Endless Void Timeline: Earth Onward –

2159: a Scientist in modern day Belgium discovers the existence of the God machine, implications are many. Among the possibilities brought about the discovery. The possibility of faster than light travel is a real goal instead of just a theory.

2167: first tests of FTL drives which interface with the god machine, sponsored by the E.U. tests are successful with minor abnormalities in the drive system. The problems are worked out and the E.U. begins territorial expansion into space.

2169: Arrival of the Artaielli on Earth, delivery of the Great Edict forbidding further research into advanced functions of the God Machine, acceptance of edict by current earth governments after initial display of Artaielli power/ disappearance of the planet Neptune.

2170: the earth nations of Russia, China, and the United States gain access to God Machine technology and begin the construction of their own space fleets in order to begin expansion in to space themselves. A new space race begins with powers rapidly moving to expand territorial claims in other systems. Many conflicting territorial claims arise with different powers claiming single planets in various systems.

2180: Establishment of high grade laser weaponry which was mounted on vessels for defensive purposes in case of contested planetary claims.

2182: first human colonies established in neighbouring star systems, national powers of Russia, China, the E.U. and the U.S. race each other to find new planets and establish resource extraction for more national power on Earth.

2184-2190: First Intersystem war. The national powers continue to squabble over the allocation of resources, these tensions rise until in 2184 over the contested garden world of XN23 a shooting battle breaks out between Chinese and United States Space forces. This leads to the first Intersystem War which lasts 6 years. Russia sides on behalf of china in the war, while the E.U. enters on the side of the U.S. The war ends in stalemate with neither side gaining decisive advantage.

2190: Earth Central Space Council (ECSC) is established as a way to mediate disputes between powers. A parliamentary body responsible for establishing legitimate claims and supporting them in law. Eventually the ECSC comes to administrate over all space travel and even establishes its own independent “peace-keeper” fleet responsible maintaining the peace in space between the various fleets.

2192 -2244: “Golden Age” Earth sees massive territorial expansion and an almost unprecedented boom in both technological advance and fleet size. The power and fleet size of the ECSC expands massively absorbing and establishing itself as the pre-eminent earth power in space subsuming the military aspect of the fleets of many of the independent national fleets.

2245: First contact with the Edhel. Not peaceful. Edhel raiding parties attack a dozen earth colonies and slaughter many civilians. Attempts at contact with the ships go unheeded. Fleets are organized to pursue the unknown bandits and the territory they flee back to is inhabited, first alien contact with species other than the Artaielli. First Contact with Edhel Government does not go smoothly leading to mutual distrust among both powers.

2247: after two years of tensions war breaks out between the ECSC and the Edhel Empire. Large scale combat operations begin.

2247-2249: ECSC – Edhel War: although far more technologically advanced than the ECSC the Edhel Empire lacked the numerical advantage in order to exploit there technological advantages. The Edhel Empire refused to surrender after losing many battles and in 2249 the approval of the use of large scale nuclear weapons on the Edhel home world was approved by the ECSC in order to force surrender from the remaining Edhel forces. The planet’s entire surface was turned to nuclear glass. After the destruction of their home world the remaining Edhel forces surrendered unconditionally.

2250: Contact with Arcaicians, an incredibly advanced and old species, established however they did not wish to have formal relations with the ECSC as such the Arcaician space was cordoned off and breaches prohibited.

2250: After the dissolution of their government remnants of the Edhel race settled on small colony worlds, distant from Earth Space sealing themselves off from contact with the rest of the galaxy, ECSC forces patrolled the borders but stayed out of Edhel space hoping to avoid further conflict. Little is heard from the Edhel in the years after.

2251 -2262: Contact established with various species in the galaxy including the Radeer, Ess’hala, Faevari, and Uul. Somewhat genial relations as well as peace treaties are established with all races, the large size of ECSC forces dissuades Aliens races form becoming belligerent towards the new power.

