

# STARDRIVE™

CAMPAIGN SETTING

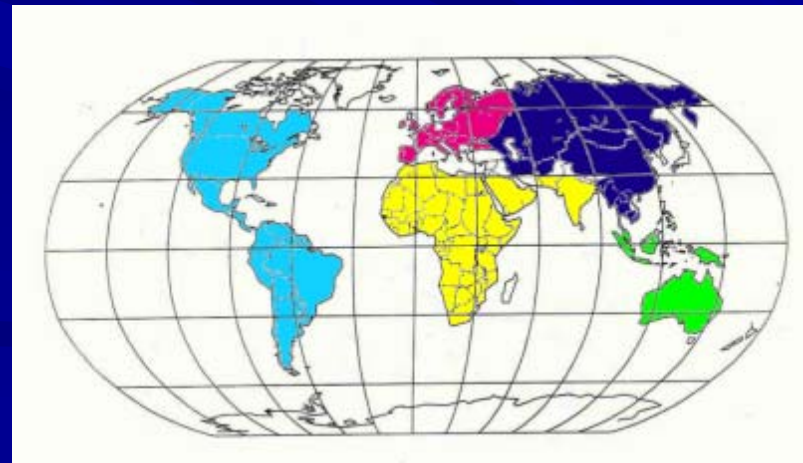
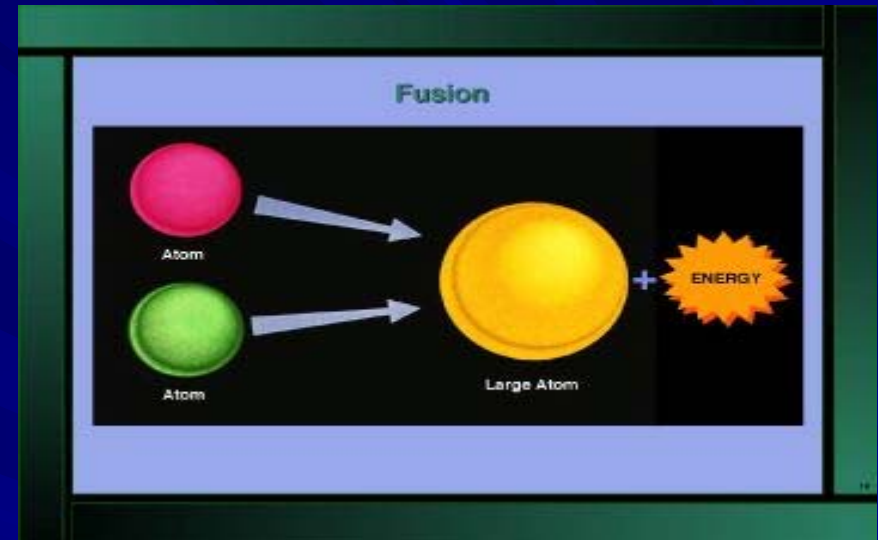


## TIMELINE

Present Day to 2501

# 2047 – The Fusion Generator

- The fusion generator is developed.
- Six world powers divide Earth:
  - the American Slates,
  - The European Union
  - The Asiatic Federation
  - The Pacific Bloc
  - The Endo-African League
  - Microtel
- A period of peace and prosperity begins.





2064 - Pacific Bloc builds first permanent lunar colony.



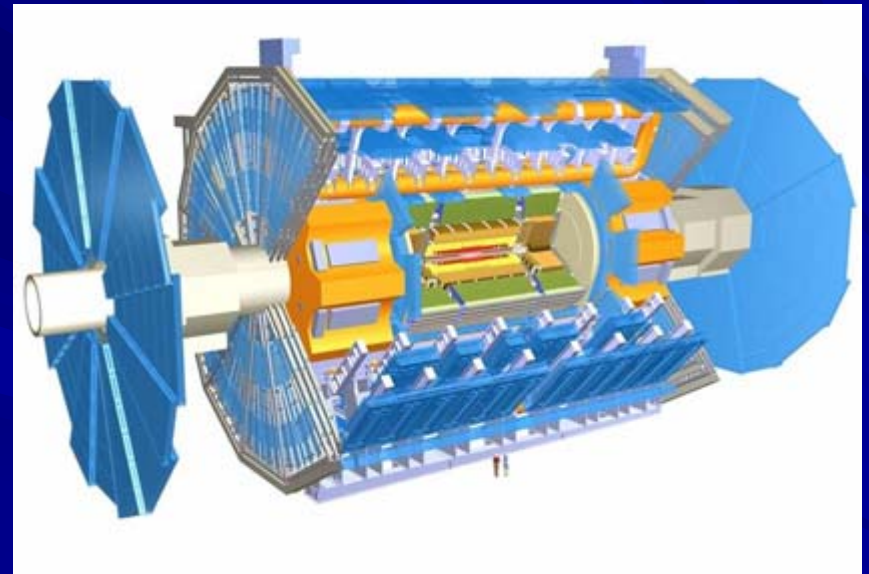
# 2073 - Permanent manned colonies on Mars established.



