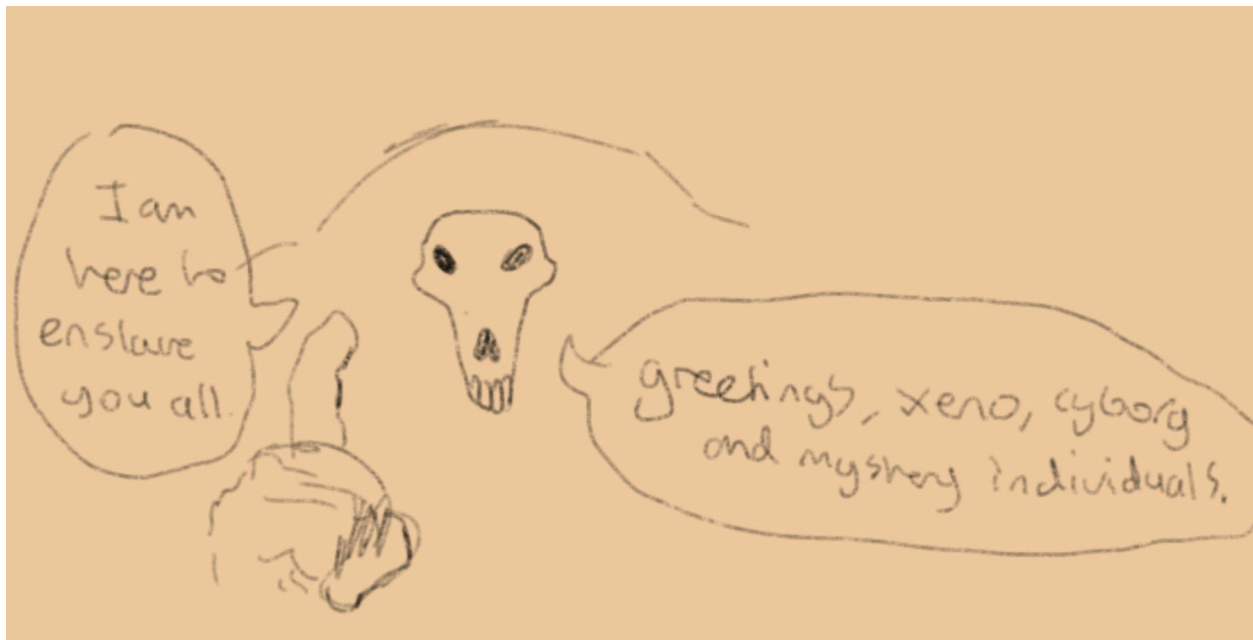


Wreathe Star

September, 2024

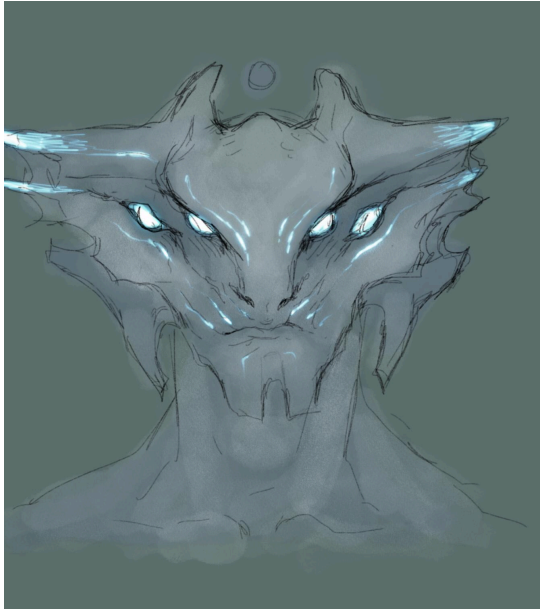


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Pillars of Administration, Creation & Wealth

by **Oliver Rayward**



The P.O.U., despite its outwardly unified appearance, is a complex and fractured entity, propped up by three distinct pillars. The first is Humanity, forming the Federated Empire of Uracil, which serves as the political and administrative core of the P.O.U., governed predominantly by humans from the core regions, particularly the planet Gairee. The second pillar is the Vortal Co.Tl Conglomerate, an oligarchic republic that controls the empire's wealth and economy. While human-run, the Vortal hail from

the Vortallian Sector, a region that has distanced itself from the Federated Empire's cultural core. Lastly, the Hinode, a nebula-dwelling race of ice-dwellers, are the creators of the P.O.U. and form the technocratic overseers of the Conciliar Skolurgy, a council of modified lords driving the empire's industrial and technological advancements. Together, these three factions form the unstable foundation of the P.O.U.'s vast dominion.

