



INDEX ASTARTES:
NESEWDJET-NEDJETY

BOOK II: COMPANIES

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Companies of the Nesewdjet-Nedjety

Within the great halls of the Librarium of Argentum lies the Chamber of Histories to which is given charge to attend to the records pertaining to the great deeds of the Nesewdjet-Nedjety. From the ancient tomes and data crystals retrieved from their sanctum I have gathered, in summary, the company records and heraldry of the Nesewdjet-Nedjety which was requested. It is my wish that this report may prove useful in your endeavour. Emperor guides!

-Inquisitor Octavius Marcella
excerpt of a report to an unknown official

For millennia the Nesewdjet-Nedjety have served the Emperor and upon countless battlefields throughout the galaxy their companies have been tested in the fires of combat. From these crucibles each company records the deeds of those who fought and of the many who have found the Emperor's peace. Combined these records fill countless tomes and data crystals in the great halls of Argentum and from these worn pages the diligent student might recover a glimpse into the very fiber of these great warriors. Engraved on the scars of long past battles or memorials to those who have fallen, the story of each company is as different as the tales of battle the marines that form them recount. Though most bear a standard roster, it is upon these variations this work will concentrate to sculpt a visage of the companies that form the Nesewdjet-Nedjety.

First Company



Company Roster

1x	10 man Company HQ Section
2x	10 man Assault Squad
2x	10 man Tactical Squad
2x	10 man Terminator Squad
4x	10 man Devastator Squad
14x	Venerable Dreadnought
20x	Rhino transports
10x	Razorback transports
10x	Land Speeder support craft
8x	Predator Armored Fighting Vehicles
4x	Land Raider Heavy transports

Similar to most chapters which adhere to the Codex Astartes, First Company is composed of the veteran elite of the Nesewdjjet-Nedjety. Through the centuries many members of this company have been entombed in the blessed dreadnought armor and the great Shefedew Pahwet, the Book of Ancients, is filled with the names of warriors such as Brother Ptolomaeus and Brother Rekkhet. Among these ancient warriors there are none who do not have the venerable status bestowed upon them and many served in life as the Master of the Chapter before their entombment. Their wisdom and skill is much sought and beloved by their brothers as is fitting the chapter's greatest warriors. To be elevated to not only First Company but also as a member of the company's dreadnought detachment is among the highest honor that may be bestowed upon a member of the chapter. Unlike the standard company organization followed by the remainder of the chapter, First company contains significantly fewer assault and tactical elements instead fielding several more devastator

squads. These devastator units tend to favor roles as tank hunters and are commonly armed with missile launchers for tactical flexibility though lascannon squads are



known to be fielded on occasion. As with rest of the company, these squads prefer to be fielded in larger units of ten men unless the objective of the mission makes this preference unfeasible in which case a smaller combat squad of five men will be used, usually with fewer heavy weapons.

First Company fields heavily mechanized tactical squads to quickly set up flanking firebases, capture objectives, or eliminate units which could threaten the chapter's dreadnoughts. The few squads equipped with Tactical Dreadnought Armor are often held in reserve as the honor guard retinue for the chapter headquarters staff or as a heavy fire support squad to destroy enemy formations retreating from battle. Every fifty years the company holds a tournament among the best of its warriors for the honor of being named company champion, an honor that has been held by Brother Nakhtkherew for the past two hundred years. First Company is currently led by Captain Sahreptaht who has served the chapter faithfully for nearly five centuries. It is expected that he will become the next Master of Argentum when the time has come for Brother Ma'ahkherew to take his place among the honored in the Book of Ancients.