2263: Herder Revolution: a fledgling religious sect of extreme Christian right-wing fundamentalists, calling themselves the Herders, overthrows the colonial governments of 5 separate colonies in the theta sector, ECSC forces are sent in to quell the uprising however the Herder forces secured several ships and managed to win the fight. After a series of other bloody engagements the ECSC finally relented and granted the Herder government sovereignty from earth control, with the explicit condition that the Herders do not attack earth space. This is recognized and the Herder Theocracy is established.

2265-2290: After the revolution of the Herders many other colonial groups seek establishment of their own independent governments. Rather than fight lengthy, losing battles against their own people the ECSC makes a landmark decision and allows those colonies wishing independence from earth control to leave ECSC control on peaceful terms, after making it clear that recognition as an independent government would mean that the ECSC would not help if they were invaded or attacked. After the withdrawal of ECSC forces back to more locally controlled space the documents were drawn to acknowledge the sovereign power of the colonial governments. It is shortly after the withdrawal that many colonies began to establish their own space fleets and began to expand on their own.

2295-2332: Colony wars: this period represents a period of long conflict between the various colonial governments who, after ceding from the ECSC began to fight with each other over territorial allocations these conflicts eventually lead to large full scale wars between many of these governments. Losing sides are subsumed into larger empires forging many of the current human powers. Note certain human colonies join other racial governments in order to gain protection from the fighting.

During this period the ECSC establishes a formal alliance with the Ess’hala as a way of sharing information. The alliance is strictly theoretical, no forces to be called in and this was more for the establishment of new trade ties than necessary military support.

True to its conditions the ECSC takes no part in the colony wars and does not engage any of the colonial fleets unless they breach ECSC space. The ascendant empires which emerged after the fighting still persist to this day. Origin of governments is listed below.

Blackwatch: A private company established on Earth, run by the Adelai family. Massive tax violations and cruel experiments along with impending indictment on various charges for most of its corporate shareholders, leads the Adelai family and the company itself to withdraw into private planetary holdings and secede from the jurisdiction of the ECSC. The Adelai family taking formal control of all governmental functions as well establishing their own fleet presence, unlike other colonies Blackwatch does not attempt to expand itself territorially but rather simply fortifies its position within its space, Blackwatch takes no part in the colony wars which are happening at the time.

Herders: after the revolution the Theocratic faction secured a fleet and began to invade neighbouring colonies unfortunately the colonies lacked the forces necessary to resist the much larger fleet of the Herders. The theocracy establishes a large empire before bumping up against the territory of the Uul Cooperatives.

Empire of Gilgamesh: a great prophet appeared in one of the outlying colonies of the ECSC this man claimed to be the reincarnation of the ancient Babylonian hero Gilgamesh and as such he adopted that moniker. He was able to win many converts to his side. Until they were eventually able to overthrow the government of their home colony. After this the newly formed government headed by the recently installed Gilgamesh II attempted to secede from the ECSC. While initially met with resistance the government gained control of large sections of the military on the colony world. The government was eventually recognized as legitimate and ECSC forces withdrew from the sector. Following this the Empire of Gilgamesh began massive expansion and conquered many other colonies, the “reincarnated” Gilgamesh proving to be a natural leader in combat. The expansion of the empire of Gilgamesh was massive and did not stop until encounters with other races stopped them. While conquering small colonies was one thing the Empire lacked the military cohesion at the time to take on another organized government. Initial contact was established with the Drakeen and the Ex-Terrans. Formal relations were opened between their governments and the Empire.

Great Sons: the far flung xeta colonies were in some of the most remote reaches of ECSC space. An alliance between three of the governments resulted in a military alliance and the colonies began to petition the ECSC for recognition. Earth recognized the legitimate government between these colonies. This did not last, a coup by three very wealthy families with private families came a few years later, and the families took over the government and the military. After the families established dominance they began to establish large fleets and conquer other colonies. These families called themselves the great sons of Earth, meaning that they felt they would establish an empire on the scale of the ECSC at its height. Eventually the name of the government was shortened to simply the Great Sons, and though they did conquer a very large territory they did match the size of the original ECSC. This was largely due to administrative problems with controlling such a vast territory. Initial contact is made with the Seru, the Quaralche and the Silent Ones. Formal relations were opened by their governments and the Great Sons.