Though this decentralised system of government has helped maintain the P.O.U.'s unity during times of war, it has revealed significant weaknesses in the form of rampant selfishness. The three pillars—Humanity, Vortal Co.Tl Conglomerate, and the Hinode—operate largely in isolation, leading to a fractured governmental structure. This disconnection has trickled down into the empire's sectoral system, where citizens, soldiers, and administrators often pledge loyalty to their own sectors rather than the Federative Assembly. Talks of secession are common.

The byzantine bureaucracy allows for widespread embezzlement, corruption, and theft, further straining resources. Combined with a near-perpetual state of war against the Auterieum, Rassa-Moxol, and Kolkatan Autocracy, the empire's economic system is always on the verge of collapse. This fragile balance forces the Federative Assembly to continuously push for military success, as any major defeat or slowing of the war effort could spell disaster for the entire empire's economy, a scenario they find unthinkable.

Within the heart of the Federative Assembly, a reactionary force has emerged from the autocratic elite. These traditionalists initially supported the election of Lord Minister Thyia Cytosine, believing her connection to the revered Uracil and her perceived malleability would make her a puppet for their agenda. However, to their dismay, Thyia quickly consolidated power with the help of reformist General Admiral Salamis Teltus, allowing her to seize control of the empire.

Her sweeping economic and administrative reforms have triggered significant unrest among the conservative elite. Many fear that her changes could destabilise the economy and

undermine the war effort, potentially leading to the collapse of the empire.

Despite the political and economic turmoil brewing within the P.O.U, the Militurgy remains resilient due to its decentralised, near-feudal structure. Each sector is designed to defend itself for a time, trading people for time until reinforcements can arrive. However, the doctrine of sacrifice has left the military weakened since the loss of Korella, a critical production planet.

With a significant portion of their front-line manufacturing capabilities destroyed, the P.O.U has been unable to launch large-scale offensives. The army, while capable of defence, lacks the strength for prolonged combat, relying on poor-quality weapons and facing delays in receiving elite reinforcements due to bureaucratic inefficiencies.

Martial Akalan, Fire-Eater of Jian'Ha

by **Timon Fotakis**



The young Hali'Ctoch warrior **Akalan** is an explosive presence on the galactic stage, rising to prominence in the **Battle of Mahakala**. A viciously effective commander with a flair for careering, mechanised assault, Akalan specialises in the destruction of enemy infantry.

Personal student of the famed **Ikarn'Eztli**, Warchief of Jian'Ha and the longest-serving Hakarak Warchief in recorded history, Akalan nonetheless has a radically different worldview from his ageing commander. Like many of the young warriors elevated ahead of schedule following the **Prevarication of Jian'Ha** and ensuing mass bio-excavations, he despises the Auterieum more-so than the Rassa-Moxol's

traditional nemesis of the Prestige of Uracil, viewing Singularity Weaver Hellear's role in causing the Prevarication as an unforgivable insult.

More concerningly to many within Jian'Ha, especially the Ormollian administrative embassy and the Ruptorix minority, Akalan holds extreme anti-Ruptorix views, blaming that species' supposed backwards and unintelligent nature for causing the Prevarication. This has led to the Ormollian Maven of Jian'Ha, Kaeda, to personally demand Akalan be restricted to carrying weaponry that the Ruptorix are resistant to, out of fear he may go rogue and target Ruptorix units on the battlefield.

Despite these concerns, Akalan's genuine piety and reverence for the traditions of the Cent'Irum is unquestioned, and he is greatly respected by the lower-caste Hali'Ctoch of Jian'Ha for his willingness to mingle among them and advocate for their interests. Not afraid to step on elite toes, Akalan has championed numerous effective

anti-corruption measures, which has earned him praise from the Ormollian Mavens of Mari'Ar and Kathtan'Trea.

This inter-Hakarak support, combined with a growing belief among the Rassa that the old

ways of war have been proven obsolete by the Prevarication and the **Idol Crusade**, means that Akalan is primed to inherit the position of Warchief of Jian'Ha once Ikarn'Eztli retires. All he needs is a major campaign victory to make his ascension unquestioned.

