

DETAILED FRONTIER TIMELINE

The following timeline represents the events of the Second Sathar War as I designed them to act as a backdrop to various campaigns I am running. I have a different timeline that runs the PCs through all the game modules in an appropriate order to progress their skill level but that is not this one. This is somewhat of a more fiction-oriented timeline rather than one specifically designed to run PCs through.

One major aspect of this timeline is that I'm using the Knight Hawks rules for interstellar travel, namely that it effectively takes 9 days to make an interstellar jump between systems (ignoring astrogation calculation times). I also make the assumption that if you're not stopping in a system, you only have to spend as much time in that system as the astrogation calculations take as you stay near jump speed during your transit. If you assume 1 day per light year per the original Alpha Dawn rules, it would change the timing of many of these events, possibly significantly.

If you're familiar with the timeline in the Zebulon's Guide to Frontier Space, you'll quickly notice that I don't follow that much at all. I pull some of the names and ideas but the timing and actual events follow my own muse. Additionally, regardless of the source of the events, the exact dates are all of my creation.

In the events that follow, I've tried to annotate the source for names, dates, and events if they come from any of the material originally published by TSR. Although I'm not going to annotate the system, planet, and common megacorp names as I assume those are common knowledge. I will also try to annotate any material coming from the Star Frontiersman and Frontier Explorer Fanzines. If you notice that I missed anything, let me know so I can fix it.

Annotations that appear at the end of an entry refer to the entire entry. If it appears in the middle, it applies just to the name that the annotation follows. Each time an annotation first appears, there will be a footnote describing it. I've also added an Appendix listing all the annotation codes. If no particular annotation is associated with an entry you may assume I made the entry up out of whole cloth or extrapolated it from other events specifically for this timeline.

SECOND SATHAR WAR TIMELINE

This part of the timeline, while it mentions the departure of the First Volturnus Expedition for reference, really starts with the departure of the Second Volturnus Expedition and proceeds through the end of the Second Sathar War. Dates (in the FY column) are given in YY.DDD format where YY is the Federation Year and DDD is the day of the year.

FY	Event
59.042	First Volturnus expedition (SF0 ¹)
59.346	Second Volturnus expedition (SF0)
59.347	Jack Legrange murdered on Kraatar. Rioting breaks out in Gozzorf City. (Fulborn-McKoy prize in bio-engineering) (SFAD6 ²)

¹ SF0 – Crash on Volturnus module

² SFAD6 – Dark Side of the Moon module

59.348	Broadcast claiming responsibility for the Lagrange murder by the Vrusk Protection Force is released. (SFAD6)
59.349	Vist'Lat, the employer of Legrange's assassins, fires and forcibly evicts all Human workers from corporate offices and housing. (SFAD6)
59.350	Medical Services Organization issues an alert that Ixiol, a new drug previously confined to Inner Reach, has begun appearing in other systems in the Frontier. Users develop a deep yellow tinge to their skin or carapace. (SFKH1 ¹)
59.351	<ul style="list-style-type: none"> Strike Force Nova arrives in the Prenglar system for its annual maintenance and refit. UPFS Admiral Clinton moves immediately into drydock for maintenance. It will be tied up for 26 days. Vist'Lat expelled from the Commercial Council on Kraatar - "The council feels that much of the recent unrest can be attributed to VL's policies. Its latest move to sack its human workers and evict them from their homes in untenable. The council cannot condone or accept this behavior." (SFAD6)
59.352	Funeral announced for Jack Legrange to occur in 6 days (59.358) (SFAD6)
59.353	Vist'Lat shuts down all spaceport operations effectively cutting Kraatar off from the rest of the Frontier. (SFAD6)
59.354	Contact lost with second Volturnus expedition. Suspected pirate activity in the Zebulon system. Pale government officials begin investigation into possible leak of jump data. (SFO)
59.355	Rumors leak about a secret Spacefleet starship research and training center in an "unexplored" system within the Frontier.
59.356	<ul style="list-style-type: none"> Attack by KLC troops on monorail headed to Quazzt's Depression where Legrange's funeral is to be held. Train crashes. Rescue teams dispatched. (SFAD6) Legrange's funeral moved forward and held today. Body is cremated, not a common practice on Kraatar (SFAD6)
59.357	Survivors of train crash arrive in Quazzt. (SFAD6)
59.358	WarTech unveils its new line of "Ke" laser weapons (ZG ²) to be available in the new year.
59.359	Missile launched from Kraatar's moon, Setarz. It self-destructs en route. (SFAD6)
59.360	Information released by the Kraatar government reveals that the missile contained a bio-weapon designed to kill all vrusk on the planet. Also revealed is that Jack Legrange is still alive and orchestrated the unrest on Kraatar and faked his death. Unfortunately, the team that was able to stop the missile and gather the information were not able to capture Legrange and he is currently at large. (SFAD6)
59.361	Based on information obtained from Artemis Base, Ral'lk'Ka security forces stop a planned uprising by the KLC on the surface of Kraatar. The planet returns to an uneasy peace. (SFAD6)
59.362	Astronomers on Histran (Scree Fron system), release news of the discovery of a previously unknown brown dwarf approximately 100ly from the Frontier. Its motion indicates that it had a close encounter with a K4 star some 175 years ago. Initial news of the discovery is quickly suppressed by the Family of One. (SFMan ³ #16)
59.363	Sathar cybernuk creature (FE #6) discovered on Pale with cyber implant. It was thought that the nuks were confined to New Pale. The cyber implant seems to be of recent construction and not a relic from the war. (NCW ⁴)