Company Motto

Ab'a Nesewdjet babew (We are the Great Arm of the Emperor's Might)

Notable Figures

Brother Captain Sahreptaht (Ancient Wisdom), **First Company Commander**

Of the Nesewdjet-Nedjety only Master Ma'ahkherew has served the Emperor longer than Captain Sahreptaht. Sahreptaht was born of the seed of Argentum nearly seven hundred years ago. After surviving the rites of initiation and his tenure as a Tenth Company scout under Sergeant Menewnakht, Brother Sahreptaht received his black carapace and was transferred to Third Company. It was here that he proved his value as a leader and skilled warrior in combat against the Ork. After nearly two centuries of conflict, Brother Sahreptaht was honored with the White Helm and accepted his place among the warriors of First Company. Today Brother Captain Sahreptaht still serves, though now as the commander of First Company, and the tales of his wisdom and prowess on the field would fill many tomes.



Brother Captain Sahrepaht always wears Tactical Dreadnought Armor and is equipped with a lightning claw and power weapon, he may choose any other gear from the armory should the mission demand it. His years of service on countless battlefields and great leadership under fire have granted him the right to be counted as a master.

Brother Nakhtkherew (Mighty of Voice), First Company Champion

Brother Nakhtkherew is one of the greatest single combat specialists on the Nesewdjet-Nedjety. His prowess has been proved time and again both on the battlefield and in the tournament earning him the right to be known as the First Company Champion. This skill has not come without price as his scarred visage and bionic implants give testament. Still, his power armed form is a sight to behold in his ornately trimmed artificer armor as he confidently strides across the field of battle unfazed by the enemy fire around him challenging all who dare to single combat in the name of the Emperor. Oft times the mighty slash of his great power sword will fell the mightiest of enemy champions in a single blow, rallying all who are near to press the advantage while Brother Nakhtkherew seeks out another to challenge.

Brother Nakhtkherew is always takes bionics and is armed with a power greatsword and combat shield.

Second Company

Company Roster	
1x	10 man Company HQ Section
2x	10 man Assault Squad
6x	10 man Tactical Squad
2x	10 man Devastator Squad
4x	Dreadnought
20x	Rhino transports
10x	Razorback transports
10x	Land Speeder support craft
8x	Predator Armored Fighting Vehicles
4x	Land Raider Heavy transports

The Second Company of the Nesewdjet-Nedjety served faithfully but in relative obscurity compared to the veterans of First Company or the ritualistic vigils of the Fourth through Seventh companies. However it was their lot to restore the chapter's honor in battle against the Iron Warriors on the planet Bella Aeternus near the Gothic sector. It was Second Company

scouting parties and Devastator squads that pinpointed the enemy fortifications and proved instrumental in destroying enemy strong points with their concentrated



fire. Notably, the company was not present at the Battle of Sigmus 4, the events of which are spoken of by Brother Rekkhet. While the *I'abkeb* fought and died on planet's surface, Second Company was prevented from joining their brothers when their fleet was ambushed en route to the planet. It was a bitter contest that saw the destruction of the Imperial cruisers *Akhet-en-Kherew* and *Wah'et-en-Ma'at* before Second company was able to force the retreat of the attacking Iron Warrior fleet. While many companies in the chapter are of mixed origin, Second Company is unusual in that most of its members are drawn from the hive city of Shemah'ew on Argentum's northern pole.

The families that inhabit the hive city are known for their devotion to duty and form strong bonds with their brother marines. Shemah'ew has a rich martial history and many who are not accepted for induction into the Nesewdjet-Nedjety instead form the core of the *Shekbety-mesh'a*, Argentum's PDF. Because of the extensive and close knit family structure of their home hive, It is traditional for many who are inducted into the chapter to receive the armor of ancestors who have served Second Company in generations past. In order to ensure this transfer, Second Company only recruits two members of the same family, one who serves as a brother marine with the company, and the other who remains as a Tenth Company scout to take his place. Over the centuries this practice has been employed it has become common for the ancestral armor to become venerated as housing the spirits of past bearers who have joined with the machine spirit of the armor on their deaths. Many Shemah'ew




families have thus seen fit to ornament the family armor with intricate designs and glyphs as offerings to the ancient dead to protect the current wearer. Despite these beliefs, no evidence has been found by the Adeptus Mechanicus to lend credence to these rituals. Second company is led by Brother Captain Akehtma'at, a powerful warrior who is often seen at the front leading his retinue into combat with his great battle scythe in hand. It has been his wisdom and example under fire that has many times rallied the company to press on to victory despite horrific casualties.

