

ONLY WAR™



NOTES FROM HERVARA:
RESOURCES FOR FINAL TESTAMENT

NOTES FROM HERVARA

"Preparation isn't everything on the battlefield. You can't account for every scenario. On the other hand, having your best-laid plans spoiled is better than walking in with no plan at all."

—Private Mercito Grant

This supplement to **FINAL TESTAMENT**, the first book-length adventure for **ONLY WAR**, contains a number of the inserts and handouts found within **FINAL TESTAMENT**. These documents have been organised here for convenience of printing and distribution, so that Game Masters can easily provide them to their players over the course of **FINAL TESTAMENT**.

The inserts have been placed roughly in the order that they should be given to the players. Of course, due to the modular nature of some encounters in **FINAL TESTAMENT**, the sequence of events can fluctuate based on the actions of the Player Characters or the discretion of the Game Master.

COMMISSARIAT MEMO: TOP SECRET DOCUMENTS ENCLOSED!

Please note that many of these handouts contain plot-sensitive information for **FINAL TESTAMENT**. Players intending to participate in a campaign based around **FINAL TESTAMENT** should avoid reading any further, so as not to have various possible twists and turns in the story revealed to them in before the proper time!

WHAT'S IN THIS SUPPLEMENT?

This optional supplement to **FINAL TESTAMENT** has printer-friendly, background-free versions of the in-universe documents found within that volume, and also contains two new artefacts related to the end of the published campaign (see pages 14–15).

PRE-CAMPAIGN AND CHAPTER I HANDOUTS

These handouts should be given to the Player Characters prior to the start of the campaign or while they are in transit aboard the *Devout Triumph*. All of these handouts are official documents passed down by regimental officers to help educate the Player Characters on the world of Hervara.

CHAPTER II HANDOUTS

The **Know Your Enemy!** Orks and Ork "Speed Frecks" handouts found on pages 8–9 should be given to the Player Characters during their first meeting with Captain Fordham (or by another NPC at the Hervara-XIX depot). Handouts HV-2 through HV-10 should be given to the Player Characters individually, during meetings with Captain Fordham, as he explains the Squad's specific objectives for their various missions at the Hervara-XIX depot.

HONOUR OF HERVARA

The Honour of Hervara is a medal and certificate that can be presented to soldiers who proved pivotal in determining the outcome of events on Hervara at the end of the campaign. It can be given to living soldiers or awarded posthumously.



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PRE-CAMPAIGN/CHAPTER I HANDOUTS

Memorandum HV-1383F

TO: All incoming soldiers
FROM: The Office of Lord Marshall Pasheen
RE: Hervara Field Conditions

Due to the diverse nature of the forces stationed upon Hervara, it has come to this office's attention that some degree of background should be provided as regards those conditions upon the planet's surface. Variations exist across the sundry battlefields, but your unfailing trust in the Emperor will ever separate the vile traitor from the righteous servant of His will in your eyes. Still, certain precautions must be taken, and all soldiers of the Imperial Guard are expected to read and memorise the following material, that it may act as a beacon of His light and guide them on the field of battle. This guide does not constitute an excuse for a lack of faith in the Emperor, but rather should be seen as a small manifestation of His infinite wisdom.

ENVIRONMENTAL CLIMATE: Hervara's high levels of volcanism and dense atmosphere leave the planet's surface conditions uncomfortably warm for heavier fatigues. Only summer weight uniforms are recommended for use during the course of deployment to this world's surface. Despite the atmosphere's odd coloration, the Departamento Munitorum surveys have not acknowledged any long-term or short-term negative effects of breathing the local air in the tunnels or on the surface. Rebreathers are therefore technically unnecessary, but have been issued to certain squads and regiments for their comfort.

POLITICAL CLIMATE: The planet's population is believed to have an unacceptably high incidence of members who have turned from the majesty of the God-Emperor. Soldiers are discouraged from communicating with any native members of the planet's population unless they are designated as a secure point of contact for Imperial Operatives. Any such known safe individuals are expected to display an Imperial Eagle upon their person at all times.

KNOWN DANGEROUS FLORA: Hervara's plant life is largely fungal in origin. All tested specimens have proven to be well within human digestive tolerances, and are even considered pleasant by a nontrivial portion of the native population.