SUNRISE NORTH EDGE OF THE DOME - MARS  
MIKE KRETSCH 2000 MIKEMARS@AOL.COM

# 2106

- The mass reactor is developed by the Indo-African League, forever changing the world.
- A period of tension and competition begins between the world powers that eventually involves even the client slates.

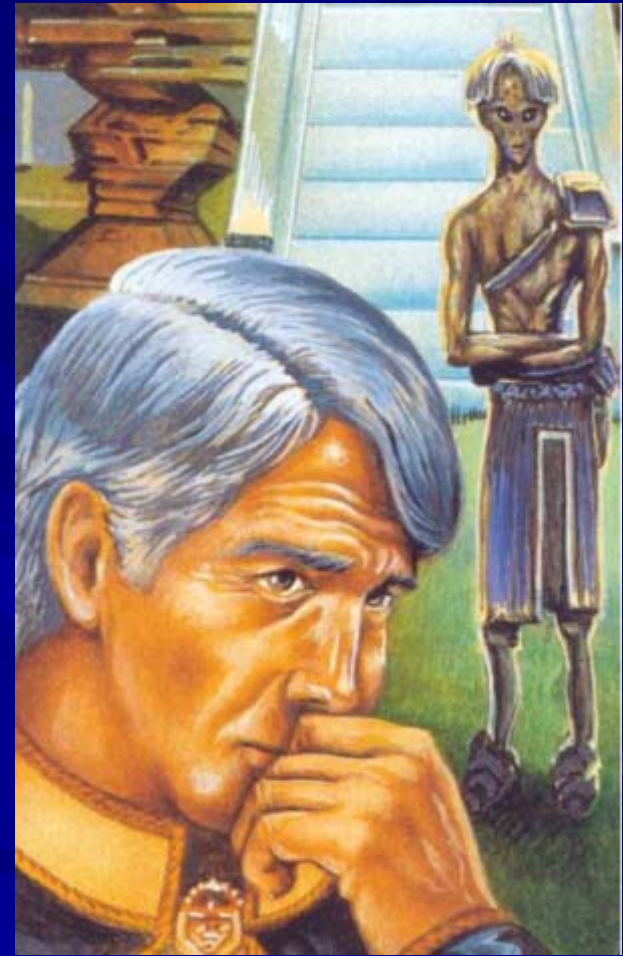


# 2110

- The first spacecraft fitted with mass reactor power sources roll off the assembly lines, and system explorer vessels are quickly developed.
- Over the next 50 years, the world powers explore, catalog, divide, and finally colonize most of the solar system.



# 2124 - Humans make first contact with the fraal.





# 2154

- **The Borealis Republic** founded an Earth.





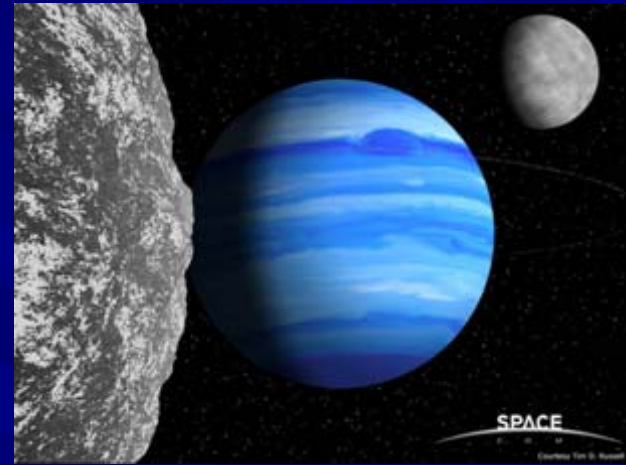
# 2160

- Fraal science combines with human technology to create the **stardrive**.
- With this new engine, space vessels can now travel out of the solar system at relatively fast speeds due to the stardrive's ability to access drivespace.



# 2183

- The **Orlamu** Foundation, later the Theocracy, colonizes planets of its own.



