



Claim 1: Mayari

Mayari's Primarch pod was thrown from the Warp to splash down on the oceanic planet of Kaluwalhatian, whose abnormally large moon created vast and destructive tides that had long ago broken the world's continents into a kaleidoscope of tiny islands. These archipelagos were ruled by vicious pirate lords, rapacious plunderers who subjected the land dwellers to raids at their leisure to carry off treasure and slaves. Mayari witnessed the aftermath of more than a few of these raids as she grew up in a coastal village, growing increasingly furious at the pirates' depredations against the innocent. One day, the raiders came in greater numbers than ever, and she took it upon herself to face them in combat, hoping that her abnormal strength and constitution would help her protect her village.

Another Primarch's story would probably have ended with them shattering the raid, driving the pirates from the shore and returning home to the jubilant adoration of the village. But not hers.

Mayari made a valiant effort, to be sure. Dozens of pirates laid dead or crippled on the beach by the time she was brought down. But in the end there were too many for even a young Primarch to face. As she desperately fought to hold them back, the blast of an archaeotech rifle scoured the flesh from half her ribcage.

She was borne back to the village once the pirates had taken what they wished, and a hero's funeral was prepared. But moments before her body would have been set aflame and pushed out to sea, her eyes fluttered open.

After all, it takes more than a plasma bolt to the torso to kill a Primarch.

As she healed from her injuries, Mayari was surprised to find the mood in the village in high spirits, dampened only somewhat by the losses they'd taken in the raid. It took her quite some time to draw herself out of despondency enough to realize why: despite her failure, she had still been the first person to stand up to the pirate lords and survive. Though she had suffered for it, she had still made them bleed.

Inspired in turn by the courage her people showed in the face of adversity, Mayari formulated a plan. The next time the corsairs arrived, she was once again standing on the beach to meet them. Incensed by her continued defiance, they charged out to strike her down once more. As the pirates were distracted by their clash with the Primarch, the villagers, who had hidden under the sand or the waves, snuck past them and climbed aboard their ships. Under the cover of darkness, they slit the throats of the few remaining guards and turned the ships' weapons against their former owners. Caught between their own vessels' guns and a vengeful Primarch, the pirates were slaughtered to the last.

Claiming the ships for their own, the villagers set out across the seas with Mayari as their captain. What the Primarch lacked against her siblings in personal combat skill she more than made up for in tactical acumen, and despite the rag-tag nature of her small fleet she scored victory after victory against superior enemies, often capturing their ships to add to her forces. When she went ashore she was greeted as a liberator, and the island villages sent the strongest and cleverest of their number to join her growing armada.

Mayari soon went from annoyance to problem to threat for the pirate lords, but their greed often led them to fight amongst themselves even in the face of danger, a tendency she was all too happy to exploit (at one point even arranging a battle so that two lords each mistook the other's forces for hers, crippling two fleets without firing a shot). Still, though, every raid she could not prevent and every innocent cut down or taken as a slave weighed heavily on her shoulders. Though she did not let her grief slow her down, she still felt it keenly.

But she felt something else, too: the awakening of her latent psychic powers. She'd felt the first stirrings of them while lying maimed and broken on the beach after that first raid, but as she pursued her goal with grim determination she became able to marshal more and more of her abilities, turning her into an even more formidable force against her enemies.

Before long, she was on the offensive and the pirate lords, once the uncontested rulers of the seas, were on the run. She hunted them down ruthlessly, one by one, often exacting justice by handing them over to the "mercy" of their former victims. The very last to die was the same one who had dispatched his raiders to her home all those years ago; she executed him personally, driving an arrow through his eye before a roaring crowd of thousands.

A month later, the Emperor of Mankind arrived on Kaluwalhatian.

Mayari was slow to trust the man who claimed to be her father, for his claim to uncontested dominion over his subjects reminded her uncomfortably of her former overlords. But it seemed, at least, that he had a broader and far nobler purpose in mind than simply to rape, pillage, and burn. She cautiously accepted his offer (she chose to think of it as an offer, rather than a demand) to take up a command at the head of one of his Legions, and departed her homeworld to join the Great Crusade.

When she was reunited with her Legion, however, Mayari was dismayed to discover it a mere husk of its former self, the victim of a bloody campaign that had destroyed much of its former strength. Trying (not with complete success) to put aside dark thoughts about how she could have prevented this calamity if only she had been able to complete her campaigns on her home planet sooner, Mayari resolved to make the best she could of what was left of them. She trained them in the guerilla tactics she'd pioneered back at home, teaching them to operate independently and use guile to triumph over superior forces, as she herself once had. It was a slow and grueling process, but bit by bit the Legion's fortunes were reversed, snatching victory in the campaign from the jaws of defeat (and conquering several planets with minimal casualties). In honor of their transformation, Mayari renamed her Legion the "Lunar Hunters".

Now, the Hunters prepare for their next campaign. A slow trickle of recruits from the Grand Armada of Kaluwalhatian provides the first promise of rejuvenation, but their numbers remain a ghost of what they once were. And as she takes her first steps into the grim darkness of the wider galaxy, Mayari braces herself for the future...

- Primarch Flaws: Melancholy, Self-Deprecating
- Primarch Virtues: Benevolent, Empathetic, Just, Intelligent, Genuine, Spirited
- Legion Specialty: Asymmetrical Warfare, Insurgency (300)
- Legion Recruitment Ability: Moderate
- Legion Strength: Empty (-200)
- Legion Enemy: Humans
- Legion Navy: Minor (-200)
- Legion Elites: None
- Ground Auxiliaries: None
- Space Auxiliaries: None
- Legion Flagship: Battlebarge
- Flaws: Disgraced Legion (-200)
- Perks: Virtuous (200), Veterans (200), Explorers (300), Glorious Heroes (100), Psyker (400), Excess Geneseed (100)
- Heroes:
 - Bulan Mishra
 - Gear:
 - Standard Loadout
 - Specialties:

- Leadership (200)
- Hero Traits:
 - Sniper (100)
 - Hunter (100)
- Hero Perks:
 - Honored (100)
 - Heroic (100)
 - Bionics (100)
 - Veteran (100)
 - Survivor (500)
 - Trusted (200)
 - Talented (300)
 - Master: Leadership (400)
- Hero Flaws:
 - Mutated (-300)
 - Maimed (-600)
 - Madness (-500)
- Bulan was solely responsible for salvaging her part of the Legion from the Hunters' crushing defeat, leading a contingent of Astartes out of the trap they had fallen into and extracting several survivors in the period afterwards. Even more impressive was the fact that she accomplished this despite a mistake in the implantation of her geneseed that led to several of her Astartes enhancement organs failing to properly develop. However, these exploits cost her dearly: she lost an arm in the process and had to replace it with an inferior prosthetic, and bleak memories of the death she saw that day still haunt her dreams. When Mayari reunited with her Legion, Bulan took to her guerilla training better than almost any other Space Marine, seeing it as a way to avoid such catastrophes in the future.