Company Motto

Shesep Nesewdjet Ma'at (We are the Light of the Emperor's Truth)

Third Company

Company Roster



1x	10 man Company HQ Section
2x	10 man Assault Squad
6x	10 man Tactical Squad
2x	10 man Devastator Squad
6x	Dreadnought
20x	Rhino transports
10x	Razorback transports
10x	Land Speeder support craft
8x	Predator Armored Fighting Vehicles
4x	Land Raider Heavy transports

Third Company has long served as the expeditionary arm of the Nesewdjet-Nedjety and it is primarily due to this that the company was not present at the battle of Sigmus 4. Through the millennia since the chapter's founding, Third Company has fought on many battlefields throughout the Imperium and has gained extensive understanding in combating the

Xenos threat. Their knowledge and prowess has been further augmented by the expertise of several members of the company who are veterans of Deathwatch kill teams. Before his entombment, Brother Ankhensahret was a member of Third Company who was with the detachment sent to investigate the splinter of hive fleet Kraken on Actoris III as part of the expeditionary force. Third Company was also sent in a supporting role for the Damocles Crusade against the Tau late in the forty-first millennium. Here the company gained valuable experience in defeating the Tau skimmers and many of the company's devastator squads are elite tank hunters. These members regularly train their battle brothers in techniques gained during the crusade further honing the tank hunter skills of the chapter. The members of the company are inducted from all parts of Argentum and even several outlying planets that



contain Nesewdjet-Nedjety fortress monasteries. This provides a diverse base for the company's marines and a melding of cultures not found in the close-knit clan based family groups of Argentum. This blending allows the company a unique perspective among the marines of the Nesewdjet-Nedjety and a slightly different organizational structure that places a heavier influence on skill with the blade. For this reason, most veteran squads attached to the headquarters retinues and squad sergeants are outfitted for close combat and the company takes the singular position of fielding chaplains to augment the faith of the marines as they are often deployed to the darkest corners of the



Imperium. Because they are an expeditionary force, the company is fielded more often than any company in the chapter outside the Lahkeb or the Tenth Company scouts. This combined with the Third Company's heavy reliance on mechanized infantry provides opportunity for personal achievement and many members of the veteran First Company were originally posted to Third Company. The company is currently led by Brother Captain Shen'af. Often he is seen together with the company champion, Brother Nakhtankh, rending apart xenos with great strokes of their power weapons. Brother Nakhtankh was chosen as the company champion not more than one hundred years ago and has since defended his right as champion in single combat against all members of the company who have sought the post themselves. These duels are seen as means of divination to determine the Emperor's Will for who he has chosen as his champion.

Company Motto

Kherew Nesewdjet Wedj (We are the Voice of the Emperor's Command)



Notable Figures

Brother Captain Shen'af, (He who Repels) Third Company Commander

Shen'af has long fought for the Emperor alongside Brother Nakhtankh and a strong bond has formed between the two in the centuries they have served. While an efficient tactician and able leader, Brother Captain Shen'af prefers to fight at the forefront of his men and is often found in the heaviest fighting. His most recent exploits against the Tau in the Damocles Crusade have left him with several reminders of the conflict and he is unusual in that he has reforged a Tau blade which he acquired from an Ethereal he fought during the crusade which he has adopted as his primary weapon. In combat he uses this blade to strike fear into the hearts of his foes as he advances across the field.

Brother Captain Shen'af has earned the right to wear the Crux Terminatus though his many years of service and is equipped with a Tau blade that has been reforged into a power weapon. He also takes frag grenades, a combat shield and a plasma pistol.