¹ SFKH1 – Dramune Run module provides the name of the drug, and its effects but the event is all mine

² ZG- Zebulon's Guide to Frontier Space, Volume 1

³ SFMan – Star Frontiersman, number following the abbreviation refers to the issue number

⁴ NCW – A New Can of Worms on-line game – This is an event created originally for this game.

59.364	Pan Galactic unveils a new "Thunder" line of hoverbikes with nods to early PGC models. Old-time bike enthusiasts praise the antique styling coupled with modern safety features but others complain that the bikes live up to their name and are too loud.
59.365	TransTravel's newest luxury starliner, the TTSS Destiny, emerges from the starship construction center at Gran Quivera. It will begin a "Grand Tour of the Frontier" starting with a run to Truane's Star in a few days. (NCW)
59.366	New breed of quickdeath discovered on Pale. Descended from creatures released during the Great Sathar War, this new variant is smaller but travels in packs unlike the solitary or pair hunters of the original strain. (NCW)
59.367	With both Strike Force Nova and Task Force Prenglar in the Prenglar system, Spacefleet begins a series of training exercises to last until the UPFS Admiral Clinton completes its refit.
59.368	An enclave of sathar, ostensibly survivors from the Great Sathar War, found and eliminated on Pale. Based on intelligence gathered, it is believed that there may still be other enclaves on the planet. Citizens are warned to be alert. (NCW)
59.369	Initial investigation of the "Kraatar Incident" completed. Those responsible for the severe Vist'Lat actions shown to be under some sort of cybernetic control by Legrange. Vist'Lat cleared and restored to Commercial Council. (SFAD6)
59.370	The Streel interstellar shuttle, SCSS Laco Purveyor, shot down while landing on Pale. Origin of blast unknown. A skirmish over the downed shuttle results in over a dozen mercenaries dead but no loss of Streel forces or the injured shuttle crew. (NCW)
59.371	News from investigations on Pale indicate that the new breed of Quickdeath (EF ¹) was bred by local, long-time exotic creature supplier and bounty hunter, Trey Mulden (EF), for unknown reasons. Mulden's location is currently unknown. If seen, call Star Law immediately. (NCW)
59.372	Several research institutions and zoos across the Frontier, expecting quickdeath shipments from Mulden, received multiple examples of the new variety. Forewarned of potential issues, most were contained but word had not yet reached Clarion and one handler was severely injured trying to contain the unexpected extra creatures. (NCW)
59.373	Despite efforts of the Family of One (FoO), data on the newly discovered brown dwarf is now available. The FoO reaction to the news fuels speculation that the K4 star is Yazira, the "lost" yazirian home system.
59.374	The Cassidine Development Corporation's new prototype paramilitary freighter, the CDCSS Nightwind (FE #1), goes missing on its maiden voyage. (AR ²)
59.375	A small freighter, operating under a Streel charter, is attacked and destroyed in the Dixon's Star System. Crew escapes in lifeboats and are rescued. Streel claims attack was by PGC vessels. (NCW)
59.376	StarPlay releases the newest holoivid movie in the Hawc, Star Law Ranger franchise.
59.377	UPFS Admiral Clinton completes its refit. As the remaining ships in SF Nova come out of refit over the next two days, the strike force prepares for another tour of the Frontier.
59.378	The governments of Kawdl-Kit (K'tsa-Kar) and Ken'zah-Kit (K'aken-Kar) sign a mutual trade and defense agreement. It is expected that the Zik-Kit (Kizk'-Kar) government will join the trade alliance in the near future.