KNOWN DANGEROUS FAUNA: There are no known dangerous native animals actively dwelling upon Hervara's surface, with the notable and important exception of the ~~fauna~~, the saliva of which can cause abrasions, blindness, and severe paranoid hallucinations.

Mission Briefing HV-1: Mission Code "Quiet War"

Assigned Regiment: _____

Designation: Insertion Delta-324

Briefing Version: Alpha-001 mark 9.2

Departure Location: Launch Bay Seven, Devout Triumph

Arrival Location: Landing Field, Port Fontaine, Hervara

Objectives: Transfer the regiment to the surface of Hervara to reinforce the Imperial Guard elements already present upon the planet in pacifying any surviving secessionist elements.

Summary: The regiment must assemble, along with all of their provisions and supplies, within the Devout Triumph's landing bays. All equipment must be loaded aboard the dropships. In order to minimise the transport's stay within the system, all forces are to deploy through the course of a single transit. Each company is assigned to a single ship, along with their support vehicles and staff. Companies must carry an adequate supply of weapons and ammunition to engage in a brief conflict in the unlikely event of an ambush.

In the improbable event that Hervara's situation is further from pacification than expected, dropships may be reassigned during the course of re-entry. High Command will provide additional instructions to company commanders regarding their alternative landing sites and expected levels of enemy resistance. Field units must be prepared for immediate action in the event of such reassignments.

KNOW YOUR ENEMY!

Unit: Hervara Excavatory Warriors

Affiliation: Severan Dominate

Designation: Heretic

Uniform Colour: Officially black, but variants exist
Uniform Components: Helmet, Flak Jacket, bloused pants, boots, fingerless gloves.

Unit Symbols: Hervara Excavatory Warriors:

Pickaxe and autogun crossed, upon a field of silver.

Preferred Ranged Weapon: Autogun

Preferred Melee Weapon: Pickaxe

Preferred Heavy Weapon: Autocannon

Known Transport Vehicles: Chimera Armoured Transport

Heresies: Foolishly attempting to steal Hervara, despite the righteous claim of the Imperium upon this world. They have forsaken the light of the God-Emperor, willfully and wrongly embracing the ways of a mere human leader against the powers that have been preordained to protect humankind in perpetuity. For their treachery, all of these traitors must be purged.

-----**||For Officer's Eyes Only||**-----

Certain elements of the Hervara Excavatory Warriors have reached out to the Imperial Command in the Spinward Front, offering assistance in securing a landing on Hervara. Depending on the decision of the Commissariat, some or all of these individuals might be found innocent of the treachery that consumed their brethren. Be advised of potential corrections regarding the Hervara Excavatory Warriors.

RECOGNISE YOUR ALLIES!

Unit: Death Korps of Krieg 138th

Commanding Officer: Lieutenant Colonel Heinrich Voorscht

Affiliation: Imperial Guard

Uniform Colour: Black and Grey

Uniform Components: Black and Grey Flak Coat, Black Flak Helmet, Respirator.

Unit Symbols: A stylised Guardsman with a Grenade Launcher, wearing a respirator mask.

Preferred Ranged Weapon: M36 Lasgun

Preferred Melee Weapon: Mono-knife

Preferred Heavy Weapon: Heavy bolter

Known Transport Vehicles: Chimera Armoured Transport

Regiment Speciality: Death Korps of Krieg regiments are renowned for their devotion to the Imperial cause and their willingness to embrace martyrdom in the name of defeating the enemy. A consequence of this philosophy is that the units almost never retreat. The Krieg 138th are prepared to spill their blood across Hervara to hold critical fortresses that allow other servants of the Emperor to deliver his will to heretics and xenos alike. All troops of other regiments should look to the noble Death Korps for inspiration, and attempt to emulate a modicum of their selflessness in the Emperor's Holy Name.

Inspirational Thought for the Day: Your life is not your own to waste.

RECOGNISE YOUR ALLIES!

Unit: Tallarn Desert Raiders 35th

Commanding Officer: Major Laurein Al-Fasra

Affiliation: Imperial Guard

Uniform Colour: Grey and White

Uniform Components: Grey and white camouflage Flak Jacket and pants, White Turban.

Unit Symbols: A Mukaali rearing up over an Imperial Eagle.

