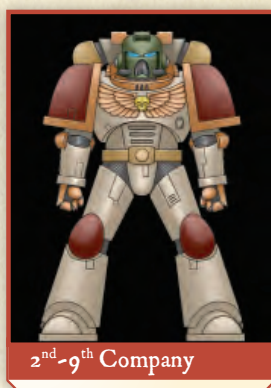
Battlecry

"Dief sabret pabt seshem ab'i" (He who gives the ancient wisdom, guide my hand)

☠ Livery

The colors of the Nesewdjet-nedjety are chosen to honor both their homeworld and the Emperor. Their armor is primarily a gray khaki which is representative of the sands of Argentum. The bronze and burnished brass trim of their armor represents the Emperor entombed upon the Golden Throne. Their helmets are a muted green to signify the rebirth of the Imperium from the fires of the Horus Heresy. The remaining elements of their armor are a dark red brown and represent the blood of those who have fallen in battle. To denote rank, the chapter sergeants wear bronzed helmets and may paint the crest white to denote veteran status. The marines of 1st Company wear white helmets as a sign of their status in the chapter. To present an ordered front on the battlefield, the entire chapter retains the same overall color scheme. The only variations allowed are worn by veterans and other leaders within the chapter. Each company is given a symbol that is placed on the right knee pad to identify them. The left shoulder pad is reserved for the chapter heraldry.

The chapter symbol of the Nesewdjet-nedjety is a stylized representation of a bird of prey diving on its target. The colors of the chapter are replicated in the symbol with



gold trim outlining the “v” forming the symbol. In the center of the symbol is a ruby circle representative of Holy Terra. The color is chosen to represent the blood of the many brothers spilled on that holy place to ensure the survival of the Imperium. The golden trim again represents Golden Throne. The chapter wears the symbol on the left shoulder pad.

Notable Figures

Ma’ahkherew (True of Voice), Master of Nesewdjet-Nedjety, Lord of Argentum
Brother Ma’ahkherew has faithfully led his chapter for over four hundred years. In that time he has seen almost every tactical situation and stratagem possible. He leads with great wisdom and forethought providing his men with able leadership on the battlefield. His brilliant defense of PX712 from Tau invasion culminated in the defense of Hive Invictus. It was here that he led the counter attack against the assaulting Tau forces, his ornate artificer armor clearly visible in the thickest fighting. His presence provided an able example of courage and command for his men to rally around breaking the back of the massed Firewarrior septs. Master Ma’ahkherew is armed with a power sword and bolt pistol and always takes his distinctive artificer armor. For bravery and victory on countless battlefields over the centuries he has been awarded the Iron Halo which he wears with humility understanding the great cost at which victory has come.

Master Ma’ahkherew is always equipped with artificer armor, a power sword or relic blade, and a bolt pistol. Ma’ahkherew is a chapter master in all respects and must be chosen from the Chapter Master entry.

Brother Librarian Ankhmedet (Living Word), Chief of the Librarius

As chief of the Librarius, Brother Ankhmedet is privy to some of the darkest knowledge the Imperium maintains hidden away in its vast scriptorium. He is unusual in that he can trace his ancestry back to the old priesthood of Argentum. Ankhmedet has served the chapter faithfully for nine hundred years. It is thought that his ancestry coupled with the enhanced lifespan common among marines is the cause of his great longevity. In that time he has acquired a vast wealth of knowledge. He is a man of few words and those few he does speak are valued contributions to the planning of campaigns. Over the years Ankhmedet has developed great skill in the use of terminator armor and will often be seen transporting into the worst fighting with his retinue, his appearance rallying the men and the heavy firepower of his retinue devastating advancing enemy formations before fading into the ether to reappear elsewhere on the field.



Ankhmedet is an Epsitolarly and may be equipped with Terminator armor. He is always equipped with a bolt pistol. Like many of the chapter's librarians, he uses the Gate of Infinity and Smite powers.

Venerable Brother Dreadnought Rekkhet (Wise One)

One of the oldest Dreadnoughts still in active service, Brother Rekkhet was entombed on the fateful day that the newly founded chapter was thrust into combat against the traitorous Iron Warriors. His own courage and determination, even after being grievously wounded while engaging a traitor predator with his rocket launcher, set an example to the rest of the men in his squad that day. Brother Rekkhet has extensive expertise in pinpointing and exploiting weaknesses in enemy armor borne from thousands of years of service to the Emperor across untold planets. To preserve his vast knowledge he was entombed in the blessed dreadnought armor and it is due to his intensive training during the Damocles Crusade that the chapter's devastator squads became highly skilled in the art of destroying enemy armor. Because of his age, he knows much of the chapter's lore that has been all but erased by the ravages of time.