# 2193

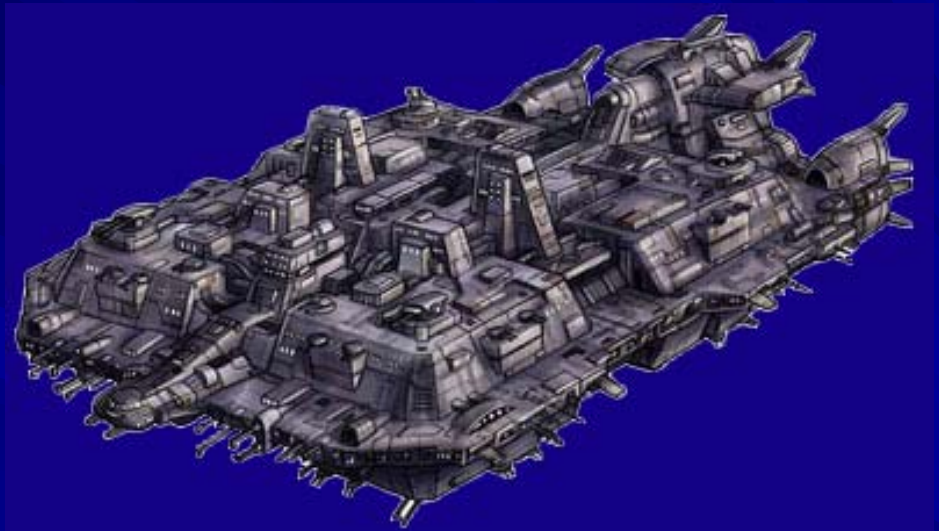
- **VoidCorp** constructs first drivespace communications satellite.





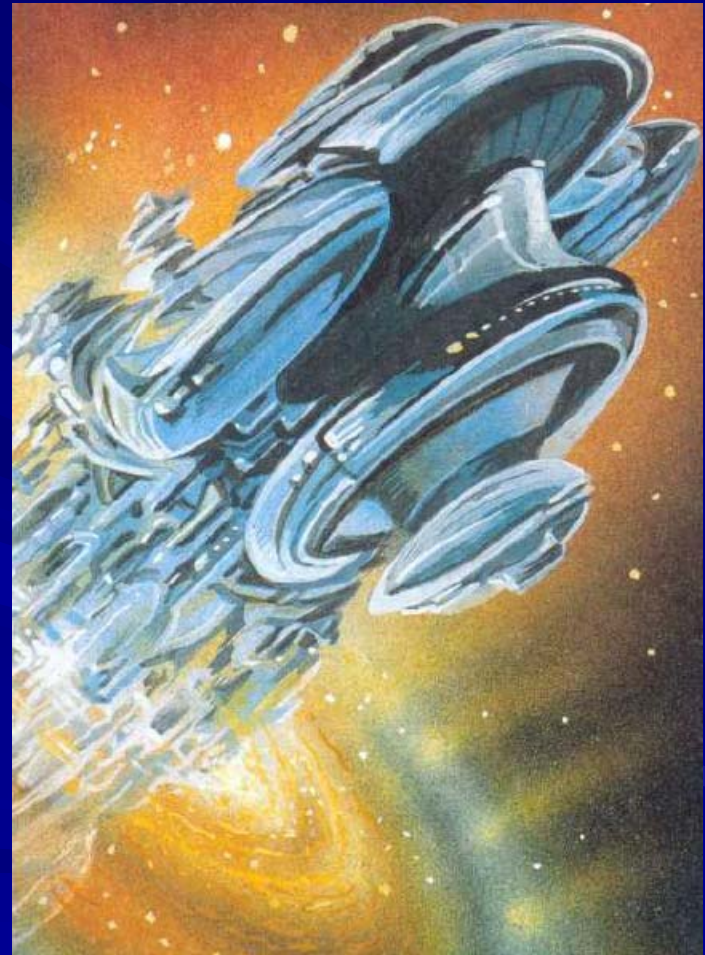
# 2218

- First fortress-class ships are designed and construction begins.



# 2230

- The first fortress ships, vessels capable of leaping 25 light-years in a single starfall, are completed.
- A new era of exploration and colonization begins.



# 2241

- More than 100 star systems fall under the control of the various Earth powers and growing colonial powers.
- Ties to Earth begin to fray.





# 2246 - The Orlamu Theocracy contacts the weren.



# 2250

- The Earth alliances declare the formation of the **Terran Empire** to stem the tide of colonial nationalism and retain control of their extensive holdings.