¹ EF – Expanding Frontier website – details on these entries can be found at <http://expandingfrontier.com>

² AR – Asset Recovery – a game I ran for the online Frontier NetCon in 2012 and will write up some day

59.379	The General Overall Development Corporation unveils the Yazira Dome on Hentz. This massive, 100 square kilometer habitat is claimed to enclose a biome identical to that on the lost Yazirian homeworld.
59.380	Strike Force Nova, after completing a long refit in Prenglar, departs for a tour of the vrusk loop of the Frontier. First stop, Cassidine.
59.381	Spacefleet dispatches several ships (1 AC, 8 F, 2 LC, 2 DD, & 2 AS), designated Patrol Group Virgo, from Prenglar to Dixon's Star to help put a dampener on rising Streel-PGC hostilities.
59.382	A Vrusk-owned shopping complex on Kidikit (Madderly's Star) is destroyed by the explosion of several bombs. Many beings injured but no fatalities. The Kraatar Liberation Corps (SFAD6) claims responsibility. There is concern over rekindling the Free World Rebellion (ZG) tensions.
59.383	Despite budget delays and squabbling over the need for upgraded defenses, Fortress Kidikit (Madderly's Star) reaches the 75% complete milestone.
59.384	Tensions in Dramune on the rise as Outer Reach industries continue to ignore and violate Inner Reach trademarks and patents.
59.385	Astronomers on Hargut (Gruna Goru) claim to have detected artificial signals from a system several light years beyond the Frontier. They begin organizing a petition to request that the UPF send an exploration mission.
59.386	Galactic Task Force mercenaries, working under PGC direction, attack three Streel archeology sites on Laco. Two are captured while the third is successfully defended by Streel personnel. Streel personnel at the captured sites are not harmed but evicted from the sites. (NCW)
59.387	Glass Pyramid on Laco begins glowing with an unidentifiable energy source. After 20 minutes of increasing brightness, it releases a beam of energy nearly vertically. Beam consists of both electromagnetic energy across the full spectrum and subspace signals. (NCW)
59.388	Unmarked Streel ships attack the KSS Dawn's Glow hijacking cargo. Crew is left on immobilized ship to effect repairs and await rescue. (NCW)
59.389	<ul style="list-style-type: none"> • Subspace signal from Great Pyramid received in sathar space. • SF Nova arrives in Cassidine. It will be in system for 9 days exercising with Task Force Cassidine. • A raid on a PGC dig site by unknown forces results in one dead and one PGC scientist captured. The PGC scientist, a former Streel employee, is later released and identifies the assailants as Streel employees. (NCW)
59.390	<ul style="list-style-type: none"> • A message, transmitted by an artifact left on Voltornus (Zebulon) (SF1¹), is received at a sathar listening post alerting them to the space-faring activity in the Zebulon system and the detection and penetration of the artifact by technologically advanced races. • A subspace message is received on Pale from the presumed lost Second Voltornus Expedition explaining the sathar and pirate presence in the Zebulon system and warning of imminent attack from sathar forces. Immediate assistance is requested. (SF1) • PG Virgo arrives at Laco and takes up patrol duties around the system. • A raid on a PGC records vault on Laco results in the loss of all backup data related to the Glass Pyramid activation. Suspected corporate espionage by Streel but no concrete proof exists. (NCW)

