

Make sure the population is loyal

We also need arbiters to keep them suppressed. Would we integrate with secret police, or keep them separate, one serving the house and the other the planet? Former would be more efficient, but the latter give us more control.

Unite the planet

For now we only have Njebe under our control, we need to make sure the other 3 cities follow suit. If we do, the nomads will fall in with us because we will control all the sources of food.

Expand our industry

Once survival is secured, we need to make sure we start to thrive. Survey natural resources, find a way to farm the Cherv-worm instead of relying on the nomads gathering it. Get trade deals, maybe even import raw resources and turn them into industrial goods if necessary. Get on the good side of the Mechanicum to have their expertise.

>attempt offworld contact and deals

- Shrine World : Find, contact and send a request to have a few hundreds imperial priests and missionaries.  
(Done, but from a death world)

- Forge World : Find, contact and make an order, use our thrones and chem-cloth to buy industrial machinery, construction vehicles, construction materials, arctic military vehicles and some infantry equipment+weapons. A small group of tech priests to establish an enclave in our capital could be arranged too.

- Agri World : Find, contact and make an order, use our thrones to buy crops and fauna that can better survive on Moranus Secundus.

>work on the infrastructure (write in)

-Njebe, build public transports divided for social classes across the city (tram/train). Make space for private transports too when there will be civilians vehicles.

-Njebe, build a great statue of the God Emperor, alongside statues of Primarchs, Imperial Saints, Heroes, us and a great monument to House Surico

-Njebe, build an imperial temple. The God Emperor must be honored and worship of him must start now.

-Njebe, begin imperial urban restructuring and construction in the city. Transform Njebe in OUR capital with : military checkpoints, new roads, new housing, sewers (heavily guarded), electricity, heating, squares with small monuments to House Surico and the Imperium and lastly a large defensive wall with fortified towers surrounding the capital. Cameras will be placed across all the city.

-Njebe, expanding the spaceport and fortifying it. Build direct rails and roads attached to it.

>attempt some social reforms (write in ideas)

-Njebe, build an academy for educate the superior classes

-Njebe, build simple schools for educate somewhat the masses (enough that they aren't utter troglodytes)

-Njebe, build a propaganda center for teach the people the value of loyalty to Imperium and our House. Inside it there are multiple reeducation rooms for citizens.

- Njebe, Arena Games. Martial competitions of skill, strength and agility. Fully under our control.

We could do some racing later. (Official race tracks and game, or just joyriding through the world?)

>work on the infrastructure (write-in)

Njebe, build heated greenhouses and cultivation of mushrooms.

Njebe, establish an heavily fortified and defended large military fort attached to our governor palace. Inside we will also build large barracks, training grounds landing pads, armories, supply depots and so on.

Njebe, establish an industrial quarter in the city beside factories, inside it there will be many warehouses and workshops too.

Njebe, establish a Medicae hospital for ensure the population is kept healthy.

Njebe, establish between the spaceport and industrial quarter, a great market. Near it there will be also housing for independent merchants and multiple warehouses you will be willing to sell them.

>attempt some social reforms (write in ideas)

The imperium stands on his martial might, has such the youth should be thoroughly indoctrinated in loyalty and devotion toward the Imperium and our House, and receive weekly physical and weapon exercises.

Introduce a proper imperial social division and hierarchy, ensuring that our House is at the top and centralizing power and influence in our hands.

Other ideas

We need to completely crush the partisans, but since they have retreated to the wilderness, it will likely be a costly affair. Focus on unifying the planet first.

We could also start the long process of creating a hive city by moving the population to only one place. If we don't find any more resources on the planet other than the chev-worm, this might be one of the few worlds that it ends up an improvement. Would recommend only if we manage to industrially farm the worms, since the nomads would probably find it harder to survive without pit-stops scattered throughout the planet.

We also need a designated heir. An official marriage to make sure that it is not a bastard or born out of wedlock, since it would set a dangerous precedence. Pulcheria might be the solution, unless 40k age extension technology does not solve menopause.