Kel Hounds: a small, disaffected military faction leaves ECSC jurisdiction, the unit is referred to as the hounds. General Kel, a highly respected military leader, led his men to break away from ECSC military and establish themselves in a small colony world away from ECSC space. During the colony wars the forces of general Kel returned and began conquering many outlying colonies which had declared independence. The Hounds of Kel established themselves as a large force in the galaxy with the conquest of these worlds. A large military government is established to oversee the new territory and the Kel Hound Empire was established. Note: the Kel Hound Empire is the only government to continue its expansion after the colony wars though it never challenged Earth directly, none doubted that it had the capacity to do so.

2333: after the last of the colony wars has settled the ECSC establishes formal peace treaties with the new ascendant empires. The ECSC establishes formal relations with the new alien races which were discovered by the emerging empires.

2334-2348: Period of adjustment as the empires settle into rulership of their new territories.

2348-2455: the time of troubles: many human empires attempt to conquer other races in the galaxy. The conflicts and durations are listed below.

2348-2257: Herder War: with the authorization of Pope Julius IV, the Herder theocracy invades the Uul Cooperatives with the goal of conquering their territory. However the Uul are far more technologically advanced than first supposed and were able to beat back initial attempts by the Herders to gain a foothold in their territory. This conflict is still ongoing to this day and has not been settled; while armistices and cease-fires have been signed they have been routinely broken by one side or the other for various reasons so this dispute, and the mutual hostility between both parties persists to this day. Thus the territory of the Herders has remained virtually the same since the opening of the conflict.

2352 -2426: Kel Hound Expansion: unlike the other powers the Kel Hounds simply continued to expand deeper into space and did not readily encounter other races as such the Kel Hound Empire continued to expand their empire unimpeded by military conflicts this lead to the Kel Hound Empire to become the largest of all the ascendant Earth empires controlling a vast amount of territory and extracting resources accordingly and massively increasing the size of its fleet.

2400-2425: Great Sons War: Unlike the other powers that attacked other alien governments during this time period it was the Great Sons who came under attack. An unknown force began to invade and attack outlying colonies making large inroads; the enemy was hugely technologically advanced and was possessed of some kind of technology capable of a kind of neutrino chain reaction making suns go black. The enemy was able to conquer large sections the Great Sons Empire before the tide was turned. This came with some unexpected help, the Arcaicians, who had disdained contact with the humans over a century and a hlaf ago suddenly, started appearing in Great Sons space and engaging this unknown enemy, they also converted the suns back to their original form. The Arcaicians never gave a reason as to why they entered into the conflict, indeed they did not even communicate with the Great Sons fleets but simply drove the invaders form their space and left. Later inquiries were made to the Ess’hala and it was discovered that the invaders were called the L’thorne and they lived on the far edge of the galaxy and that they and the Arcaicians had a long history of violence and animosity towards each other. As such it was not surprising that they would choose to engage them when they had the opportunity.

2425-2445: Gilgameshi War: The Gilgameshi, under command of Emperor Gilgamesh IV, launched a full scale invasion of the Ex-Terran Empire and Blackwatch Industries. Although initially greatly technologically disadvantaged the Empire managed to gain ground against the Ex-Terrans and was able all but destroy the small Blackwatch fleet. However subsequent intervention by then unknown forces was responsible for pushing back the Gilgameshi forces to their own space after a deadly stalemate is established where neither side is able gain significant advantage. Stalemate is broken by the outbreak of multiple plagues on different Gilgameshi worlds, and the emperor being struck dead by fatal illness which claimed his life in a matter of days. Seeing the issue this raised the Empire quickly signed an armistice with the Ex-Terrans in order to address other issues. The plagues are treated but more and more continue to appear the death toll reaches into the tens of billions, remnants of the dispossessed Adelai family revealed that they were the ones responsible for these attacks and that Gilgameshi lives would continue to be lost unless the Empire withdrew from Blackwatch space. Seeing no other option the new Emperor authorized the withdrawal of Gilgameshi forces from Blackwatch territory after which the Adelai family reclaimed there space and reinstalled themselves as rulers of their space. It was after this period that the Loral, who had provided the forces which had come to the aid of the Ex-Terrans, came in contact with other earth powers including the ECSC. After this period the Empire settled within its current territory.

