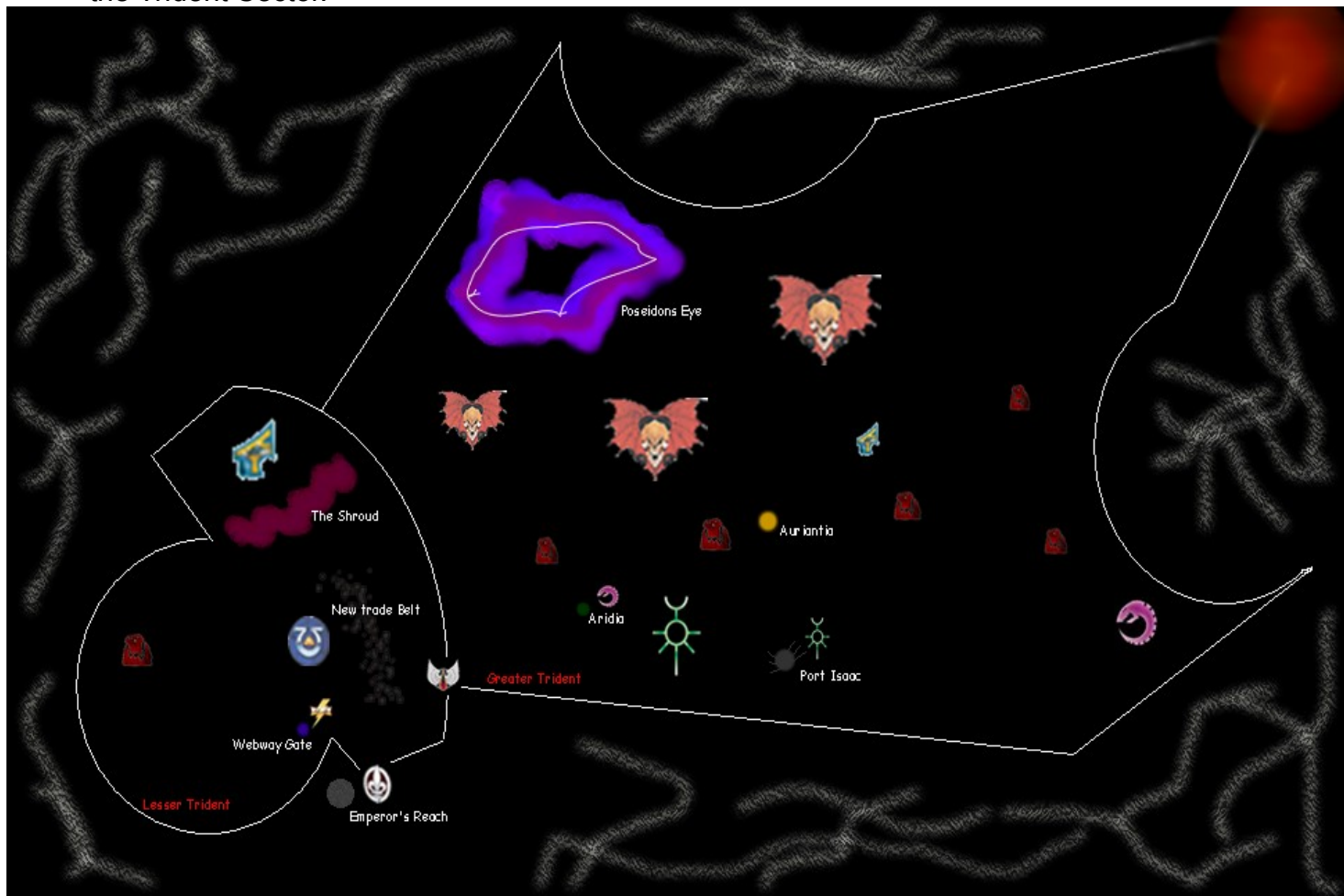


Trident

The results of OGC Tournaments and events are fed into a wider storyline, based around the Trident Sector, located on the North Eastern fringe of the Imperium. Developments in players armies and the results of Tournaments and special events determines what happens in the Trident Sector. The following article describes the history and features of the Trident Sector.



Features

Trident is located on the North Eastern fringe of the Imperium, and is a system that orbits a singular sun, which is slowly weakening and is expected to die in the near future. As a result Trident is a dark place, although aesthetics are not its attraction. A system far older than that which Terra inhabits, Trident was untouched until relatively recently in mankind's history with Imperial settlers arriving around the year 39,000. As such it is vast in resources, so much so that much extraction is possible with relatively unsophisticated equipment, consequently despite the recent conflicts and mounting war costs, just half a decades worth of tilling yield riches far beyond that of the cost of war.