¹ SF1 – Voltornus, Planet of Mystery module

59.391	Streel sub-orbital shuttle shot down on Laco. Assault scouts from PG Virgo are sent to investigate. Injured crew taken to Tyrell's Landing. (NCW)
59.392	<ul style="list-style-type: none"> Fighting breaks out between PGC, Streel, and CDC forces near the site of the downed shuttle over a newly discovered Tetrarch ruins site on Laco exposed by a recent landslide. (NCW) After several days of discussion, the sathar decide to send a "cleansing" fleet to Volturnus.
59.393	After deliberations between the Pale Government and the Council of Worlds about the message from the Zebulon system, UPF Patrol Group Virgo cuts its time in Dixon's Star short and departs Laco for the Truane's Star System on its way to Zebulon.
59.394	Sathar attack fleet (1 AC, 8 F, 2 HC, 2 LC, 6 DD, & 2 FF) depart sathar SCC#5 for Volturnus
59.395	Subspace signal received at Laco from unknown location in Sathar space. Images appear in the great pyramid showing a similar complex on a warm, swampy world with a large number of sathar and a bipedal insect race (Zuraqqor) working around the complex.
59.396	Despite efforts to keep the images contained, news and clips of the images race across the Frontier on the subspace network. Scientists, politicians, and the general populous speculate as to the cause and meaning.
59.397	A new group, calling themselves the Anti-Satharian League (ZG), stage demonstrations on the major population centers of the Frontier and at the Council of Worlds, broadcasting excerpts from the Laco pyramid images and demanding increased military buildup for Spacefleet.
59.398	Completing its time in the Cassidine system, SF Nova departs Triad for the Dramune system to spend some time cooling rising tensions between Inner and Outer Reach.
59.399	A CDC scout ship, the Twilight Moon, returns from charting a jump route to the Rhianna system. Due to preliminary geological findings, CDC decides to keep the route a secret and establish a mining outpost on the planet Alcazzar. (SF4 ¹)
59.400	Most businesses across the Frontier close a day early in anticipation of the big Founding Day celebrations tomorrow, allowing citizens and organizations some extra time to prepare.
60.001	<ul style="list-style-type: none"> UPF Founding Day celebrations occur on most planets across the Frontier to celebrate 6 decades of peace. However, there is a subtle undercurrent of concern due to the recent events on Laco. The first new sathar ship that will be committed to the coming conflict, a destroyer, emerges from Sathar Starship Construction Center (SSCC) #2, located in the as of yet unexplored (and unnamed) Liberty (SFKH3²) system.
60.002	<ul style="list-style-type: none"> In wake of the Founding Day celebrations, the Frontier Peace Organization hold a rally outside the Council of Worlds headquarters demanding a reduction in Spacefleet and Landfleet operations. Some small altercations occur with members of the Anti-Satharian League. Observance Day on Clarion (White Light) commemorates all who have fallen defending the system through history. This year it also continues the UPF Founding Day celebration on the planet for an extra day.
60.003	UPF PG Virgo, together with the Pale militia (a frigate and 3 assault scouts), depart for the Zebulon system. Streel additionally sends a frigate, 4 corvettes, and 3 assault scouts to assist.

¹ SF4 – Mission to Alcazzar module

² SFKH3 – Face of the Enemy module

60.004	Council of Worlds reconvenes for its 60th session. Initial topics of debate include events on Laco and Zebulon and their implications for the future of the Frontier.
60.005	Fighting breaks out between Frontier Peace Organization and Anti-Satharian League supporters outside the Council of Worlds headquarters. Local police have to resort to doze and tangler grenades and stun weapons to break up the fighting. Over 4 dozen beings detained.
60.006	Sathar SSCC#4, near Fromeltar and Klæok, completes construction of a light cruiser and 4 fighters.
60.007	SF Nova arrives in the Dramune System. It will remain in system for 15 days as a show of force to help quell rising tensions between Inner and Outer Reach
60.008	Laco artifacts taken from the PGC chartered freighter, KSS Dawn's Glow, anonymously arrive at the Triad Institute of Technology (TriTech) and are delivered to their originally intended recipients. (NCW)
60.009	The Sathar cleansing fleet arrives in the Zebulon system and begins decelerating towards Volturnus. (SF2 ¹)
60.010	The UPF fleet arrives in the Zebulon system and begins decelerating toward Volturnus and the sathar fleet. (SF2)
60.011	A small freighter, the KKSS Trader's Gambit, misjumps travelling from K'aken-Kar to K'tsa-Kar and ends up in the Sundown system. Damaged engines force the crew to look for a planet to land on to effect repairs. (SF3 ²)
60.012	<ul style="list-style-type: none"> • Battle of Volkos - Sathar ground troops advance on the ruins of the Eorna city of Volkos. A rag-tag army, composed of members of Volturnus's native races and lead by members of the TSES Second Volturnus Expedition, manage to hold off the invaders. (SF2) • Battle of Zebulon - UPF forces engage the Sathar fleet around Volturnus. Although the UPF forces are mostly smaller vessels, the sathar are driven off with only a frigate, 2 destroyers, and a heavy cruiser surviving. UPF losses were 1 UPF LC and AS, 1 Streel Corvette, and 1 militia AS (SF2)
60.013	News of defeat at Zebulon reaches sathar space. Clan infighting begins around debate of invasion and who should lead assault. This will continue for several months. At the same time all the clans begin building up their military.
60.014	<ul style="list-style-type: none"> • News of victory over sathar forces in the Zebulon system announced across the Frontier to mixed reaction. Performance of the Assault Scout in its first major engagement with sathar forces is deemed a success. • Pale militia and Spacefleet given priority at the Pale and Gran Quivera starship construction centers to replace vessels lost in the battle at Zebulon.
60.015	<ul style="list-style-type: none"> • The KKSS Trader's Gambit sets down on the planet Starmist in the Sundown system. (SF3) • Having effected repairs from the battle with the sathar, the Pale militia and Streel ships depart Volturnus (Zebulon) to return to Pale (Truane's Star) while the UPF forces remain on patrol.
60.016	<ul style="list-style-type: none"> • The Anti-Satharian League stages demonstrations on Pale, Gran Quivera, Triad, and Clarion demanding increased militarization and growth of Spacefleet