Preferred Ranged Weapon: M36 Lasgun

Preferred Melee Weapon: Knife

Preferred Heavy Weapon: Missile Launcher

Known Transport Vehicles: Mukaali Mounts

Regiment Speciality: This regiment of Tallarn Desert Raiders has become known for their ability to travel at great lengths through hostile conditions using their Mukaali and Sentinel Walkers to quietly infiltrate deep behind enemy lines. They have set up countless ambushes in regions where there are no known Imperial assets, and will provide invaluable disruption and information in the course of their duties.

Inspirational Thought of the Day: A weapon's place is not to question. You are the Hammer of the Emperor; vanquish His foes without thought or doubt.

RECOGNISE YOUR ALLIES!

Unit: Luggnum Sewer Rats 3rd

Commanding Officer: Major Natalia Foudrang

Affiliation: Imperial Guard

Uniform Colour: Dark Green and White

Uniform Components: Green Flak Kilt, White Flak Jacket, Preysense Goggles (see Diagram I).

Unit Symbols: Steel sword held vertically by a hand emerging from a red trunk.

Preferred Ranged Weapon: Lascarbine

Preferred Melee Weapon: Sword

Preferred Heavy Weapon: Heavy Bolter

Known Transport Vehicles: None

Regiment Speciality: The Luggnum Sewer Rats are a regiment devoted to close quarters fighting. Battalions of the 3rd Regiment have had success suppressing rebellion within a Hive City, cleansing a Space Hulk, and fighting within the vaults of their home world. The Luggnum Sewer Rats have been chosen to secure the critical tunnels beneath Hervara's surface against assault by the traitor.

Inspirational Thought of the Day: Faith in the Emperor is the only true armour a warrior needs.

DIAGRAM I: LUGGNUM SEWER RATS TROOPER



KNOW YOUR ENEMY!

Unit: Severan Dominate

Affiliation: Severan Dominate

Designation: Heretic

Uniform Colour: Crimson and Tan

Uniform Components: Crested Helmet, Flak Jacket, Flak Skirt, armguards and legguards, boots, gloves

Unit Symbols: Severan Dominate: Stylised SD, gold, upon a field of black

Preferred Ranged Weapon: M36 Lasgun

Preferred Melee Weapon: Knife

Preferred Heavy Weapon: Lascannon

Known Transport Vehicles: Chimera Armoured Transport

Heresies: Uncounted atrocities against the Imperium of Mankind in their futile effort to secede. Duke Severus has made clear his intention to drag every human soul in his realm into damnation with him, and has even consorted with unclean powers to achieve his wicked ends. Each individual soldier who chose him over the God-Emperor did so knowingly, and should be treated as a traitor, eternally corrupt in the eyes of the Master of Mankind.

Inspirational Thought of the Day: When the Heretic turns from the Master of Mankind, he turns his back on his very humanity.

DIAGRAM II: SEVERAN DOMINATE TROOPER



CHAPTER II HANDOUTS

KNOW YOUR ENEMY!

Unit: Orks

Affiliation: Sundry Primitive and Scattered Bands

Designation: Xenos ("Ork")

Description: Orks are hulking humanoids, almost always more massive than humans. Their skin colour is generally a deep green. Their jaw line exhibits a significant underbite and tusks. Their weapons tend to be far bulkier, louder, and much less reliable than the elegant and powerful weapons employed by the Imperium of Man. Generally, they are more lightly armoured, but their constitution and thick skulls are such that they are somewhat more resilient to damage from Lasguns than a human. Fortunately, Orks are highly disorganised, and can easily be overcome with discipline and faith (see below).

Xenos Behaviours: Ork ranged weaponry is highly inaccurate and likely to misfire, frequently killing allies or even the creature pulling the trigger. Their armaments generally attempt to compensate for their inaccuracy through increased rate of fire, but the faithful need not fear their primitive, solid-projectile weapons, which are designed more to intimidate than to do harm. Guardsmen should always attempt to take advantage of this inaccuracy by standing firm and laying down steady and precise volleys of fire towards any incoming Ork forces. When these savages engage in melee combat, their hardheadedness frequently put even skilful human warriors at a small, but still notable disadvantage in protracted melee combats. With the exception of certain auxiliaries suited to the use of brute force, Imperial Guard forces should always attempt to avoid becoming embroiled in extended close-quarters combat with Ork forces, and make use of terrain features to delay an Ork advance when possible, to cleanse the xenos in the Emperor's name with regimented and unrelenting fire. Fortunately, Orks are slow and easy to outpace even at a modest march.