WorldBreaker Prince

by **Oliver Rayward**

Upon the burning moon of Lyomenz a woman gave birth upon a golden throne. The young blue and silver skinned boy would be the future

Princhev of the Armiya, Kozlov. Raised in the ranks of tens of other brothers and taught methods of governance and war he proved himself a promising **Par-Princhev**. In his youth he was granted a Boyarin, a wonderfully decorated suit only given to Par-Princhev.

Within his horrifying mechanised walker he served on many fronts under the leadership of his eldest brother, Arkhchev.

Upon the battlefield is where the young Par-Princhev came to meet the P.O.U and their widespread use of artillery, a tactic which caught his eye. Large shells of explosives which would shake the ground upon shots. It's written by Lorgaters of the Kolkata that upon the battlefield as his Drighten sat immobilised, he studied and awed at the large EarthShaker guns employed by the P.O.U, using the rhythmic sound of their

shells breaking upon his armour and shield arrays as a song to think to.

As the Par-Princhev aged he began an obsession with large calibre explosive weapons. Working with DiesTech, Premsyl the two began work on a large gun making use of highly volatile fuels which would erupt so terrifyingly they would shatter solid ground beneath a target.

During the early 19th Millenium the Par-Princhev found himself on the front against the P.O.U leading a force of Boyarin to capture and swiftly destroy a shipyard. During this battle his modified Drighten came face to face with the strongest forces of the enemy, a towering Battlesuit, a prototype designed to destroy the prowling Par-Princhev. With its destruction and recovery of its body for science, Kozlov found himself crowned **Princhev of the Armiya, Kozlov**.

Logical & Divine

by **Oliver Rayward**

[Recovered Log of Hellear, Singularity Weaver]

[Bloch-Sphere Interaction Accepted]

[Ternary Language Model Accepted]

[Ternary Translation Accepted]

[Singularity Weaver] - Ternaric Screech
Originating from the Weaver culminating in an
echoed and bellowed voice “Indeed assistant,
your assessment is capable. These worlds
although should not statistically be in such a
State”

[Singularity Weaver] - “We will return
to the Infinite Locas. Prepare a report” The
towering machine moves its eye back to the
planet it is overlooking from the bridge of its
ship.

An assistant on the far side of the room begins
clicking upon several data-pads, its six arms
rotating in a ring around it.

[Singularity Weaver] - “Select
Trichiliocosm. Where Sectors. Order By
Technology Beacons” The Weaver moved across
the deck, its heavy mechanical legs making
thunderous falls upon the steel floor.

A massive holographic map fills the room
allowing the Weaver to move about it and
investigate several star systems.

[Singularity Weaver] - “Interesting” A
heavy voice echoes from the core of the heavy
skeletal machine in almost wonder.
Raising a finger to the chin of the Ceramisteel
skull sitting atop its head the Weaver tapped
with its talons in thought.

[Singularity Weaver] - The talon
lowered as the machine turned to its assistant, its
voice spinning up like a record player “Vacuum
Decay poses a threat to these worlds of our
Former. Neutronicam technologies are to be
employed”

The assisting machine simply nodded it's skull
in return, its hands tapping away stiffly at the
pads.

[Singularity Weaver] - “Finish report
assistant, log this data entry in buffer 45 6E 64,
prepare it for delivery to the Infinite through the
Wreatheway”

[Log Finished]

[Bloch-Sphere Interaction Finished]



State of the Game

by **Oliver Rayward**

Preparing for 1st Edition

Writing on the current state of the game, I'm currently preparing for the first edition's release. Within the next coming months the game will see several overhauls, some will be the use of different dice with D3's for random rolls, D6's for Movement (and Damage), and finally D8's for combat.

Additionally solidifications on the game-modes will be taking place, with a mix-and-match style being introduced to allow for multiple deployment zone styles on the same kind of mission.

All factions will also see overhauls to their Doctrine rules, allowing for more unique gameplay to associate with in world subfactions for each army, along with this some factional enhancements & battle-manoeuvres will be overhauled, replaced or eliminated.

Wreathe Star

In order to keep players up to date with rules and lore updates for Robura, ill be writing this little newsletter every month ideally to give a state of the game as well as a few in-world stories too short for the Writings section on the website.

Campaign Rules

Along with the upcoming release of first edition a campaign scenario will be released to allow would-be players to construct a story rich string of games.

I encourage those reading to stay tuned to future editions as i'll be including updates and preludes to the story for the 1st edition of the game.