2446: end of troubles: after the wars the various human empires settle back down into place, and gain roughly stable borders.

2447-98: period of stability and increased trade between various powers, wounds are salved and peace relations open up.

2499 – 2541: Haldrin Invasion of ECSC: large military forces begin to invade ECSC territory without warning several worlds are taken within the first few weeks. The Response of the ECSC fleet is swift and brutal; the responding ECSC fleet engages and defeats the enemy forces and attempts to push them out of ECSC space. Information taken from the Ess’hala databases revealed that the invaders were called the Haldrin and were attempting to expand their borders through conquest of other neighbouring powers. Conflict ended with the surrender of the Haldrin Imperial Governmental forces in combat over the Haldrin home world. Unlike the Edhel war only 4 nuclear warheads are dropped on the Haldrin home world before the government surrendered unconditionally. The current emperor Ghax’bllt XII was removed from power. And a new emperor, with a more favourable attitude towards the ECSC, was placed on the throne. Peace treaties were signed and the two powers have enjoyed somewhat genial relations since then.

2525-2538: emergence of the Orlo’ori: various small scouting parties are spotted at various points throughout various galactic sectors. The frequency of the sightings increased until, in 2530 massive fleets of space ships appeared in almost every home sector in the galaxy. Each of these fleets proceeded to open communications with the various governments. The ships, at least the large command vessels turned out to be self-aware ships, none of the various governments had ever encountered these strange beings before, except it turned out the Ess’hala, who later informed the other governments that the lived in the Kappa sector near a very large nebula which covered several parsecs of space. Ships entering those sectors did not come back. And so they were unexplored. The Orlo'ori had emerged in order to further secure their territory. The Orlo’ori believed that a display of force would be the surest way to gain recognition for them. To this end they said they had put together a modest fleet in order to gain proper recognition for their government. After some initial turbulence the Orlo’ori were able to gain treaties with many of the galactic governments. After the treaties had been drawn up and signed the Orlo’ori then withdrew into their own space and were not heard from again form many years afterward

2542-2600: The second golden age: the human powers have settled within their borders and, other than the continuing conflict between the Herders and the Uul, the powers enjoy a long period of peace and prosperity. Technological innovation among the human powers reaches a new peak with many of the powers discovering new applications for technologies and subsequently upgrading their fleets. This period is also marked by increased co-operation between the various galactic powers.

2601: Appearance of the Barrunnen: mysterious ships begin to appear on the outer fringes of Kel Hound Space. Attempts to contact the vessels are only met with silence. Colonial fleets began to appear and settle on the borders of Kel Hound space. Some ships even begin to bring settlers within Kel Hound borders to uninhabited worlds. Again attempts at communication are met with silence. After several months of this Kel hound forces engage with one of the fleets. The battle goes disastrously for the Kel Hound forces, the mysterious forces being far more technologically advanced and in far greater numbers than first anticipated. After this the Kel Hound government formally declared war on what they believed to be an invading force.

2602-2407: Barrunnen – Kel Hound War: greater concentrations of Kel Hound forces attack and attempt to destroy the various colonial fleets entering their space as well as on their borders. The Kel Hound forces win many initial victories however at a dire cost their technological disadvantage allows the unknown race to score heavy casualties against the Kel Hounds. After the first few months of the war the unknown race began to push back the Kel hound forces. This continued until the alien forces had been able to push Kel Hound forces to the Kel Hound capital world of Girou. The Kel Hound forces looked like they would be wiped out entirely. However in the final battle ECSC space forces intervened on behalf of the Kel Hounds. The ECSC forced a stalemate between the two forces and initiated communication with the mysterious race. This time the forces responded, identifying themselves as the Barrunnen Imperium. The Barrunnen forces and the Kel hound forces were both forced into a settlement by the ECSC forces in order to stop any more loss of life. The Barrunnen forces had been severely depleted by the war, though not so much as the Kel Hound fleets. Because of this both sides agreed to a cease-fire and eventually to a peace treaty. Though lingering resentment still remains on the part of the Kel Hound Empire both sides have abided by the treaty since its inception.