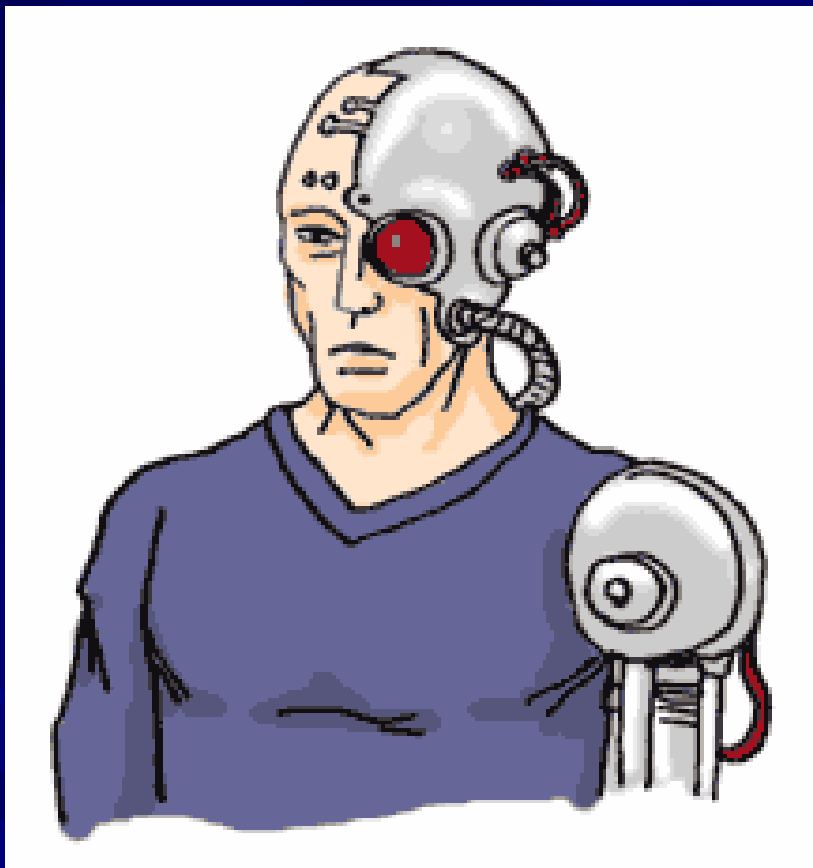
# 2263

- Gregor Kent finds the first Thuldan colonies.





# 2267



- The **Nariac Domain** is declared.



# 2271

- The Hatire Community is formed.



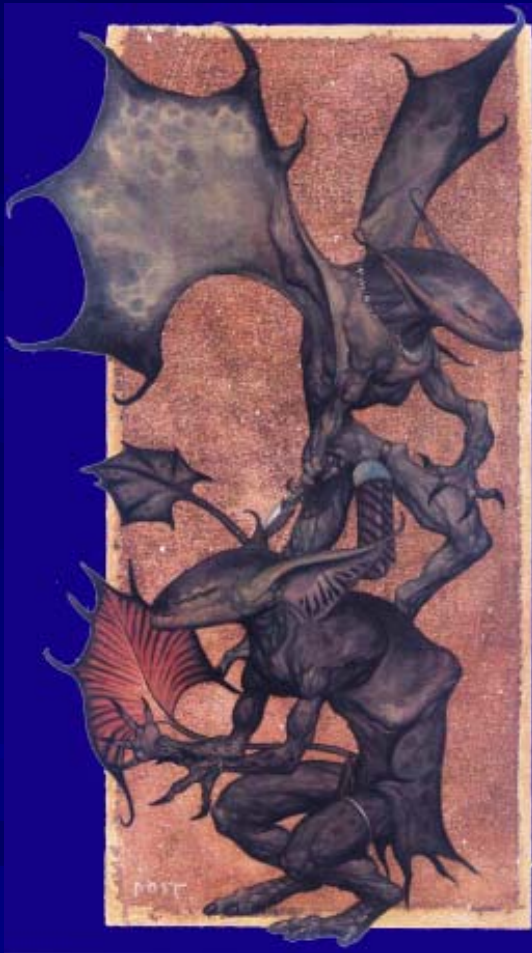
# 2273



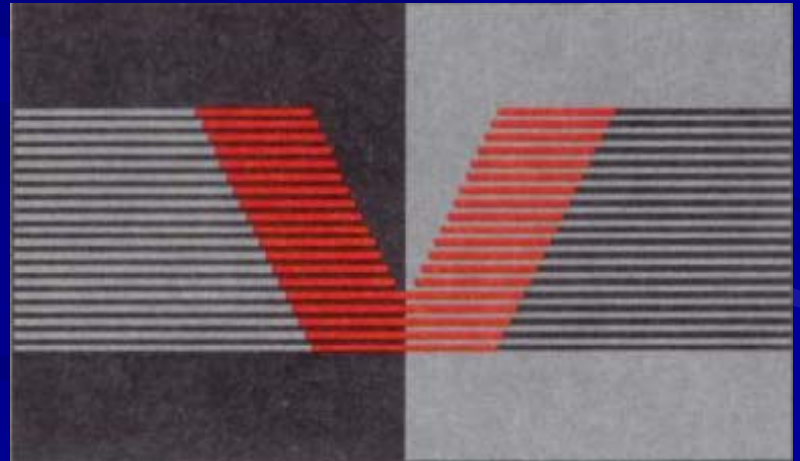
- The mechalus civilization is encountered by the **Rigunmor Star Consortium**.