Travel

The only identified safe zone from a warp jump lies south of Emperor's reach, effectively making it the 'gateway' to Trident. The remaining outlying area of the sector is dominated by debris and space that remains 'dark' to Astropaths effectively making it far too dangerous to jump to. However Poseidon's Eye provides an alternative route to the sector, and is believed to be the result of a tear in the ancient Eldar Webway that spills into the sector. It is speculated that this is the result of an ancient battle in the sector between

Eldar and Necrontyr, either way it has been used successfully by Chaos forces to navigate in and out of the sector. An ancient Eldar webway gate was also located and secured by Imperial forces in 4190, and acts as a beacon for warp travel to the sector and also for Imperial research into unlocking the mysteries of this form of space travel, although thus far the gate remains unresponsive to anything beyond existing warp capabilities. The emerging presence of Tyranids and Orks has led to speculation of another Warp Jump 'safe zone' in the sector, although it is just as likely that Orks have haphazardly journeyed to the sector and been unable to mobilise due to the random loss of their fleets, and the method of Tyranid space travel is not fully known.

Timeline

- 4100** *First Trident War.* Eldar Forces launch significant raids on the Imperial Sector of Greater Trident, making a surprise raid from Poseidon's Eye. Attempting to raid Imperial museum vaults, the Eldar are initially successful but they are tailed by Chaos forces and outright war breaks out. The Chaos forces are eventually victorious and the Blood Angels are forced to rally the Imperial defences after abandoning several key planets to Chaos occupation.
- 4110** *Second Trident War.* The Imperial attempts to recapture their fallen planets ends disastrously as they are repelled by Chaos forces and ultimately stretched and annihilated by Ork forces, stirred by the war. Eldar forces consolidate their position in Trident but are forced to go 'underground' as Chaos forces take complete control over Greater Trident, their reign lasting for the next three decades.
- 4140** *Waaaagh! Incident.* Ork numbers swell unchecked in Greater Trident culminating in a huge uprising that startles and pushes back Chaos troops from several planets. Although they eventually rally their previously unrivalled domination comes to an end.
- 4140** *Storming of Port Isaac.* Eldar forces launch a surprise raid on the Imperial port world of Issac, and manage to repel an Imperial landing to attempt to recapture it. However the disturbance is enough to unveil the true reasons for the Eldar attack and they are unable to contain Necron artifacts that had been unearthed by the Imperium. The subsequent catastrophe saw the emergence of a C'TAN into the Trident system.
- 4150** *Fall of Auriantia.* The location of Trident has always made it seem a potential target for the passing of the Great Devourer, and in 4150, from seemingly nowhere, Tyranids fell upon Auriantia, overrunning the Imperial defences at Outpost MXII. The planet was subsequently devastated, however it is not known as to why the Tyranids have not pushed further through Trident, and it is speculated that the combination of Ork resistance, Eldar and Chaos patrol raids and the presence of the Necron 'Dead Zone' have all contributed to forcing the Tyranids to abandon an all consuming assault.
- 4160** *Fall of Arridia.* The last significant base of Imperial operations in Greater Trident fell when Ultramarine forces found themselves caught between a Tyranid Cult uprising, and a Chaos attack, looking to expand their influence into wider Trident. The planet was subsequently devastated leaving much of the cities in ruin and leaving mindless bands of Tyranids and roving Ork mobs trawling through the ruins. Chaos forces sealed off the city of Arnor and have managed to sustain themselves against the outer reaches, although aid is scarce coming and evacuation too dangerous. A band of marines of the Subterra chapter also survive, fighting a bitter guerilla war for survival by utilising underground burrows. Arridia's collapse marks the end of Imperial influence in Greater Trident and was part of a wider evacuation from the sector full.
- 4160** *Coming of the Necrons.* Following the events of Port Isaac and the surrounding area becoming a zone of untravelled and lethal space, the Necrons made their first forays into the wider sector, devastating Chaos outposts and forcing them to abandon their move to conquer Lesser Trident. Consequently Chaos forces move to consolidate their positions in Greater Trident rather than push past the now active Necrons and Tyranid forces.
- 4170** *Battle for Emperors Reach.* Tyranids and Orks pushed through the system, tarrying at the tails of the fleeing Imperial fleet from the Trident system. The Tyranids however were checked by having to stream their forces through the narrow corridor between Chaos controlled space and the Necrons. The delay was enough to allow the Imperial fleet to abandon the sector once and for all, however it was at Emperor's Reach, the 'gate to trident' that the Adeptus Sororitas rallied Imperial interests. By drawing the Tyranids and Orks into battle they annihilated the forces and

then halted a Chaos attack that had been waiting for the perfect time to strike. Consequently the seven decades of Imperial withdrawal and retreat came to end as Emperor's Reach was fortified by the Sororitas and became the beacon for the future of the Imperium in Trident.