Note: the Kel Hound Empire has never recovered from the losses it suffered in the Barrunnen – Kel Hound war. To this day they only remain a middling power and the Barrunnen have since taken up there place as one of the pre-eminent powers of the galaxy.

2607-2615: Kel Hound Re-expansion: after having to cede large parts of their empire to the Barrunnen the Kel Hounds instead started to expand their empire into previously unexplored there empire began once again to expand and gain large ground in bringing their forces back to full strength. However a new problem arose to dash those hopes.

2615: Kel Hound – Bethelune encounter: a garden world ideal for habitation was discovered by Kel hound scouting parties. However after colonizing parties started to land the vegetation began to act violently and attacked the settling parties who attempted to land.

2616: Kel Hound – Bethelune war: the Kel hound government made the decision to fire bomb the planet’s hostile vegetation in order to make the planet habitable for colonists. Fortunately ECSC intelligence plants within the Kel Hound government received this information in time and a fleet was dispatched to the world. Unfortunately the firebombing of the surface was well under way when the fleet arrived they were able to stop the bombing and were able to use Drakeen agents working as subsidiaries to psychically communicate with the planet.

Note: The Drakeen had known about a large psychic presence in the area of space for some time but had never had cause to investigate it until the Kel Hound attempt to wipe it out.

The psychic energy from the surface responded, almost violently, the consciousness called itself the Bethelune. It demanded to know why the space craft were attacking it. After much negotiation between the Drakeen agents and the consciousness it agreed to send a representative. Although far from smooth negotiations eventually produced a treaty and an agreement that no forces would approach the Bethelune home world.

Note: the Kel hounds were largely excluded from these negotiations there forces were kept back by a combined ECSC and Drakeen fleet, the first operation of its kind between these governments. As repayment for saving their government after the Barrunnen war the Kel Hound government was essentially forced to sign the treaty and recognize the Bethelune as an independent government as well as sign a peace treaty with it. They were not happy about this but were in a corner and had no choice but to sign the treaty.

Note: along with its home system the Bethelune also claimed a small amount of stellar space around its home world, it was believed at the time that this was probably as a buffer zone to protect against further attack.

2617 – 2620: Bethelune expansion: after the war the Bethelune began to expand rapidly into space and subsequently to colonize the worlds in the space it had been allocated in the treaty. What was surprising was not that they did this but rather the speed with which the Bethelune’s fleet was assembled and able to colonize other worlds.

Note: it was later learned that the Bethelune possessed vastly superior technology roughly on par with that of the Uul; however it had never applied this technology to space flight. It also possessed vastly superior techniques of terraforming which it used to rapidly expand its territory once it achieved space flight.

2621 - 2622: Edhel Rebirth: after the emergence of the Bethelune into space with such rapidity many races were concerned with its rapid progress. The Edhel apparently had an interest. After over three centuries of having sealed themselves off from contact with the rest of the galaxy Edhel fleets were seen moving into Bethelune space. After several weeks the Edhel fleets left Bethelune space accompanied by a large contingent of Bethelune ships. Both fleets went to the dead system which contained the destroyed remnant of the Edhel’s home world. This was the first open demonstration of the Bethelune’s terraforming capabilities. In a matter of a few weeks the Edhel home world of Amar was restored to its former status as a life sustaining world. Massive resettlement efforts are soon accompanied and within the year the Edhel reclaim their home world. It is also after this that the Edhel begin to open treaty negotiations with many of the human powers including the Herders and the Great Sons. However they blatantly ignore any attempts at communication from the ECSC.