# 2274



- VoidCorp encounters the sesheyans.





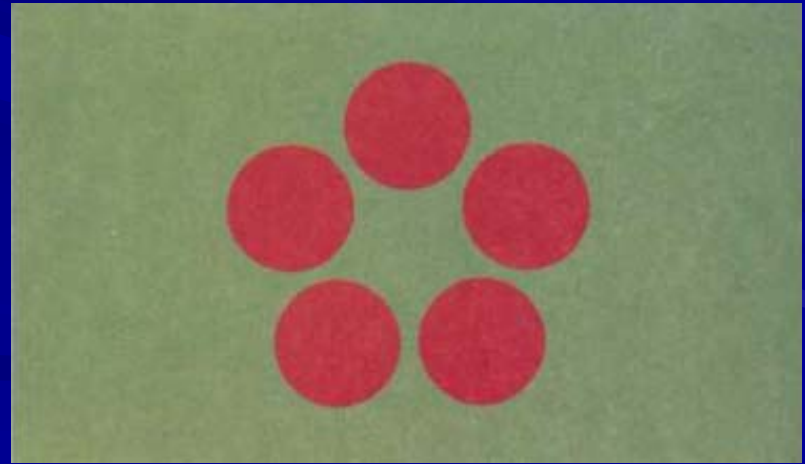
# 2291

- Civil war begins in the **Borealis Republic**.



# 2296

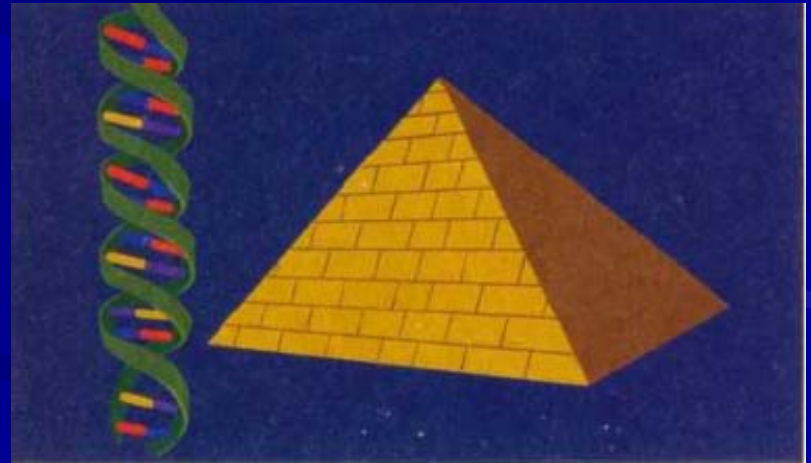
- First contact with the t'sa.



# 2298



- The Thuldan Colonial Authority declares independence.



# 2299

- The First Galactic War begins, partially incited by the refusal of the t'sa to join the great **Terran Empire** or one of its young colonies.
- The **Terran Empire** seeks to crush the rebellious colonies.
- The Guilder Conclave declares the independence of the **Rigunmor Star Consortium**.





# 2310



- **StarMech** declares itself an Independent nation.



# 2312

- The First Galactic War ends with the signing of the Treaty of Earth.
- The Terran Empire Is replaced by the Union of Sol. Twenty-six stellar nations are recognized.
- The Interbellum begins.
- It's a period of new exploration, scientific growth, and development. The ultimate range of the stardrive increases from 25 to 50 light-years.



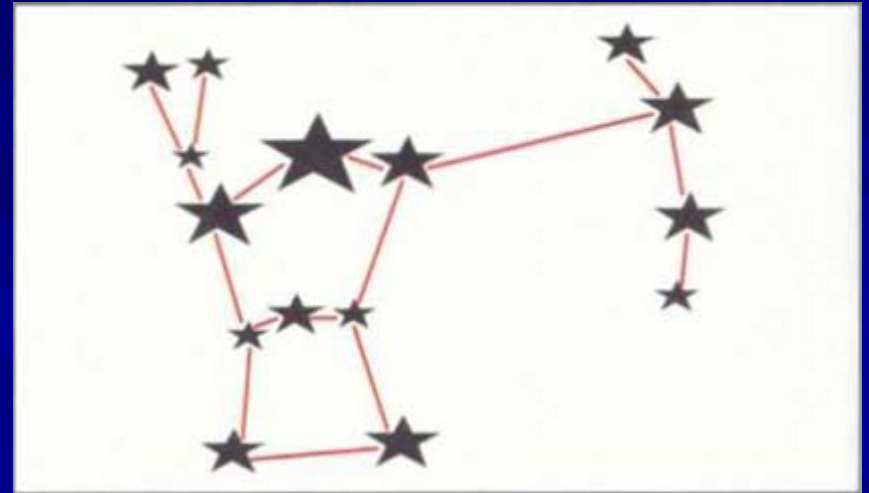
# 2314

- The first explorers reach the **Verge**.
- Members of the **StarMech Collective** explore the **Tendrils** system.