Allies: Orks enslave the wretched lesser Greenskins, including the diminutive Gretchin and the even more pathetic Snotlings. Despite their puny stature, all of these creatures have earned the Emperor's Contempt by their existence, and must be rewarded with his Wrath. Swarms of these creatures are best destroyed through the use of massed fire, flame-based weapons, or well placed boot heels.

DIAGRAM III: ORK



KNOW YOUR ENEMY!

Unit: Ork "Speed Freeks"

Affiliation: Sundry Primitive and Scattered Bands

Designation: Xenos ("Ork")

Uniform Colour: Red

Known Transport Vehicles: Ramshackle Ground Vehicles and Aircraft

Xenos Behaviours: The Ork Speed Freek Cult is obsessed with the use of light vehicles and aircraft. They prefer to travel into battle at reckless speeds that almost always equal or exceed Mechanicus Techno-Servants' estimates of the maximum theoretical velocity of their vehicles. Fortunately, their vehicles are invariably loud and inefficient, and the clouds of exhaust and dust the ramshackle craft create make their vehicles easy to spot and dispatch from a distance. These foes are best engaged with massed heavy weapon fire at range. Most Ork vehicles crash and/or explode when destroyed, or simply at random, due to their shoddy construction. This disorients the beasts within and presents an ample opportunity for the servants of the Emperor to mete out His justice upon them before the creatures regain their already dull wits.

Mission Briefing HV-2: Mission Code "In the Smoke"

Assigned Regiment: _____

Designation: Elimination Omnikron-093

Briefing Version: Alpha-003 mark 1.3

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: As Departure Location (Depot Designate, Hervara-XIX)

Objectives: Primary: Eliminate targeted promethium supply depot. Secondary: Recover as much promethium as possible for Imperial use. Secondary: Eliminate any Severan Dominate forces at target site.

Summary: The squad must exploit Hervara's subterranean routes to reach the designated target location. A loyalist from the native population is designated to serve as a guide for the journey. The trip must be completed in a timely fashion, as the window of vulnerability is limited.

Upon arrival, all rebel elements must be overcome. No rebels may be permitted to escape the engagement. Any available transport vehicles need to be filled with promethium from the base. The transports should be moved off site prior to setting explosive charges. Once destruction has been confirmed, the fuel transports should return to Hervara-XIX.

Caution should be exercised during the return trip, as the journey requires travel into hostile territory and the fuel is highly valuable.

Mission Briefing HV-3: Mission Code "Elimination"

Assigned Regiment: _____

Designation: Elimination Phi-1628

Briefing Version: Beta-045 mark 2.1

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Destroy rebel training facility, designated Pele-9. Secondary: Eliminate all inhabitants at location with extreme prejudice. Secondary: Avoid contact with all heretical information used at the facility. Summary: The squad is to travel, via subterranean passage, past the Drury-Cobhan Line and into hostile territory. Their destination is within the Pele Mountain range. Contact with hostiles should be avoided whenever possible. If unavoidable, all hostiles must be eliminated to avoid any potential for an intelligence leak.

Once the target location is identified, the squad must eliminate the location and all instructors and students in residence. The unit is encouraged to exploit the region's natural geologic instability and/or the readily available supply of lava to aid in the elimination. Squad members should be wary, however, that some portions of the facility may be engineered to be resistant to either of these threats.

After destroying the target site, the squad must ensure that there are no survivors or escapees. If either is identified, they must be eliminated.

Mission Briefing HV-4: Mission Code "Killswitch"

Assigned Regiment: _____

Designation: Recovery Alpha-194

Briefing Version: Gamma-014 mark 3.1

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Recover any data related to an archeotech weapon, designate Ordinatus. Secondary: Destroy any data regarding the device that may not be easily transported. Secondary: Eliminate the renegade Tech-Priest.

Summary: The squad must travel via Chimera Armoured Transport to the vicinity of facility designate Rho-079. A stealthy close approach on foot to the target site is advised. The squad must insert into the target facility and recover relevant information as concerns the weapon.

The level of resistance at the target site remains indeterminate. Initial response to the threat at hand must take into consideration the potentially volatile nature of the records which the squad is tasked with recovering. Upon completion of the recovery actions, any hostiles should be eliminated and any information deemed redundant or incapable of transport must be destroyed. The Chimera Armoured Transport may be used to transfer all surviving records back to Hervara-XIX for dissemination to trusted resources.