4180 *Webway Gate.* Remarkably, an ancient and seemingly defunct Eldar Webway Gate was discovered in Lesser Trident, which could act as a warp beacon for mass transport into the Trident Sector. This became a priority for Imperial forces, but the Sororitas attempts to halt Astartes moving through the fortifications at Emperor's reach bought time for the discovery to alert other forces. As a result the Astartes attack would have too fall upon a determined Eldar defence and Chaos forces still desperate to obtain a foothold in Lesser Trident. The Imperium succeeded however and the White Scars raised their flag at the gate, and soon Imperial mining and trade ships arrived to spark a period of sudden and rapid growth in lesser Trident. Following this conflict began between the Ministorum attempting to levy transport into Trident through Emperor's Reach, and the Astartes allowing unauthorised migration into Lesser trident. The emergence of the New Trade Belt was bolstered by the establishment of lunar fortifications by the Blood Angels. The White Scars also subsumed responsibility to the Ultramarines, leaving a token garrison at the web gate. Mysterious reports of black armoured marines appearing to fend off xenos attacks from migrants also caused rumours that the infamous 'Legion of the Damned' were present in Trident.

4190 *The Shroud.* The most resource rich planets were to be found close to the area of dangerous space in Lesser Trident named the shroud. Chaos forces had attempted to capture the area but were beaten off by Eldar forces, subsequently the Ultramarines suffered a similar fate as Eldar troops operating from beyond the safety of the shroud were able to maintain control over the resource rich area.

Locations of note

- Auriantia** Status: *dead world.* Auriantia is the first and currently only world to have been 'consumed' by Tyranid forces. Once an Imperial mining colony it is now a barren waste, and the destruction of its vegetation and consumption of much of its water has left it with a weak and volatile atmosphere promoting consistent arid climates resisting all life.
- Aridia** Status: *contested.* The final of the Imperiums planets to fall in Greater Trident Aridia is now a dangerous land where tribal Orks and Tyranids roam. The psychic potency of the tribal Orks seems to have cut off the abilities for the Hive Mind to control the Tyranids and also made travel to relieve the stranded forces on Aridia difficult. The City of Marnor has been sealed and is under Chaos control and has successfully survived against the outer incursions. A group of Subterra Marines continues to fight a guerilla war, surviving by using their expertise below the planets surface. Necron and Eldar interests suggest an ancient significance to Aridia that may rival the events at Isaac.
- Emperor's Reach** Status: *Ministorum control.* The 'gateway to Trident', Emperor's reach lies ahead of the safe zone for warp jumps to the sector and as such is of much strategic importance for Imperial interests. The battleground for the infamous rally by the Adeptus Sororitas, it is firmly under Ministorum control who make much profit from levys to migrant ships into the sector. It also tightly ensures the spreading of the Emperors word and finds itself in conflict with Astartes forces in Lesser Trident.
- Greater Trident** The larger region of the sector that lies in the immediate range of the sectors only sun. Once under firm Imperial control it has since been abandoned leaving Chaos Forces to govern the remaining former Imperial planets. Orks provide a buffer to Chaos controlled space to the Tyranid and Necron presence.
- Lesser Trident** The smaller region of the sector, characterised by its colder and darker planet climates. Its seasons are far longer than in Greater Trident due to its distance from the sun. It has since been re-secured by Imperial forces and is 'policed' by Astartes of the Ultramarines chapter. A Blood Angels garrison provides response to incursions from Greater Trident.
- New Trade Belt** A belt of resource rich planets, this has become the focus for migration to the sector and new mining interests were vast fortunes are to be made by the

resource heavy and ancient planets. The Ministorum struggles to maintain a strong influence here.

Port Isaac

Status: *Necrontyr Control*. The former Imperial Port colony, unearthed artifacts were unwittingly the catalyst to awaken a Necron Tomb World. Despite the attempts of the Eldar to contain it, the Necrons were awoken and Isaac was purged, and under the control of a 're-awoken' C'TAN whose designs are unknown. The area of space immediately surrounding Port Isaac is now considered a Necron 'dead zone' and nearby travel is dangerous to fatal.