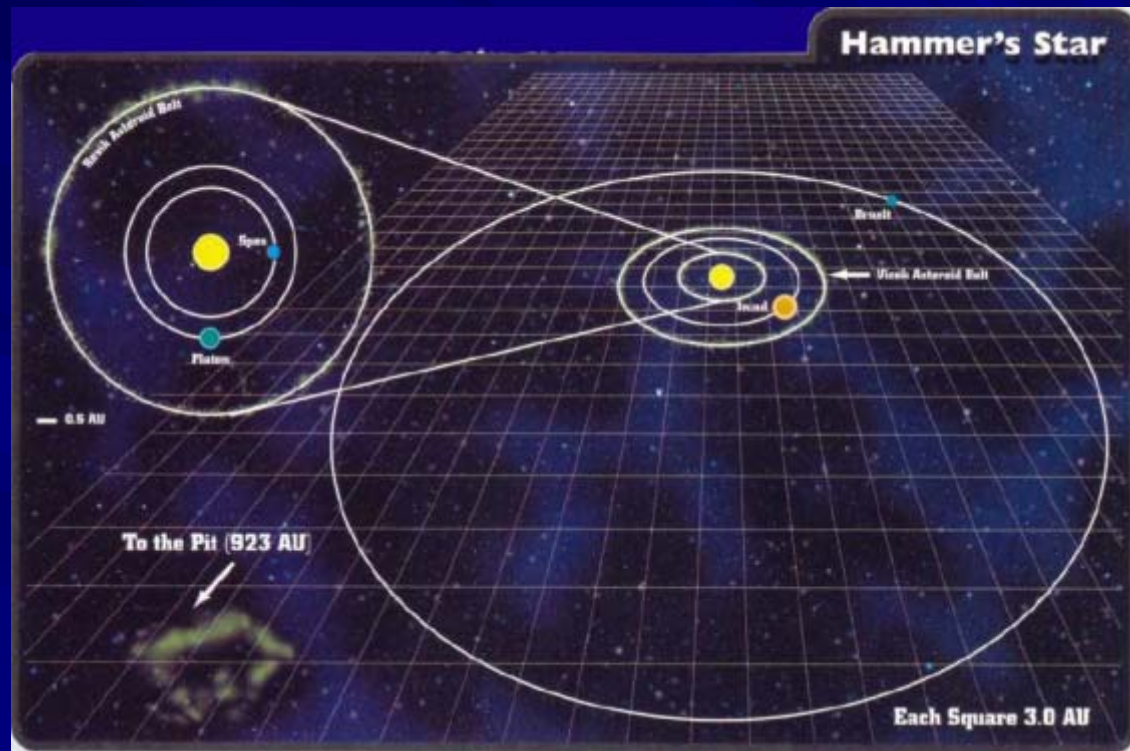
# 2321

- Four nations, the Orion Nation, the Nordic Independent State, Free Kyrene Society, and New Columbia, form the **Orion League**.





# 2343



- The Hammer Research Group explores **Hammer's Star**
- The last system in the Verge to be settled during the Interbellum