Brother Rekkhet is always fielded with venerable status. He is commonly seen equipped with a missile launcher and a plasma cannon.

Brother Dreadnought Ankhensahret (Life of Wisdom)

Although only recently entombed, Brother Ankhensahret has shown great courage on hundreds of battlefields. Prior to his entombment he was known for his effective employment of incendiary weapons and extensive close combat skills. After suffering grave wounds at the hands of a Tyranid Hive Tyrant on Actoris III, it was decided that his great expertise should not be lost and he was entombed in the sarcophagus of one of the chapter's precious dreadnoughts. He continues to serve the chapter faithfully with his knowledge. He prefers the weapons he used in life and his dreadnought armor is equipped with a close combat powerfist and heavy flamer. In order to more quickly engage the enemy with his close range weapons he normally arrives on the field by drop pod, using it as cover while he rips into his hapless target. He is often seen operating with Brother Nesevshemi to prevent an enemy from retreating from the crushing firepower of the chapter's devastator squads.

Ankhensahret is always equipped with extra armor and will always replace his close combat arm with a missile launcher or twin linked autocannon. If the conflict demands heavy firepower and extended range, he may replace his multi-melta with a twin linked lascannon to better eliminate enemy armor.

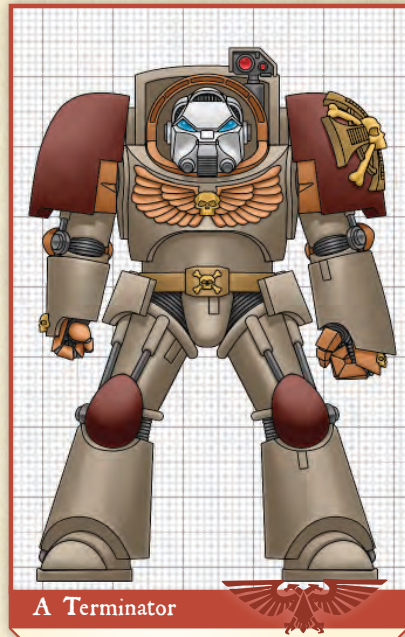


☠ Using the Nesewdjet-Nedjety in 40K

The Nesewdjet-Nedjety chapter will often go to battle with a number of dreadnoughts and may field the Master of the Forge in order to see to the needs of these ancient war machines. Librarians must be taken as one HQ choice if a 4th through 7th company army is fielded due to the unique arrangement of the *I'abkeb*. Any infantry units taken must be either a five man squad or a ten man squad as listed in the Chapter Organization. While other armor may be taken, the chapter places precedence on Dreadnoughts, and will always field them before resorting to other armor choices. Because the Nesewdjet-Nedjety seek to maintain Ma'at, they will always field duplicate units. If this is not possible, any unique units will form the center of the formation or will be fielded as specialized support squads capable of being quickly redeployed to aid beleagured units.

☠ Sample Army Lists

On the following pages you will find several examples of force compositions fielded by the 3rd company Nesewdjet-nedjety tailored for a range of operations from force recon to a full scale mechanized assault. These lists provide a starting point to show what a typical 3rd company force is capable of fielding but depending on the company represented can range greatly in preferred units. In contrast to the following lists, for example, a *I'abkeb* force would be less likely to field numerous transports with their infantry squads and would probably avoid landspeeders instead focusing on concentrations of heavy troops and assault infantry supported by heavy tanks such as land raiders. All lists use the guidelines as listed in the preceding section.



500 point Third Company Nesewdjet-nedjety

HQ: Chapter Master	125	Troop: Tactical Squad	135
Chapter Master	125	4x marines, 1x sgt.	90
		Razorback	40
Troop: Tactical Squad	170	Heavy Support: Predator	75
9x marines, 1x sgt.	170	Predator	60
1x Missile Launcher	0	Extra Armor	15
1x Flamer	0		
		Total:	500