2623 - 2625: Edhel Treaties/ Expansion: after successful treaty negotiations with nearby human governments the Edhel begin to re-expand their empire. Though the space they take is limited to uninhabited systems which formerly belonged to many of the other powers. Bethelune technology is again applied in order to make many of the systems habitable. After this period the Edhel settle in their space and continue to work as a new power in the galaxy. Although their extreme dislike of their ECSC has not changed at all.

2626 – 2632: Emergence of the Energi: A vast nebula located in the Kappa sector had gone largely unexplored by any current race. Around the early parts of earth year 2626 small parts of the nebula began to drift outward into open space science teams from nearby governments such as the Silent Ones and the Great Sons, were sent in to investigate this strange phenomenon. Upon approaching the detached parts of nebula the science teams were amazed to find that the drifting clouds were in fact ships carrying life forms. The beings called themselves the Energi and were quite unlike any life form before encountered. The Energi were being of pure energy and resided within the large nebula in the Kappa sector. They had become curious about the outside galaxy and so had ventured out to see the larger galaxy. After several meetings with nearby governments treaties were put in place to section the large nebula as belonging to the Energi and recognizing them as a sovereign government. After this the Energi take a concerted interest in galactic politics. And continue with open cooperation with nearby governments even forming a mutual defence pact with the Radeer.

2633-2635: Isolated reports began to appear of systems disappearing of the star charts in the outer reaches of Barrunnen and Ex-Terran space. The extreme distance between the two empires meant such reports could not have simply been an isolated incident. Science teams were dispatched to investigate.

2624 – 2640: Radeer – Silent Ones conflict: for reasons of long standing territorial dispute and espionage between their governments the two powers end up declaring war after a long standing peace the war continues for some time with neither side gaining decisive advantage. The conflict ended inconclusively with both sides agreeing to a cease-fire.

2635 - 2637: Sand Hog Rebellion: a number of the outlying colonies of the Great Sons became dissatisfied with the autocratic rule of the great sons government and as such organized a rebellion on five separate worlds. The rebel group called themselves the Sand Hogs after a mining union on ancient earth. They were able to gain access to weapons with the help of outside governments and were able to perform a coup and liberate their worlds. The great sons dispatched a fleet to quell the rebellion. The sand hogs sent a hastily made fleet of commandeered civilian vessels jury-rigged with basic weapon into space to confront the Great Sons fleet. The fight should have ended with the defeat of the Sand Hogs however a lucky rocket managed to strike the command center of the flagship of the fleet, killing the admiral. Taking initiative form the ensuing chaos the Sand Hog fleet was able to push its advantage and cause a route, forcing the Great Sons’ forces to withdraw. The Great Sons, now facing mass uprisings across their empire, decided to finish the rebellion, permanently. Several ships with nuclear payloads were sent to reduce the world’s leading the rebellion to nuclear rubble. Once again the rag-tag Sand Hog fleet went into space. Meeting the enemy with no hope of winning again the battle once again should have been a slaughter. However this time the Sand Hogs gained help from another source, a massive Faevari fleet engaged with the great sons and subsequently defeated the Great Sons in battle. The Faevari government informed that the Sand Hogs were under their protection and that any attack against them would result in war with their government. The Great Sons were forced to accept the conditions and cede control of the rebel worlds. The Faevari did not take up rulership of the worlds. Instead the rebel group set up a government and began to expand on its own territory away from the great sons. With the help of the Faevari they began to sign treaties with nearby governments of the Silent Ones and the Quaralche.

2638-2645: scientific teams dispatched to investigate the strange phenomenon in Barrunnen and Ex – Terran space report not finding any evidence that the systems had ever been there in the first place. It was as if they had simply vanished. Reports of more sectors of space going dark began to come in the results of this were worrisome a new term is given to describe the phenomenon. “The Creeping Darkness.” However the incidents are rare and isolated and as such, while requiring further study, it hardly poses a threat to the current state of galactic politics.

2646: present day…