Brother Nakhtankh (Life of Might), Third Company Champion

Brother Nakhtankh is another veteran of the Damocles Crusade and is easy to recognize on the field due to the pieces of Tau battle suits he has fitted to his armor. He is a sight to behold on the field in his gleaming ceremonial armor as he strides unfazed toward his chosen foe. His scars belie his preference for fighting without his helmet, something he believes allows him to better intimidate his foe. He is fervent in his devotion to the Emperor and has never hesitated or faltered to accept a challenge from his brother marines for the right to be the company champion. His continued victory on both the field and in company duels serve to further solidify his resolve.

Brother Nakhtankh wears power armor decorated with fragments of Tau plating and bears the standard equipment of a power sword and combat shield.



The I'ahkeb: Fourth Through Seventh Companies

Fourth through Seventh Companies of the Nesewdjet-Nedjety became known as the “*I'ahkeb*” or “Mourning” Companies following the events of the Battle of Sigmus 4. It was in this conflict their thirst for vengeance and the taste of apparent victory led them into the trap set by the Iron Warriors. The result of this led to the near destruction of all

four companies and the deaths of their captains. Only the quick actions of the librarians attached to the companies prevented complete disaster while elements of Eighth and Ninth companies worked to break through the Iron Warrior lines. Following the battle the bodies of the four slain captains were never recovered for interment on Argentum and it is believed the bodies were removed by the Iron Warriors as they retreated. On Argentum their empty crypts lie amid the Shrine of the I'ahkeb deep within the fortress monastery of the Nesewsjet-Nedjety kept under a constant vigil by members of the four companies. The remnants of the companies have long since reformed, vowing to never fill the post of Captain until the bodies of the slain captains were recovered and their mourning complete.

For nearly ten thousand years they have sought in vain for the bodies of the captains and in their stead the companies are led by the chapter librarians as symbolic reminders of the role they played on Sigmus 4. The banners of the I'ahkeb were changed to blood red with black fields as a memorial to the brothers lost by their rash actions. In the center is the coiled rope containing the company symbol flanked by the repeating text “*Ma'a Kherew Niwetef Nebeh*” meaning “May he be justified in his city of eternity.” This text is a reference to the slain of each company and a prayer for their continued peaceful rest. In the thousands of years since the events of Sigmus 4, the I'ahkeb have dedicated themselves to the pursuit of wisdom and the search for their captains. To represent this, they have chosen to replace their individual company mottos with the chapter motto “em mewet ankh em ankh sahret.” In battle they are more cautious than the other companies in the

Company Roster



1x	10 man Company HQ Section commanded by a librarian
2x	10 man Assault Squad
6x	10 man Tactical Squad
2x	10 man Devastator Squad
6x	Dreadnought
4x	Rhino transports
10x	Land Speeder support craft
10x	Predator Armored Fighting Vehicles
6x	Land Raider Heavy transports





4TH COMPANY



5TH COMPANY



6TH COMPANY



7TH COMPANY

BANNERS OF
THE GAHKEB



chapter and work almost as a single great company because of the bonds nurtured by millennia of shared trials. They are ever vigilant for possible ambush and employ many squads of Tenth Company scouts to gather intelligence on enemy activity before hammering the enemy with the combined strength and heavy firepower of their infantry and armor. The four companies prefer to avoid transport, instead moving methodically forward on foot clearing each area of enemy before moving on. Despite the great experience and prowess gained in the many crusades in which they have engaged in their search for the slain, no member of the I'ahkeb accepts promotion to First Company preferring instead to remain in the I'ahkeb as penance for their failure at Sigmus 4. Only after they have first been entombed in the blessed dreadnought armor and are awarded the status of venerable for their prowess and wisdom in combat will a marine leave the I'ahkeb. These dreadnoughts will continue to show their devotion and mourning as I'ahkeb by choosing to retain the black and red in the colors of their armor. In a similar fashion, the companies of the I'ahkeb choose to paint their helmets black leaving only the central stripe of the helmet in the standard livery of the Newsewdjet-Nedjety.

Company Motto

None, Fourth through Seventh Companies instead retain the chapter motto as their own.

