

*Chronicles of the Ater Vacuus Sector : From
Holy Crusade to Separation from Holy
Terra.*



Galactic sector: Ater Vacuus (on the edge of one of the furthest arms from Holy Terra)

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Year: 909.M40 (40,909 A.D)



For Thousands of years, the Ater Vacuus Sector was an unknown sector of space. Its vast reaches blocked by severe Warpstorms that either destroyed ships outright or negated their void shields, allowing creatures of the warp to consume the souls of ships crews. This all changed on 899. M40. As usually happens in the warp, the tides changed and what once was unpassable currents became an open sector to bring to the glory of the emperor.

As such, the Ater Vacuus crusade was born. Machius Lenn, a general of the augustus war college and head of no less than 10 victorious military campaigns in the Kropulu sector, was chosen as warmaster of the crusade and wasted no time in assembling a vast fleet to conquer the sector in the name of the Imperium of man.

Dozens of ships flocked to his banner and along with a company of space marines from the light Hawks chapter, pushed into the sector with great fervor. In less than 8 years, more than a dozen worlds became subsumed into the imperium. Two belonged to lost colonies of man, whose populations soon learned the value of service to the imperium. Five were virgin worlds in which outposts were placed to welcome future colonists. The rest belonged to the Denati, a vile alien race who dared live on

worlds belonging to the imperium of man by manifest destiny. The Crusade came at them like a righteous fire that destroyed their ships and obliterated their cities. Half a dozen worlds were scourged of the vile xenos and it was only a matter of time before their pathetic civilization would be expunged from history.

Sadly, this would not come to pass. In the 9th year of Ater Vacuum Campaign, a massive warp storm appeared that once again blocked the Ater Vacuum sector from the rest of imperial space. Any chance of reinforcements was nonexistent and the crusade came to a halt as it was decided to consolidate our forces.

Navigators, after careful meditation and contemplation, have determined two disturbing facts about the warp storms that are of important note. The first is that these storms don't look like they will end anytime soon. It is predicted that we may be blocked off from imperial space for thousands of years. The second, and more disturbing bit of information, is that these warp storms are highly energetic. The warp itself is flaring and it may allow pockets of warp energies to pop up all across the sector. The chance for chaotic energies corrupting our people or, even worse, demons materializing are possible.

Thus, all we can do now is endure. On the one side is an impenetrable storm that will destroy us if we dare cross it. On the other, is a sector of space entirely against us. With a vile xenos race and the chaotic forces wishing to destroy us, we can only endure and have faith that the emperor will guide us towards the right path to make this sector ours.

Player Notes:

The Imperium of man:

The Imperium of Man is a galactic empire of over a million planets that contains the vast majority of humans in the forty-first millennium. It is a loose empire, nominally consisting of all human-inhabited worlds in explored space and united through a common imposed religious conviction, extreme xenophobia and militarism, brutal despotic rule and threat of massive disciplinary force. Its been described by many as Hitler in space. So the question becomes, why are they the good guys? The answer, because the imperium of man is a puppy compared to the evil's out there in the wider galaxy.



Chaos:

Chaos refers to the universal spiritual force represented by the often malevolent intelligent entities comprised of psychic energy that live in the Warp, composed mostly of daemons, but the term also encompasses those mortals who have thrown in their lot with Chaos, ranging from simple peasants and/or laborers who serve as Chaos Cultists, to Traitor Imperial Guardsmen, warriors, Imperial nobles, planetary governors, and even the mighty Chaos Space Marines and Traitor Titan Legions. Chaos is also itself the psychic energy that composes Warp space. Chaos is almost synonymous with the Warp - the two concepts are inseparable: Chaos is the limitless ocean of spiritual and emotional energy that defines the Immaterium. It is a great and raw force of change and power, and is both physically and spiritually corrupting. The most gifted mortals, psykers, can utilize this energy, thus making them capable of abilities which transcend the laws of the material universe. However, the malevolent power of Chaos can gradually corrupt a psyker,

tainting his mind and body. The most powerful entities of Chaos are the four great Chaos Gods, also known as the Ruinous Powers, who each embody one aspect of the greater force of Chaos and can be worshipped individually or as an entire pantheon. The iconic symbol of Chaos is the eight-pointed star, representing the infinite possibilities of Chaos.