Muster of 3rd Company in the Great Hall of Akhetdjety



500 point Third Company Nesewdjet-nedjety

HQ: Master of the Forge 120

Master of the Forge	100
Conversion Beamer	20

Troop: Tactical Squad 135

4x marines, 1x sgt.	90
Melta bombs	5
Razorback	40

Troop: Tactical Squad 130

4x marines, 1x sgt.	90
Razorback	40

Heavy Support: Dreadnought 115

Dreadnought	105
1x Twin-linked Autocannon	10

Total: 500



1,000 point Third Company Nesewdjet-nedjety

HQ: Master of the Forge 160

Master of the Forge	100
Power Weapon	15
3x Servitors	40

Troop: Tactical Squad 215

9x marines, 1x sgt.	170
1x Missile Launcher	0
1x Plasma Gun	10
Rhino	35

Troop: Tactical Squad 220

9x marines, 1x sgt.	170
1x Missile Launcher	0
1x Plasma Gun	10
Razorback	40

Fast Attack: Landspeeder 60

1x Landspeeder	50
1x Multi-melta	10

Fast Attack: Landspeeder 60

1x Landspeeder	50
1x Multi-melta	10

Elite: Dreadnought 145

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30

Elite: Dreadnought 145

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30

Total: 1000



1,500 point Third Company Nesewdjet-nedjety

HQ: Master of the Forge 170

Master of the Forge	100
Power Weapon	15
4x Servitors	55

Troop: Tactical Squad 230

9x marines, 1x sgt.	170
1x Power Weapon	15
1x Missile Launcher	0
1x Plasma Gun	10
<u>Rhino</u>	<u>35</u>

Troop: Tactical Squad 230

9x marines, 1x sgt.	170
1x Power Weapon	15
1x Missile Launcher	0
1x Plasma Gun	10
<u>Rhino</u>	<u>35</u>

Fast Attack: Landspeeder 90

1x Typhoon Launcher	40
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Fast Attack: Landspeeder 90

1x Typhoon Launcher	40
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Elite: Dreadnought 160

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30
Extra Armor	15

Elite: Dreadnought 160

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30
Extra Armor	15

Elite: Dreadnought 185

Venerable Dreadnought	165
1x Twin-linked Autocannon	10
1x Plasma Cannon	10

Heavy Support: Dreadnought 185

Venerable Dreadnought	165
1x Twin-linked Autocannon	10
1x Plasma Cannon	10

Total: 1500

“We pray for our bretheren who pilot the Dreadnoughts. Though they take new form, their souls, and their weapon mounts remain pure.”

-Marneus Calgar
Master of the Ultramarines



2,000 point Third Company Nesewdjjet-nedjety Mechanized

HQ: Master **170**

Master	125
Relic Blade	30
Artificer Armor	15

Honor Guard **270**

4x Guard, 1x Champion	185
2x Relic Blades	30

HQ: Librarian **100**

Librarian	100
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Powers

Gate of Infinity
Force Dome

Troop: Tactical Squad **230**

9x marines, 1x sgt.	170
1x Power Weapon	15
1x Missile Launcher	0
1x Plasma Gun	10
Rhino	35

Troop: Tactical Squad **230**

9x marines, 1x sgt.	170
1x Power Weapon	15
1x Missile Launcher	0
1x Plasma Gun	10
Rhino	35

Fast Attack: Landspeeder **60**

1x Landspeeder	50
1x Multi-melta	10

Fast Attack: Landspeeder **90**

1x Landspeeder	50
1x Typhoon Launcher	40

Fast Attack: Landspeeder **90**

1x Landspeeder	50
1x Typhoon Launcher	40

Elite: Dreadnought **160**

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30
Extra Armor	15



Elite: Dreadnought **160**

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30
Extra Armor	15

Elite: Sternguard Squad **255**

4x marines, 1x sgt.	125
3x Combi-flamer	15

Heavy Support: Land Raider **240**

Land Raider Redeemer	240
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Total: **2000**



3rd co. marines and Tau allies on Actoris III



2,000 point Third Company Nesewdjjet-nedjety Heavy Mechanized

HQ: Master of the Forge 170

Master of the Forge	100
Power Weapon	15
4x Servitors	55

Troop: Tactical Squad 235

9x marines, 1x sgt.	170
1x Power Weapon	15
1x Missile Launcher	0
1x Plasma Gun	10

Razorback 40

Troop: Tactical Squad 235

9x marines, 1x sgt.	170
1x Power Weapon	15
1x Missile Launcher	0
1x Plasma Gun	10

Razorback 40

Fast Attack: Landspeeder 90

1x Typhoon Launcher	40
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Fast Attack: Landspeeder 90