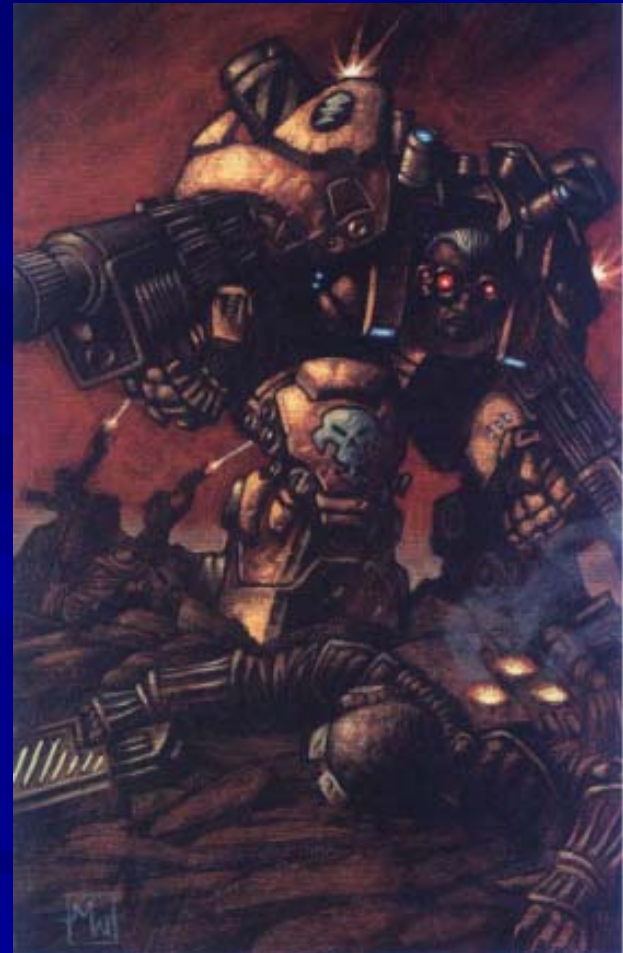
# 2346

- The Mutant Uprising of Tau Ceti sparks the Second Galactic War.
- Nastier than the first, this war plunges humanity into a violent dark age.



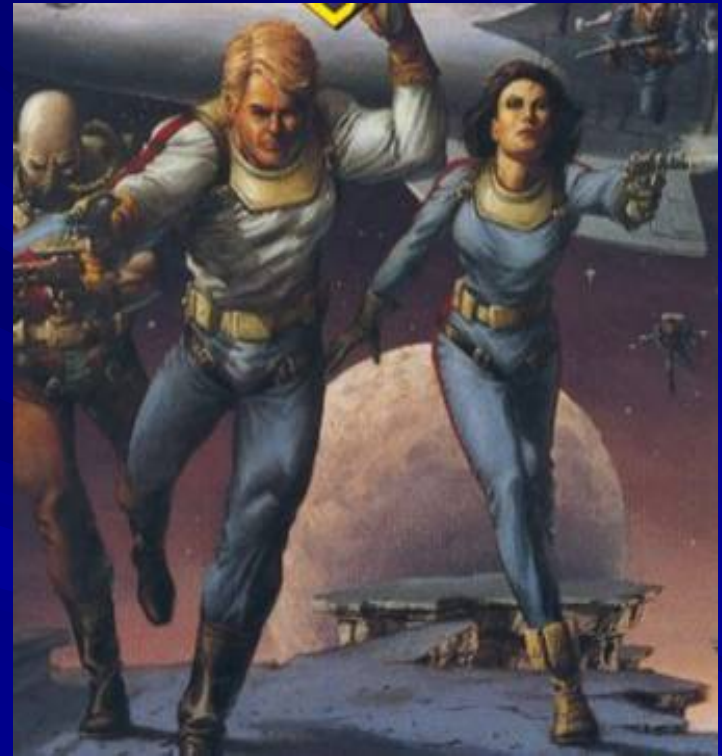
# 2361 – The Expansion Pentad

- Emperor Decret announces the formation of the **Expansion Pentad**:
  - Thuldan Empire
  - VoidCorp,
  - The **Hatire Community**
  - The **Nariac Domain**,
  - The Dreth Commonwealth.



# 2361 – The Freespace Alliance

- The Freespace Alliance:
  - The Orion League
  - The Borealis Republic
  - The Orlamu Theocracy





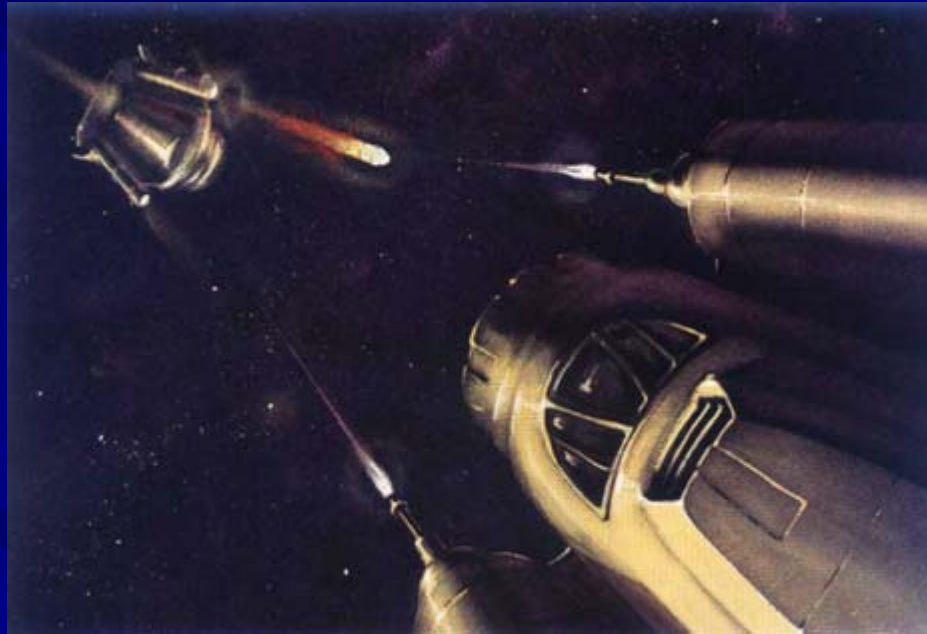
# 2361 - Profit

- The Profit Alliance:
  - The Rignunmor Star Consortium,
  - The Union of Sol,
  - Austrin-Ontis Unlimited
  - StarMech