Where do you come in:

Out of the Dozens of ships that ships joined the crusades, yours is the only one that had any real independence. You are a rogue trader vessal, A ship given rights by the imperium of man to explore the galaxy in search of new worlds and treasures. You left with the crusade in search of profit but soon found yourself trapped in this unknown sector of space. Since all other ships under the warmaster are occupied with ensuring the tentative hold on the few worlds they control, you are the eyes and ears of the fleet. Although not technically under control of the warmaster, you give your assistance by exploring the sector to find ways to help the fledgling empire forming. Your decisions will have an effect on what happens to the sector. Whether it will hold true to the ideals

of the imperium, be destroyed by external forces, or be forced to change to accommodate the necessities of their circumstances.



Imperial Timeline

000.M33 The first crusade into the Ater Vacuus sector begins, numerous worlds are gained for the imperium of man.

448.M35 A rapid warp storm cuts off the Ater Vacuus Sector. Many worlds are lost from imperial contact. Any ships that attempt to enter that sector of space are destroyed in the terrible warp storms.

889.M40 After more than 5000 years, the Ater Vacuus sector is once again opened, and a new crusade was created to retake what should be Imperial.

897.M40 After eight years, the warp storms reemerge, blocking the crusade from the rest of imperial space. It is determined that these warp storms could last for more than a thousand years. Not only that, but the warp storm partially obscures the Astronomican, the holy light of the emperor that helps guide Navigators across the warp. Warp travel becomes much more difficult and dangerous. Plans are put in place to colonize currently owned planets and set up an industrial base to help maintain the current ships in orbit.

902.M41 **The Fracture:** numerous imperial ship captains as well as many of the merchant ships that came with the fleet become disillusioned with the current imperial leadership. Numerous factions form and various skirmishes break out.

908.M41 Eventually order is restored but not without the loss of numerous valuable ships. Some other ships flee into unknown sectors of space.

918.M41 **The Consolidation:** It is decided by Machius Zenn, now head of all planets within the sphere of the crusade, that in order to optimize defense in these dire situations, all ships, even those ships that were technically independent such as those of rogue traders, were to subsumed into military use. Numerous protests were made until the assault of the **holy conquest**, a cruiser under the ownership of merchantman Zanos Frox. A squad of Light Hawk Space Marines teleported within the cruiser, decapitated the leadership (figuratively and literally) and gained control of the ship.



No more protests were made. Many ships that were loyal to the current regime during the fracture were allowed to keep one or two ships as long as they understood they belonged to the new regime if the situation requires it.

935.M41 A human empire is contacted across the depths of space. It is determined that after 5000 years, It still maintained many of the traditions of the imperium, yet was declared heretical by Cardinal Cranus of the Ecclesiarchy. No contact is warranted and anyone who see's the ships are ordered to shoot them on site.

960.M41 The race known as the Denati begin infrequent raids across imperial space.

999.M41 Present. The industrial and military base of the crusade continues to grow. It is determined that within a few decades, a new crusade may begin again to gain a more significant foothold in the sector.

Kroot Timeline

887.M40 Hearing news of the potential crusade on a new sector of space, a kroot warsphere is sent out to make contact with any xenos creatures within the area and hire themselves as mercenaries against imperial forces. No real victories were expected but the possibilities of new aliens to consume would enhance the genepool of the Kroot race.

898.M40 With the closing of the sector due to warpstorms, it is determined by the shapers that a new world must be claimed in order to maintain the Kroot race in this sector.

905.M41 A new world is discovered, called Pecha. A dangerous Death world with deadly creatures with numerous ways to kill. From deadly spines and teeth, to numerous poisons that can kill anyone instantly, it was a place of death to anyone. If Kroot could cry, they would have cried tears of happiness.

999.M41 Present day. Although the world is kept unindustrialized to keep its environment intact, the Kroot War sphere was modified into a Space-station. It became a hub for their mercenaries services to numerous customers across the sector and eventually became a trading hub in its own right. The main customers are mainly human Pirates, merchantmen from the crusade and other human empires or worlds. There are also other xenos species as well although they are smaller in number and try to not mingle too much outside their species. There was an attempt from an overzealous ship captain from the crusade who tried to claim the Warsphere in the name of the imperium. The Kroot found him, his command, and his family quite satisfying, although not as nutritional as they would have liked.