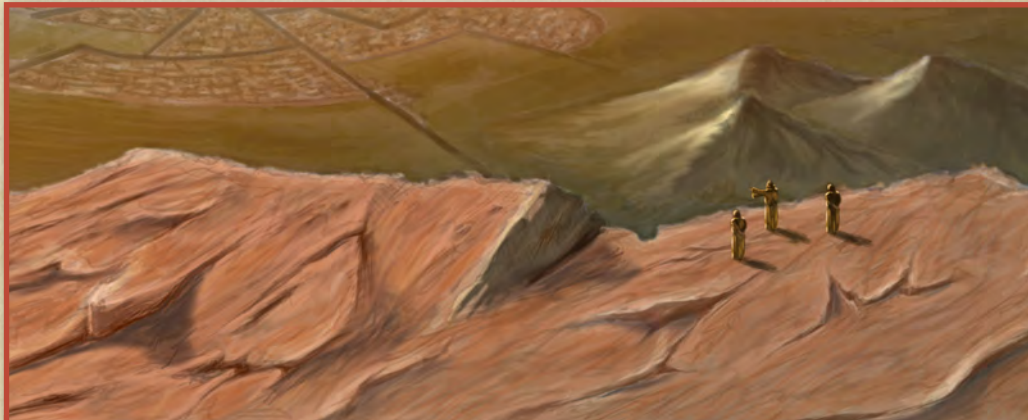
1x Typhoon Launcher	40
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Elite: Dreadnought 160

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30
Extra Armor	15

Elite: Dreadnought 160

Dreadnought	105
1x Twin-linked Autocannon	10
1x Twin-linked Lascannon	30
Extra Armor	15



A hive near the edge of the habitable zone on Argentum's northern pole



Elite: Dreadnought 185

Venerable Dreadnought	165
1x Twin-linked Autocannon	10
1x Plasma Cannon	10

Heavy Support: Dreadnought 185

Venerable Dreadnought	165
1x Twin-linked Autocannon	10
1x Plasma Cannon	10

Heavy Support: Land Raider 240

Land Raider Redeemer	240
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Heavy Support: Land Raider 250

Land Raider	250
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Total: 2000



1,500 point I'ahkeb Nesewdjet-nedjety

HQ: Librarian 150

Librarian	100
Epistolary	50

Powers

The Gate of Infinity	
Smite	

Fast Attack: Landspeeder 60

1x Landspeeder	50
1x Multi-melta	10

Fast Attack: Landspeeder 90

1x Landspeeder	50
1x Typhoon Launcher	40

Troop: Tactical Squad 215

9x marines, 1x sgt.	170
1x Missile Launcher	0
1x Plasma Gun	10

Drop Pod 35

Elite: Sternguard Squad 260

9x marines, 1x sgt.	250
2x Combi-flamer	10

Heavy Support: Devastators 225

4x marines, 1x sgt.	90
2x Lascannon	70

Drop Pod 35

Locator Beacon	10
Deathwind Launcher	20

Troop: Tactical Squad 215

9x marines, 1x sgt.	170
1x Missile Launcher	0
1x Plasma Gun	10

Drop Pod 35

Heavy Support: Devastators 225

4x marines, 1x sgt.	90
2x Lascannon	70

Drop Pod 35

Locator Beacon	10
Deathwind Launcher	20

Fast Attack: Landspeeder 60

1x Landspeeder	50
1x Multi-melta	10

Total: 1500

“We are the inheritors of Roboute. Let no rule,
be beyond us. Let no man stand in our way.”

-Anonymous



2,000 point I'ahkeb Nesewdjet-nedjety

HQ: Librarian	150
Librarian	100
Epistolary	50
Powers	
The Gate of Infinity	
Smite	

Fast Attack: Landspeeder	60
1x Landspeeder	50
1x Multi-melta	10

Fast Attack: Landspeeder	60
1x Landspeeder	50
1x Multi-melta	10

HQ: Librarian	150
Librarian	100
Epistolary	50
Powers	
The Gate of Infinity	
Smite	

Elite: Sternguard Squad	260
9x marines, 1x sgt.	250
2x Combi-flamer	10

Elite: Sternguard Squad	260
9x marines, 1x sgt.	250
2x Combi-flamer	10

Troop: Tactical Squad	215
9x marines, 1x sgt.	170
1x Missile Launcher	0
1x Plasma Gun	10
Drop Pod	35

Heavy Support: Devastators	225
4x marines, 1x sgt.	90
2x Lascannon	70
Drop Pod	35
Locator Beacon	10
Deathwind Launcher	20

Troop: Tactical Squad	215
9x marines, 1x sgt.	170
1x Missile Launcher	0
1x Plasma Gun	10
Drop Pod	35

Heavy Support: Devastators	225
4x marines, 1x sgt.	90
2x Lascannon	70
Drop Pod	35
Locator Beacon	10
Deathwind Launcher	20

Troop: Scout Squad	180
9x scouts, 1x sgt.	140
9x Sniper Rifles	0
1x Heavy Bolter	10
10x Camo cloak	30

Total: **2000**