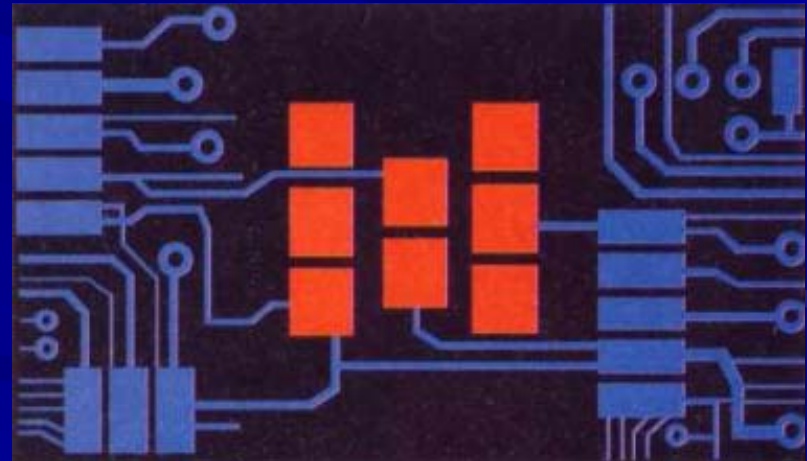
# 2375

- The Battle of Kendai.
- The drivespace communications link to the **Verge** is destroyed



# 2394

- Representatives from **Insight**, a division of **VoidCorp**, clandestinely meet with leaders of the **FreeSpace Alliance** and share **Expansion Pentad** plans and secrets.



# 2401

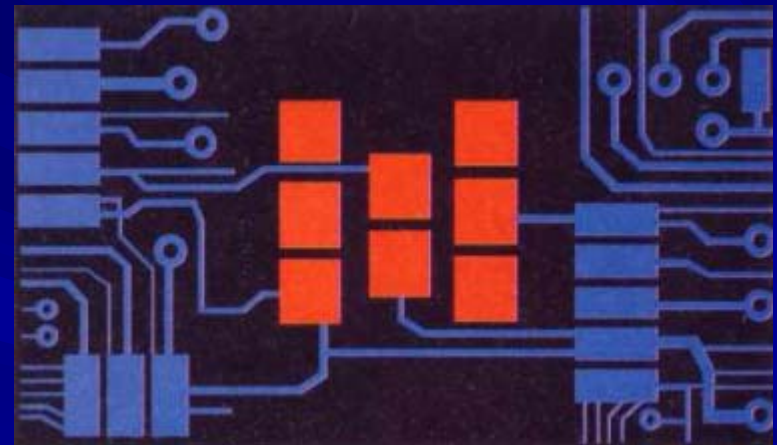
- The turning point of the war is fought at the **Battle of Songham**.
- The Thuldan Empire and the Expansion Pentad are pushed back after almost 70 years of success.
- The 'gentleman's agreement' between the Free-Space Alliance and Profit ends.





# 2460

- Insight declares its independence.
- The VoidCorp Grid crashes just as VoidCorp is unleashing its massive retaliation against Insight



# 2465

- Leaders of the three great alliances meet to negotiate a peace at the Alkaid Conference.



# 2472

- After years of effort, an agreement is signed to end the **Second Galactic War**.
- The **Treaty of Concord** establishes the **Galactic Concord**, a political body made up of representatives of each stellar nation and designed to maintain the peace, settle disputes, and bring unity to the galaxy.
- The stellar nations go about the business of reconstruction.



# 2489

- The **Borealis** Colony on **Spes**, a planet orbiting **Hammer's Star** in the **Verge**, is attacked and destroyed by unknown forces.





# 2496

- The **Kendai drivespace relay** is rebuilt. Contact with the **Verge** is reestablished, transmitting the seven year-old recorded distress call from **Hammer's Star**.



# 2497

- The **Concord** fortress ship *Monitor* arrives in the Verge and begins a tour of major star systems on the way to **Hammer's Star**. The Monitor finds the **Silver Bell** colony a battered ruin.



# 2501

## ■ The Present:

- Peace
- Love
- Hope
- Prosperity
- Shooting people
- This t'sa jumping on this guy's head for some reason



# 2501

- What could possibly go wrong?

