

In 997.M41, a splinter of the Tyranid Hive Fleet Kraken wound its way to the Kelar System, a diverse set of planets on the fringes of the galaxy that stood as a major supply center for the Imperium, boasting not only a Forge World (Nessia) and a Munitions planets (Altamaha) providing equipment and munitions to the Imperial forces, but two agriworlds (Mokole and Mbembe) which provided food and water to large swathes of the Eastern Galaxy, and a major Hive Planet (Kelar Prime), which was rife with recruits for the Imperial Guard.

Not having seen the Tyranid in this part of the galaxy, the people of the Kelar were caught completely off-guard. While nearby Ultramarines were able to help facilitate the evacuation of the system, there was no stopping the splinter -- now dubbed Hive Fleet Kelari -- as it worked its way starward. With the timely arrival of the 1st and 3rd companies of the Crimson Fists and reinforcements from the imperial navy, Mokole was spared, proving too difficult for the Hive Fleet to attack before winding its way further into the galaxy.

The system was cordoned off and thoroughly swept by the Ordo Xenos for any remaining threats. By the Fall of Cadia, the system is declared clear, but only Mokole remains habitable. Work begins to convert portions of the agriworld into munitorums and hive cities, with hopes that the Kelar system will continue to contribute to the greater war efforts now that the Eastern edge of the galaxy is cut off by the Cicatrix Maledictum.

997.M41 - 999.M41 - Hive Fleet Kelari drifts slowly towards Holy Terra, until the Cicatrix Maledictum rends the Galaxy in two.

000.M42 - 126.M42 - In the midst of the widening impact of the forces of Chaos, many Hive Fleets are able to run rampant through lesser systems, while the forces of the Imperium are occupied with new Daemon infestations and resurgent Chaos warbands. Hive Fleet Kelari takes a meandering path through the Eastern fringes of the galaxy, with no clear direction.

Meanwhile, on Mokole, now dubbed New Kelar, much of the world is changed. There are frequent tales of large, snake-like monsters encountered in the deepest mines and occasionally, entire villages will be erased from the map - the only proof of their existence being the strips of barren land shaped like cities and towns.

127.M42 - Hive Fleet Kelari returns. Through its seemingly aimless track, Hive Fleet Kelari has been slowly winding its way back towards the Kelar system. In the aftermath of the Indomitus Crusade, more and more splinters of Hive Fleet Kelari have been repelled from lesser systems by the newly bolstered Adeptus Astartes. In other cases, Chaos warbands appear in beleaguered systems, to loot, maim, and otherwise worship their patron gods in the midst of Tyranid invasions. Regardless, shortly after the end of the Indomitus Crusade, the bulk of the Hive Fleet seemed to be heading directly towards New Kelar, largely ignoring nearby systems along its track.

Alongside the return of the Tyranid threat, one particularly bold warband, known for its connection to immaterial and sporting the now infamous colors and heraldry of the Black Legion has slipped into the system. So far, small groups of Heretic Astartes and their followers have been seen roaming through various parts of New Kelar, seemingly in search of something and taking advantage of the literal chaos of the Hive Fleet returning.

Upon the return of the Hive Fleet to the Kelar system, pleas for help were sent out far and wide. Given the proximity to the system, the Ultramarines responded first, at least in word. They sent the word out and called in reinforcements from the Crimson Fists to help deal with the Tyranid threat and the roaming Chaos forces, all while sending a large portion of the 2nd Company in hopes of quashing the Tyranid invasion with decisive force.

All the while, dataslates and omnispexes in Mokole Prime, the largest of the hive cities, have been going on the fritz and displaying bizarre runes, clearly of Xenos origin. What these runes mean for New Kelar remain as yet unknown.

Thus begins the Fall of Kelar.