

# GAZETTEER: SAINT ANNARD'S PENANCE

*"He could have bothered to actually look. There is amazing wealth on this planet and if he'd taken the time to do his job correctly, this system would bear his name instead of mine."*

—Rogue Trader Alvis Limoges remarking on his predecessor.

**F**ar out in the rimward wastes of the Malfian Sub-Sector lies the small and desolate Limoges system. Bathed in the wan, guttering light of the Halo Stars, and nearly a standard year from its nearest inhabited neighbour, it was charted early on in the Angevin Crusade by a long forgotten Rogue Trader. The system is composed of six planets in eccentric orbit around an ancient, pale, blue giant star. Of these six worlds; three were blasted, uninhabitable rocks too close to the star to be of any worth; two were brooding, bloated, dusky-hued gas giants far from what little warmth their star could provide; and one, the fourth planet, was recorded in that ancient chart as "marginally habitable." The forgotten Rogue Trader spent little time in the system and recorded precious little information besides its location and a placeholder name – XB-70A. He left, having done the bare minimum to fulfil his orders, and his report was almost immediately forgotten in the centuries of strife that followed.

Once the bloody work of the Angevin Crusade was done and the Calyx Expanse was brought under the heel of the Administratum, the bureaucrats of the newly formed Calixis Sector began their work. On Scintilla, the functionaries of the Imperial Census set about the monumental task of collating the myriad of reports from the Rogue Traders and Explorator vessels that were employed in charting the worlds of the Calyx Expanse in the preceding centuries. An enterprising and eager Rogue Trader named Alvis Limoges purchased the rights to explore and exploit System XB-70A, as well as several others. With the ink on his Warrant barely dry, Limoges set out with a flotilla of voidships to do the work of the God-Emperor among the heathens and make his fortune.

Upon arrival in XB-70A, Limoges set about performing a proper and thorough survey of the lonely system. After six standard months of assiduous augury and cataloguing, Limoges and his team had amassed an impressive and exhaustive survey that, unfortunately, improved little on the previous terse, offhand survey. The system, which Limoges graciously named after himself, was largely barren. Half of its worlds were completely useless, its gas giants contained only the basest, most common gases, and its one habitable planet, now referred to as Limoges IV, was an arid, rocky wasteland with a corrosive atmosphere and precious little water. What the report expanded on, however, was the relative riches just beneath the surface of the fourth planet.

Numerous veins of rare and precious elements were found beneath Limoges IV's blasted surface, along with deep, vast deposits of promethium. Limoges dutifully catalogued the world's vast mineral wealth in his report, never once believing

## SAINT ANNARD

Born Annard Nobelac, Saint Annard was canonised by the Calixian Synod nearly four centuries after his death during the Angevin Crusade. A high-ranking official of the Adeptus Arbites and a legal scholar, he was sent to the Calyx Expanse to oversee the formation of the first penal worlds therein. Both politically savvy and highly devout, Judge Nobelac felt that the combination of hard labour and intense, often brutal penance were the keys to salvation. His penal colonies were models of Imperial legal ideals, combining toil in mines and manufacturums with daily prayer, flagellation, and fasting, and he was lauded throughout the Imperium for his numerous writings on imprisonment, penance, and Imperial law. He was killed in a prisoner uprising near the end of the Angevin crusade on a long-lost penal world somewhere in the Josian Reach and his body was never recovered. Upon his canonisation, he was made the patron saint of penitents, prisoners, and slaves, and his teachings on law, penance, and imprisonment are still used today.

that the Calixian Administratum would spend the time or Thrones to send men and materiel out to this God-Emperor forsaken corner of space for one planet's worth of ore. He was mistaken, and within a year of his reports reaching Scintilla, the first of the massive factory ships and mass conveyors arrived to begin the laborious process of stripping Limoges IV of its natural riches.

Now, centuries later, Limoges IV, renamed Saint Annard's Penance, is home to a massive, sprawling penal complex with hundreds of manufacturums, thousands of kilometres of mines, and millions of prisoners.

## A LONESOME ROCK

As desolate and God-Emperor forsaken a world as can be found in the rimward regions of the Calixis Sector, Saint Annard's Penance is both an important penal world and industrial hub. The fourth world of the Limoges system, and the only of its six planets remotely inhabitable, is a small, arid, incredibly hot world that shows no sign of pre-Imperial habitation. The topography is a mix of heavily eroded mountain ranges, impossibly deep canyons, eerie ragged badlands, alkali flats, and cracked, dusty plains. The atmosphere is mildly toxic, with a higher than normal concentration of caustic gases and constantly present dust that burn the lungs and sting the eyes of those caught outside without a survival suit or, at the very least, a respirator. There is no water on the surface of the planet, and what water the world possesses lies deep beneath the surface in large, acrid, brackish aquifers that are constantly renewed by the powerful storms that lash the world with torrents of acid rain and howling gales in the winter months. Everything from the bitter, thorny plants that hide in mountain crevasses, to the land, to the very sky itself, is a tawny golden colour; even among the dangerous reptilian fauna there is little colour variation.