Mission Briefing HV-5: Mission Code "Turn the Tide"

Assigned Regiment: _____

Designation: Subterfuge Beta-003

Briefing Version: Epsilon-157 mark 6.9

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Deliver, through indirect means, map designate Resource-Rho 983 to xenos elements. Secondary: Eliminate as many xenos as possible.

Summary: It has become necessary to deliver false intelligence to the xenos. The mechanism chosen is a map that purports to depict current allocations of troops along with planned reallocation dates. The relevant document must be presented to the Greenskins in such a way that they believe they have won it through battle, preferably due to an act of fate and uncommon fortune. It is vital that the materials not be surrendered lightly, as the xenos are far more likely to question something that was recovered without an obligatory conflict.

The squad is responsible for determining an effective means of delivering the document and executing their plan. While tactical flexibility is offered, this flexibility must be exercised with care. The squad is expected to eliminate a significant number of xenos in the act of completing this assignment, while sustaining a minimum number of casualties.

Mission Briefing HV-6: Mission Code "Liberation"

Assigned Regiment: _____

Designation: Recovery Alpha-195

Briefing Version: Alpha-001 mark 1.1

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Recover as many surviving prisoners as possible from target encampment, designate Omnikron-IX. Secondary: Eliminate any xenos forces at Omnikron-IX. Secondary: Recover useful materiel at Omnikron-IX.

Summary: Intelligence reports indicate that xenos elements are using a substantial number of native humans to complete mining operations at prison camp designate Omnikron-IX. The squad is assigned to travel to this location, using the planet's subterranean tunnel network, to liberate all prisoners. Available resources should also be recovered to prevent the xenos from exploiting those assets. Xenos assets should be eliminated, but not at undue cost. Rescuing the prisoners is a higher priority. A native guide is provided to assist with navigation.

All survivors are to be returned to Hervara-XIX for treatment and assignment. Vehicular assets available to complete this task are limited. Travel from the target location must be completed on foot due to lack of resources.

Mission Briefing HV-7: Mission Code "Wounded Bird"

Assigned Regiment: _____

Designation: Recovery Alpha-196

Briefing Version: Alpha-001 mark 2.3

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Recover the servitor containing intelligence records from crashed shuttle, designate Sigma-983. Secondary: Retrieve any surviving members of the crew. Secondary: Repair the shuttle for return to Hervara-XIX, or sabotage the remains of the shuttle to the extent that it cannot be salvaged.

Summary: An Imperial Navy shuttle has been shot down by xenos elements. The shuttle was engaged in a mission to gather intelligence regarding enemy troop movements and installations. At least some members of her crew survived impact and transferred all records to the craft's servitor. Imperial forces have since lost contact with those survivors.

The squad must proceed to the impact site, preferably using the assigned Chimera Armoured Transport. Note that this location is on the hostile side of the Drury-Cobhan Line. Upon arrival, the squad is expected to identify and assist any remaining survivors, as well as recover the servitor with its files intact. Due to the hostile environment, and the low preparedness of Imperial Navy crews for surface engagements, this mission must be executed with all due haste. If possible, also recover the Imperial Guard Liaison who was aboard the craft with the Navy personnel at the time that it crashed.

Mission Briefing HV-8: Mission Code "Stay on Target"

Assigned Regiment: _____

Designation: Reconnaissance Theta-462

Briefing Version: Delta-583 mark 4.2

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Plant targeting sensors directed towards enemy outpost designate Kappa-132. Secondary: Avoid detection by enemy assets. Secondary: Eliminate any enemy assets that survive the bombardment.

Summary: Newly assigned, las-assisted targeting systems are currently in testing for work with Death Korps artillery assets. The squad is being assigned a set of these for familiarisation and field testing. The target is an enemy encampment, placed deep behind enemy lines, where it is believed to be secure from Imperial attack. A native guide is assigned to assist the squad in travel to the target site. This journey must use less travelled subterranean passages to avoid detection by other native elements.

The squad is expected to travel to the target site without being identified by enemy assets. The targeting sensors must be placed and activated prior to 2400 hours during one of the nights in the allocated operational window. Upon completion of the bombardment, the squad is expected to recover the sensors, eliminate any surviving hostiles, and return to Hervara-XIX for debriefing.