Eighth Company

The Eighth Company is the first of the two Newsewdjet-Nedjety's reserve companies. As a reserve company, many members have only recently received the black carapace and have been accepted as a full battle brother. Because of the relative inexperience of the company members, veteran sergeants are chosen to lead the squads and provide additional training before

these marines are placed in one of the battle companies. Experience is a relative term when speaking of a member of Adeptus Astartes and Eighth Company is often

Company Roster



1x	10 man Company HQ Section
2x	10 man Assault Squad
6x	10 man Tactical Squad
2x	10 man Devastator Squad
6x	Dreadnought
10x	Rhino transports
20x	Razorback transports
10x	Land Speeder support craft
8x	Predator Armored Fighting Vehicles
4x	Land Raider Heavy transports



mobilized in conjunction with the expeditionary Third Company. As a result of these deployments, many members of the Eighth are eventually inducted into Third Company to replace combat losses. Despite this close relation with their brother company, the marines of the Eighth Company are not always mobilized to support Third Company. Nowhere was this more evident than at the battle of Sigmus 4. Because of the heavily fortified nature of the planet, the Nesewdjet-Nedjety Council had deemed it necessary to retain both the Eighth and Ninth companies in support of the operation. This proved fortuitous with the entrapment and subsequent decimation of the P'ahkeb. Eighth Company proved their worth on the field as they fought through the closing Iron Warrior lines in a desperate attempt to break the grip on the battered Forth and Fifth companies while Ninth Company fought through to the Sixth and Seventh. More recently, Eighth Company was active in support of the operations on Actoris III and have gained great proficiency in the use of incendiary and plasma weapons and it is not uncommon to see Eighth Company



devastator squads armed with a mix of heavy bolters and plasma cannons in support of the mechanized tactical squads. The tactical squads also prefer a mix of melta and flamer weapons, racing across the field in their razorback transports and burning through enemy formations under the covering fire of the devastator squads. No matter the prowess of the individual marine, a company will only shine in the hands of capable leaders. Eighth Company is currently under the command of Brother Captain Shemesewneset whose masterful leadership has led the company to victory on countless battlefields. As a reserve unit, the company does not maintain a company champion.



Instead the company emphasizes faith and devotion to the Imperium by including a chaplain on many deployments.

Company Motto

Neset Nesewdjet Wepet (We are the Seat of the Emperor's Judgement)

Ninth Company

Ninth Company is the second of the Nesewdjet-Nedjety reserve companies. Although they are in many respects similar to Eighth Company, the nature of their deployment is quite dissimilar to that of the Eighth. In contrast to the expeditionary deployments of the Eighth, Ninth Company has been tasked with the defense of Argentum and in particular the fortress monastery

of the Nesewdjet-Nedjety, the great *Akhetdjet* itself. Here the members of the company train constantly for what may be one day the defense of their homeworld and provide liaisons for coordination with the Argentum PDF. This is not to say that Ninth Company is neverdeployed in support of chapter crusades. Their role was instrumental in rescuing the battered Sixth and Seventh companies trapped by the Iron Warriors. This is the only significant event in the Company histories. Most of their service has been obscure and hidden within the halls of Argentum though it is known the company has been active on other worlds. Curiously no records have been discovered which detail what the nature of these deployments have been. It is speculated that these missions may have ties to the I'ahkeb or to intelligence gathering on the movements of the Iron Warriors in the centuries prior to the the assault on Bella Aeternus. Because of the nature of their service, Ninth Company has developed great skill in dismounted warfare and city fighting. This has affected their standard weapon choices and they place preference on overwhelming firepower in hopes of devastating enemy formations with waves of heavy bolter and melta fire. For less precise combat and massed enemy units, several squads are