There is little in the way of flora on Saint Annard's Penance. What little plant life ekes out an existence among the dust and



stones tends to be poisonous and thorny, and well adapted to the seasonal cycles of flood and drought. The world is, however, home to an abundance of insects and arachnids, the majority both shy and extremely venomous, and a few species of massive, dangerous reptilian creatures that prey on each other and the humans of the penal facility when they can manage it. Everything seems uniquely created to be as hostile to human life, or any life for that matter, as possible, and if it weren't for the great wealth of natural resources just beneath its dusty surface, the world would have been written off as a death world long ago.

The Imperial presence in the Limoges system at large exists solely to support the massive penal colony and its plethora of industry. A major producer of fuel, composites, and war materiel, Saint Annard's Pennance is administered by the Adeptus Arbites and guarded without and within by elements of the Imperial Guard and Imperial Navy. There is a large Ecclesiarchy presence as well, with both priests and members of the Sisters Hospitaller in residence to tend to the spiritual and physical well-being of both the prison and civilian populations.

## ORBITAL FACILITIES

Surrounding the dusty world of Saint Annard's Penance is a dense network of satellites, stations, and orbital fortifications maintained by the Imperial Navy. Maintained to keep interlopers out, as opposed to the suppression of any mass insurrection or escape on the part of the inmates. The system

### IMPERIAL NAVY ASSETS

The following are Imperial Navy assets in the system.

#### CASIMIR STATION

Ten kilometres across, Casimir Station is an Imperial Caer class orbital defence station. Home to 50,000 souls, the station serves as the Imperial Navy headquarters and the command centre for the system defence apparatus. It is also here that prisoners get their first taste of prison life in the pre-processing centre where they are disembarked from their ships, catalogued, and herded into shuttlecraft for the trip to the surface. Known colloquially as the Final Destination, the station is the last stop for the prisoners, and for a number of naval careers as well.

#### SHIPS

Commodore Roland Gilliam commands the squadron of Imperial Navy voidships and assorted intra-system gun-cutters that makes up the backbone of the system's defence. His flagship the *Ardent*, a Dauntless class light cruiser, is in semi-permanent dry dock alongside the station. Other ships in the squadron include *Pious Spear*, a Sword class frigate commanded by Captain Jotham Lentillus, the Falchion class frigate *Samsbir* under the command of Captain Galen Fortesque, *Vigilant*, a Viper class scout sloop commanded by the young Commander Aubray Malcolm, and roughly a dozen heavily armed gun-cutters of assorted class and weaponry.



is heavily patrolled by the Imperial Navy and all inbound and outgoing traffic is heavily monitored. Only a few sanctioned ships, the mass conveyors that bring raw materials and take away finished products and the incoming penal transports, are permitted in system. Any non-sanctioned ship that arrives is given one warning to leave and, if the ship does not immediately comply, the system defence craft immediately set upon the intruder.

## PLANETSIDE PRISON FACILITIES

The Imperial penal colony of Saint Annard's Penance on Limoges IV lies in the middle of a vast valley close to the planet's equator, surrounded on all sides by dusty foothills that rise up into towering mountains. Since the first years of Saint Drusus' reign as Sector Lord, prisoners from all across the Calixis Sector have toiled to their deaths in the mines and manufactorums here, producing fuel and materiel for the Imperial military machine and the burgeoning civilian markets in the rimward regions of the Sector. The penal colony itself is massive, covering an area nearly one thousand square kilometres in size and surrounded by near impenetrable walls. It is home to roughly fifteen million souls, the majority of whom are condemned prisoners from all corners of the Sector.





MANUFACTORIA  
DISTRICT THREE

MANUFACTORIA  
DISTRICT FOUR

MINERHEAD  
THREE

MINERHEAD  
TWO

CATHEDRAL OF SAINT  
ANNARD

FORT SAINT  
ANNARD

PRISONER HAB  
BLOCKS

HALL OF  
JUSTICE

WARDEN'S MANOR AND  
ADMINISTRATION CENTRE

MINERHEAD  
FOUR

SPACEPORT AND PROCESSING  
CENTRE

MANUFACTORIA  
DISTRICT ONE

PRISONER HAB  
BLOCKS

MINERHEAD  
ONE

MANUFACTORIA  
DISTRICT TWO