Mission Briefing HV-9: Mission Code "Poison the Well"

Assigned Regiment: _____

Designation: Subterfuge Beta-004

Briefing Version: Delta-136 mark 1.6

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Insert the toxin cylinder into the aquifer, designated Alpha-942, and conceal the insertion site. Secondary: Avoid enemy contact or eliminate any forces encountered.

Summary: Intelligence sources have identified a critical aquifer that is used to supply at least one major xenos installation with water required for their survival. It is believed that if that water is poisoned, it may inflict serious casualties on the encampment or force it to relocate. The squad has been provided with a timed-release, highly pressurised cylinder filled with a deadly poison. It is critical that the team travel deep beneath Hervara's surface to implant the toxin within designate Alpha-942.

Enemy contact must be avoided or eliminated to prevent the enemy from identifying the delivery site and vector. A native guide is provided to assist the squad in locating site Alpha-942. The squad should be aware that the cylinder is extremely dangerous. If exposed to destructive forces, it could detonate, spewing hazardous materials over a wide area. The squad is encouraged to keep the cylinder from situations that might result in such a calamity.

Mission Briefing HV-10: Mission Code "Across the Line"

Assigned Regiment: _____

Designation: Recovery Omega-893

Briefing Version: Alpha-001 mark 1.0

Departure Location: Supply Depot Designate, Hervara-XIX

Arrival Location: Supply Depot Designate, Hervara-XIX

Objectives: Primary: Recover the three Drury-Cobhan Line bunkers that have fallen to secessionist forces. Hold them until designated reinforcements arrive. Secondary: Identify any unknown tunnels that connect with the bunkers.

Summary: Three bunkers of the Drury-Cobhan Line have fallen under the sway of Severan Dominate forces. These units are posing as Death Korps of Krieg members, using equipment stolen from that esteemed regiment. The squad must eliminate these hostiles and regain control of the bunkers. Once control is recovered, reinforcements will arrive rapidly, in response to a preset signal.

The three bunkers are located across a canyon, with the central bunker occupying the centre of the canyon floor, and the others taking up adjacent locations atop the cliff face.

Communications play a crucial role, in that the squad must isolate the targeted bunkers so that they may not place a call for reinforcements. All hostiles are to be eliminated, but the bunkers must be recovered in the best condition possible, so that they may return to service immediately.

HONOUR OF HERVARA



Spinward Front Command Form MCVII-H (Hervara)

Purpose: Recognition of Service

Authorized By: Lord Marshall Pasheen

For Service On: Hervara

Regiment: _____

Recipient: _____

Medal Awarded (Check One):

☐ Posthumously

☐ In Person

_____ is hereby commended for his/her meritorious service to the forces of the Imperium in reclaiming the world of Hervara and stamping out the traitor. For his/her efforts, _____ shall receive the Honour of Hervara, the highest award for service in this campaign, as well as the just reward of _____.

By Order Of: *Lord Marshall Corvinton Pasheen*



Writ of Ducal Recognition

It is the charge of all members of the Severan Dominate to defend the rights and lives of those abandoned due to the pernicious negligence and hateful tyranny of the Imperium of Mankind. You have shown incredible conviction in joining the struggle of the Severan Dominate. Be sure in the path you walk, for you have chosen righteousness over tyranny. Thus, you shall reap the rewards you have justly earned for your actions for that have contributed to our righteous cause.



*For selflessly helping to defend the sovereign domain of **Hervara** from the invading forces of the despotic Imperium of Mankind, _____ shall receive the following rewards:*

The military rank of _____, as awarded by Duke Severus XIII himself, to be recognised by all soldiers and officers of the Severan Dominate.

The inherited title of _____, as awarded by Duke Severus XIII himself, to be recognised by all nobility, political agents, and other actors of the Severan Dominate.

*Rights of Settlement upon the world of **Hervara**, upon the inevitable victory of the Severan Dominate against the savage Orks, the tyrannical Imperium of Mankind, and other all foes who threaten the innocent throughout the Severan Dominate.*

Now, you must go forth and continue to serve this cause. For the warrior's duty is never done, and the champion can never rest, lest the forces of darkness well up and swallow the last light of hope that we have been chosen to protect. Cast out the tyrant! Strike down the beast! Never has there been a greater task than ours, and you must prove yourself worthy anew each day if you wish to preserve your freedom and your new home, the Severan Dominate!

S. XIII

Duke Severus XIII, Lord and Protector of the Severan Dominate