

Status Reports



Lord Commander

As our duties here at Assumptus V are reaching a conclusion, and the size of your lordship's demesne has increased yet again, you will find your subjects will have many inquiries to which they will ask for your guidance or leadership. As much of such squabble are of minor consequence to your lordship and may take a not so inconsequential amount of your lordships precious time, I've taken it upon myself, as is part of my regular duties, to tackle those which I deem of little significance to your lordship, most notably when it comes to those inquiries which may have to do with administrative and logistical concerns.

Should any topic or inquiry become significant, or require a more hands on approach, I shall inform your lordship and the senior officers. You may still find this leaves a considerable workload on your lordships shoulders; however, I will ensure that minor and inconsequential matters are handled without the need to disturb your lordship.

Attached to this letter I have provided what I consider to be the inquiries or objectives of highest priorities requiring your attention, along with a short status of each of your lordship's holdings and any ongoing projects or situations. If you believe any information to be lacking or imprecise, I shall ensure this be corrected in the next report if you will bring me the honour of voicing the issue to me.

The detailed reports should include each colonial power under your lordships ownership, along with brief descriptions of each holding, on-going situations and major factions who may play a part in the politics, economy or military might of the planet.

Ave Imperium

Status Report



The Situation Overview grants a brief overview of our holdings on a top down level overlooking the demesne my Lord.

This will mostly show planets, their interactions, relief efforts and relationships with anomalies.

As the report gets updated, you'll see additional colonies, holdings and points of interest.

Situation Overview

Donorian Sector

Tradian

Class	Imperial
Allegiance	Steel
Population	400 Mil
Status	Growth
Output	Mixed

Tradian Food Relief

Allegiance	Steel
Resource	Food
Status	On-going

Assumptus V

Class	Mining
Allegiance	Steel
Population	1.5 Bil
Status	Stable
Output	Minerals

Donoria Prime

Class	?
Allegiance	Unaligned
Population	?
Status	?
Output	People?

Septimus

Class	?
Allegiance	Unaligned
Population	?
Status	?
Output	Food?

Status Report

Situation Reports

- Assumptus V has no planetary governor. For now the planet is in a state of anarchy with multiple groups attempting to establish local governance. Crime rate and death tolls are rising, but slower than under the famine.
- Tradian Food Relief is at capacity. Planetary governor Hudgens reports that the agricultural infrastructure is at capacity and further increasing demand would incur challenges on Tradian.
- The Assumptus V famine has stabilized, however food supplies remain to low to provide for the populous. Estimated food needed for another 300 million to achieve growth.
- We have yet to make contact with Donoria Prime. Records indicate a hive world. Their imperial tithe records indicate deliveries of working populations for all services, including imperial guard regiments, tech priests, shipmates, and labourers. Contact was lost suddenly and abruptly 30 years ago.
- We have yet to make contact with Septimus. Records indicate an agriworld classification. Their imperial tithe records indicate they delivered plant- and protein based foodstuffs which were managed by Donoria Prime. Contact was lost over time roughly 40 years ago, however reports fail to specify why.
- Tradian Food Relief convoy report of an anomaly in space. It would appear their long range auspexes picked up a vessel in deep space, however readings fluctuated between vessel and asteroid. The anomaly did not answer hails but briefly indicated an energy signature.
- Assumptus V terraforming project underway. Expected completed within the decade.
- Assumptus V fleet undergoing retrofitting. Expected completed within 2 months, resulting in a 14 ship defense fleet, 6 ship transport fleet and 4 ship mining fleet assigned for terraforming.



The Situation Reports will give a more contextual basis for the ongoing in the holdings and surrounding space.

These are what I've concluded be in your immediate interest. For a more detailed report you may have your senior officers gather more information or contact officials from the affected locations, some minor details may be found in the relevant holding overview further into the report.

Red situations will be anything critical, requiring immediate attention of your lordship or require us to be critically aware.

Amber is for highly important situations. Your lordship may elect to tackle these soon, as not doing so may escalate a situation.

Yellow situations are ongoing issues, which may not require immediate attention, however may require your decision making when able and convenient.

Blue situations are indicative of knowledge or potential points of interest. These will be colonies, ships, or anomalies which your lordship may have an interest in.

Green situations are situations currently underway which your lordship may be pleased to know, but would not require your personal involvement.

Assumptus V



The Colonial Overview panels will detail information about current holdings. The first page, will give a general overview of the holding, its governance, military power and import/exports holding wide. It will also give a brief description of locations of interest or previously visited locations. Most details are self explanatory, with the exception of one. The approval rating under population, indicates the populous general approval of your lordship. While how much say they get is based on their government, often not a lot, their approval rating may indicate their general discontent and even the likelihood of a holding-wide revolt.

- **Planet**
 - Type: Arid World
 - Class: Mining World
 - Population: 1.5 Billion
 - Approval rating: 60%
- **Government**
 - Status: Chaotic
 - Style: Total Anarchy
 - Planetary Governor: None
- **Militant Power**
 - Fleet of 200 unusable ships (retrofitting)
 - 1 Palace Guard Regiment (half strength)
- **Import**
 - Foodstuffs
- **Export (Tithe)**
 - Common Minerals/Materials
 - General Manpower

Locations:

- **The planetary governors palace**
 - Previously the seat of the governor, now a looted ruin. The palace was overrun by miscreants who took everything they could, leaving nothing for who came after.
- **Penumbra Crash City**
 - A small town of 1.500 inhabitants being fed by mushrooms, grown in confined conditions using very precisely measured warp power from an on-ship warp reactor. While considered heretical and even dangerous, it serves as the inhabitants only source of food, for now.
- **McMillan Mine**
 - A mining town devastated by a ship crash, was the home to several gangs and mining families. The town is mostly abandoned and the population was evacuated with some joining the crew aboard Bastion.