Company Roster



1x	10 man Company HQ Section
2x	10 man Assault Squad
6x	10 man Tactical Squad
2x	10 man Devastator Squad
6x	Dreadnought
20x	Rhino transports
10x	Razorback transports
10x	Land Speeder support craft
8x	Predator Armored Fighting Vehicles
4x	Land Raider Heavy transports






equipped with plasma weapons. Ninth company takes great pride in their wargear, and constantly maintains it to the highest standards. This attention is most evident in those assigned to the Guard of *Akhetdjjet*; their polished armor gleams in the dim light beneath long tabards as they stand motionless at their posts in the Great Hall. Although elements of Ninth Company may be assigned as support to other companies, command of the company rests in the capable hands of Brother Captain Per'ah. The Company champion, known as the Master of the House, is usually the most senior veteran sergeant in the company and is responsible for the defense of *Akhetdjjet*. To aid him in this responsibility, the Guard of *Akhetdjjet* are placed under his command.

Company Motto

Neken Nesewdjjet Djened (We are the Sword of the Emperor's Wrath)

Tenth Company

Company Roster



1x	10 man Company HQ Section
—	10 man Scout Squad (number varies)
40x	Rhino transports
20x	Razorback transports
12x	Land Speeder support craft

All who are inducted into the Nesewdjjet-Nedjety serve their term in Tenth Company as a scout before receiving the black carapace. It is here under the hard and watchful eyes of the best sergeants in the chapter that initiates receive the training that will

serve them well after they are transferred to one of the reserve companies. These marines are trained in a variety of intelligence gathering and combat missions.



With their lighter armor they are well versed in infiltration and are often found at the head of an assault providing accurate information on enemy positions and troop movements. Tenth company has formed an especially close bond with the Pakkeb and are often deployed in support of these companies search for the slain captains. Tenth company was also deployed on Bella Aeternus and was instrumental in pinpointing the Iron Warrior stronghold in conjunction with the marines of Second Company. As a light assault and scout force, Tenth Company does not maintain a heavy armor or dreadnought detachment. Instead they are assigned units from other companies should a mission arise that requires such

assets. More often squads of scout marines are assigned to other companies to support their various operations. Instead of heavy armor, Tenth Company relies on Rhino transports supported by land speeders to maintain momentum on the field. However, they prefer infiltration to frontal assaults in order to cause as much disruption and confusion in enemy formations until the heavy battle companies can eliminate them. Although Tenth Company is mandated to maintain ten squads, this is only an approximate figure interpreted as a minimum required strength to maintain a combat ready arm. Given that at an time several squads are deployed with any of the other companies, it has been speculated that the company reserves the mandated ten squads as a quick reaction force and any attached squads are attributed as support personnel to their assigned company. Tenth Company also works as a more accessible front to the chapter since many in the company still have surviving family members and, although they place primary emphasis on combat arts, still have active roles in the affairs of the people of Argentum. The company



is lead by Brother Captain Kherew-wedj, a master trainer and skilled tactician, whose leadership has directed the, company for the past three hundred and twenty seven years.

Company Motto

Iret'a Nesewdjet bar (We are the Great Eye of the Emperor's Vision)

Notable Figures

Brother Sergeant Menewnakht (Mighty Fortress), 10/3 Squad Sergeant

Sergeant Menewnakht is a hard bitten grizzly marine who has little time for any who donot meet his standard of excellence. He was assigned to Second Company after receiving his black carapace and served with distinction for many years. His exemplary skill and coolness under fire earned him promotion to First Company where he remained until being given command of Tenth Company, Third Squad. Here he has remained to teach new marines all that he has learned through many centuries of war. Several of the greatest warriors of Nesewdjet-Nedjety have passed through his squad including the current captain of First Company, Sahretpaht. Brother Menewnakht takes great pleasure in close combat and is always quick to use his powerfist. His tenure in First Company has given him the right to Terminator Honors, a distinction he wears with pride.

Brother Sergeant Menewnakht is a veteran of a thousand battles and is given terminator honors. He has been wounded many times in the course of his service, several of which have required bionic replacement. He has a general dislike for weapons that are difficult tomaintain like plasma weaponry and continues to use his bolt pistol in addition to the master crafted powerfist he received as a gift in recognition of his centuries of serives when his former pupil, Sahretpaht, was placed in command of First Company.