Poseidon's Eye

A warp leak that is thought to be the result of ancient Necrontyr damage to the Webway. Although dangerous to approach, it has been utilised successfully by Eldar and Chaos forces to travel to the Trident Sector and is thought to offer access to the wider webway and into the Eye of Terror itself. Due to its fixed location, travel is deemed only possible during one part of the year as the planets of the Greater Trident system's move on their orbital axis and out of range.

the Shroud

Seemingly a cloud of dust, the Shroud holds an axis around the entire length of the sun, meaning that it is an ever present feature of Lesser Trident. It falls upon some of the most resource rich planets in the entire Trident Sector, but efforts to control them have been thwarted by Eldar forces operating beyond the shroud. It is deadly to ships attempting to travel across or through, but Eldar ships appear to have developed a safe method of negotiation.

Webway Gate

Status: *Astartes Control*. *Although* seemingly not to function, its strong energies allow a beacon for Astropaths to direct ships from the warp to Trident allowing for unchecked migration into the sector, and also for a bypass of using the safe zone and therefore the levies of Emperor's Reach. This has led to official and illegal declarations by the Ministorum and has led to conflict between Astartes and Sororitas forces. Imperial research is taking place at the gate in an attempt to unlock its secrets, and is held by a garrison of White Scars. The research is judged as 'heretical' by the Ministorum.

Presence

Chaos

36% [40 points] Controlling a significant portion of Greater Trident, the Chaos forces present are principally of the Nean Dell Night Lords detachments and hold many former Imperial colonies under their control, allowing for resource production and wider trade out of the sector using Poseidon's Eye.

Imperium

22% [25 points] (Blood Angels 24% [6 pts], Ultramarines 24% [6 pts], Sororatis 20% [5 pts], White Scars 20% [5 pts], Legion 12% [3 pts])

The dominant Imperial forces are the Astartes, and the Ultramarines have taken on a mobile policing role in Lesser Trident. The Blood Angels have tasked themselves to garrisoning Lesser Trident against incursions and attacks from the Greater sector. White Scars hold the Webway gate, while Sororitas troops of the Ministorum act from Emperor's reach and take 'police' actions of their own, taking particular interest in the New trade Belt. Legion of the Damned forces have also been reported as 'sighted' in Lesser Trident.

Eldar

18% [20 points] Despite having mixed fortunes in the Sector, the Eldar have nevertheless maintained an ever-presence, seeing Trident as important for several key factors. The loss of key artifacts, the tear in the Webway, and lost Webway Gate and the presence of the Necrons. Their initial method of mobile war has since been exchanged with a more long term strategy, capturing several key planets that allow for an entrenched and reactionary strategy. The Shroud is key to their operational survival, although they are also present in the Greater Trident Sector and despite initial interference, they have avoided conflict with Chaos troops when navigating Poseidon's Eye.

Orks

13% [14 points] Seemingly an irrelevance for many years, the incidence of a major Waaagh has stamped their presence on the Trident Sector permanently. An always present force, they have spread throughout the Trident Sector, and have come to form a buffer zone between Chaos controlled space and the

Necrons and Tyranids. In true Ork fashion they manage to get everywhere and have had a presence on most of the major battlefields of Trident. Of significance are the tribal Orks on Aridia, whose strong psychic presence has caused disruption to almost all travel in the area.

Necrons

7% [8 points] The appearance of the Necrons has had grave implications for the Sector and has raised the alert status of the Imperium, Eldar and Chaos forces. The appearance of the C'TAN on Isaac was followed up with a Necron surge in the immediate area, razing several colonies and being involved in the fighting on Aridia. They have become somewhat more dormant recently, and are thought to be caught disrupting Tyranid attempts to cross the Necron 'dead zone' that exists in the area around Isaac.

Tyranids

5% [5 points] The Great Devourer's arrival remains a mystery, and along with the incursion of Orks, points to another possible safe zone in the east of Greater Trident. Nevertheless they have managed to push all the way to Aridia although their initial shock surge through Auriantia and beyond has been checked by Orks and Necrons they have established themselves as a potential threat. It is believed that it is a 'feeler' Hive Fleet, one that it is not as grand as the likes of Kraken or Behemoth, but it still present a genuine threat should they ever make it as far as Lesser Trident.

(comprised of results of Tournaments 99-08 (5/3/1), Winter 2k5 event (Aridia, Tyranids 3-Necrons 2-Chaos 1), Standing the Dead (Tyranids+1), Meltdown (Eldar 3, Chaos 2), Meltdown 2 (Eldar 3, Chaos 2, Eldar 1), Meltdown 3 (Eldar 3, Chaos 2, Ultramarines 1), A Storm in the Port (Necrons +1))