Assumptus V



The second page, will describe currently known factions in the holding who may influence certain situations. Most are self-explanatory, however the relations column will indicate their direct relations to your lordship and thus, how likely they are to work with or against us. The cohesion column will indicate the cohesion of the faction as a whole, and thus its likelihood to stay together or splinter completely. The power columns will indicate a comparative percentage of control over the military, political and economic power holding-wide for that faction.

Group/Faction	Leader	Relations	Description
The Old Guard	Colonel Castance	Neutral	Seemingly a cohesive military presence have taken hold of several strategic keypoints on the planet. While seemingly attempting to ensure law and order, several military servicemen have taken advantage of the local populous yet again.
Faith Keepers	Multiple	Favourable	A series of zealous groups without a single doctrine, all claiming faith to be the true path to progression, whether that faith be placed in the imperium as a holy land, Lord Steel as a prophecy come true or the emperor of man as a god.
The Pilgrims	Unknown Individual	Hostile	A series of nomad gangers, bikers, and the like, having amassed themselves as capable fighters. These have claimed ownership of several locations around the planet and while open to trade they appear directly hostile to any official looking vessel or character.
Unknown		Unknown	A collection of multiple unrelated factions which do not work together but are lumped together for statistics

Group/Faction	Cohesion	Military Power	Political Power	Economic Power	Notes
The Old Guard	Unifying	15%	-	20%	
Faith Keepers	Fragmenting	10%	-	20%	Have founded a church dubbed the Church of the Imperium.
The Pilgrims	Cooperative	10%	-	10%	Are suspected of having kidnapped and butchered several previously governor affiliated officials, including IG and arbites
Unknown	-	65%	-	50%	

Assumptus V



The final page will indicate the holdings specific situations. These situations may or may not appear as major situations depending on their influence on the demesne as a whole. The details here should all be self explanatory, if not you may summon me at any time, and I shall bring further details.

Situations

- Terraforming – Progressing
 - Planetary growth is increasing as Xaviors formula continues to spread. At current rate of spread, administratum and agri officials believe they can begin farming on larger scales within the coming year.
- Fleet Retrofitting – Progressing
 - All ships are slated to be retrofitted or scrapped. Expected the project to be completed within a year.
- Mass Starvation – Stable
 - Assumptus V can itself at present produce food for 600 million inhabitants.
 - The Tradian Food Relief is providing just enough for 600 million people.
 - There is a shortage of food, for roughly 300 million people, however the additional food provides for enough to stabilize the population.
- High Crime Rate – Progressing
 - The previous arbites have been abolished. As of current the planet is in a state of total anarchy.
 - Report from the governors palace describe looters having broken the walls in several places and burgled everything not nailed down. Parts of the palace guard have deserted and fled.

Tradian

- Planet
 - Type: Continental World
 - Class: Imperial World
 - Population: 400 Million
 - Approval Rating: 70%
- Government
 - Status: Thriving
 - Style: Senatorial Republic
 - Planetary Governor: Hudgens (The Imperialists)
- Militant Power
 - 14 Ship Defense Fleet
 - 3 Regiments of Ex-Dissident Forces
- Import
 - General Manpower
- Export (Tithe)
 - Foodstuffs

Locations

- The Imperial City
 - The capitol city, home of the senate house and central point for all politics, commerce and industry.
- Penumbra Hillside
 - The penumbra hillside is a near abandoned townscape, built on a hill covering the original colonial landingsite, home to a series of deranged zealots who's now hired to optimize power production.
- Senate Hall
 - The senatorial hall is the meeting location where the local governing political parties meet and discuss the ongoings of the planet. While the senators are often found in powerful positions they all serve the planetary governor.

Tradian

Group/Faction	Leader	Relations	Description
The Imperialists	Planetary Governor Hudgens	Devoted	Born as a union of the Loyalists and the Separatists, the factions maintain order and control in the image of the imperium.
New Tradians	Senator Alvinius Slagger	Sceptical	Born of the fractured anti-imperial faction, now attempts to influence the council into progression, high production and expedient profits.
The 5th Artisans	Praetor Osirius Magnar	Supportive	A faction primarily supported by tech-priests, are primarily higher ranking members of industrial sectors on Tradian, promoting rediscovery of older technologies, and progression.

Group/Faction	Cohesion	Military Power	Political Power	Economic Power	Notes
The Imperialists	Unifying	60%	70%	30%	In charge of the Tradian Relief Effort to Assumptus V
New Tradians	Neutral	25%	25%	15%	
The 5th Artisans	Cooperative	10%	5%	50%	Officials started the Penumbra Hillside Excavations

Tradian

Situations:

- Relief effort – Active
 - Planetary governor Hudgens reports that their planetary food production is at peak capacity and that all infrastructure capable of allocation to export of foodstuffs are engaged to provide food relief for Assumpus V.
 - The transportation fleet has been under attack on their way, however, the captaincy indicated that the dangers were simply misevalued and that the ships lost will be the last ones to be lost in this endeavour.
- Penumbra Hillside Reconstruction Effort – Active
 - The locals from under Penumbra Hill, have continued to prove useful, providing significant power boosts to plasma reactors. This surge in power combined with the governors support, have started a reignition of activity near the hillside.
 - Mechanicus officials have begun excavating the hillside in an attempt to bring the ship back to the surface and investigate it for possible technological rediscoveries.