¹ SF2 – Starspawn of Volturnus module

² SF3 – Sundown on Starmist module

	<ul style="list-style-type: none"> The navigator and second master of the KKSS Trader's Gambit, Maximillian Malligigg, makes contact with an intelligent race, the Heliopes, on the planet Starmist (Sundown). (SF3)
60.017	Leotia (SFKH0 ¹) Valentine Leotus, crown princess of Clarion (White Light), celebrates her 32nd birthday (18.5 earth years)
60.018	A listening station in the Kazak system in the Rim detect faint signals of sathar ships in the outer system. Flight vessels are dispatched to investigate.
60.019	Repairs completed, the KKSS Trader's Gambit leaves Starmist to attempt to return to charted Frontier space. (SF3)
60.020	The Flight vessels in Kazak arrive at the location of the sathar signals but find nothing more than a faint indication that ships had passed through the area days before. Two ships are left on station while the rest return to base.
60.021	Winter begins in earnest on Alcazzar, delaying the start of CDC operations on the planet. The corporation hopes that this delay will throw off any competitor's interest in the mineral rich system. (SF4)
60.022	SF Nova departs the Dramune system for the Fromeltar system
60.023	<ul style="list-style-type: none"> The KKSS Trader's Gambit successfully jumps back to the K'tsa-Kar system. The Pale militia arrives back home from the Zebulon system.
60.024	Scouting through the Zebulon system, a UPF frigate and assault scout find an ancient vessel in a distant solar orbit. Investigation reveals it to contain a cache of cryogenically stored Eorna eggs. If still viable, the eggs will secure the survival of that species. (SF3)
60.025	Delegates from the Pale militia are dispatched to testify at the Council of Worlds regarding events on Volturnus.
60.026	Envoy delegation from the Council of Worlds is dispatched from Gran Quivera (Prenglar) to go to Volturnus (Zebulon) to meet with the races of that world.
60.027	The KSS Trader's Gambit arrives at Kawdl-Kit (K'tsa-Kar).
60.028	Maximillian Malligigg has a piece of fused metal he found on Starmist analyzed and learns it is the result of nuclear fusion. He begins securing funds to purchase a ship and return to Starmist in advance of an official expedition. (SF3)
60.029	Members of the Second Volturnus Expedition raid a small outpost discovered in the logs of Slave City One that was a hideout for the Star Devil. While the Star Devil was not there, valuable information about the Star Devil's dealings in the Frontier are uncovered.
60.030	Worried about the events in the Zebulon system, the Rim Coalition increases spending for the Flight by 50%. Delegation dispatched to the Council of Worlds from Faire (Capella) to encourage that the Frontier take the Sathar threat seriously.
60.031	<ul style="list-style-type: none"> The remnants of the sathar's Zebulon fleet reaches sathar space arriving at the system containing sathar starship construction center #5 Another destroyer is completed at the sathar starship construction center in the Liberty system.
60.032	Contestants, spectators, and reporters gather on Hum (Fochrik) for the annual Humma Jump Competition. Speculation is high that the current record in the standing long jump event of 38.272 meters will be surpassed this year.
60.033	Universal Households unveils its new fashion line at its annual show on Hakosoar (Scree Fron) which is transmitted via subspace radio to all systems in the Frontier. Products immediately go on sale across the Frontier as competitors race to match the new style.

¹ SFKH0 – Warriors of White Light module

60.034	After two days of competition, Zonuul Usu of Larg (Fochrik) wins the Humma Jump Competition with a jump of 38.275m, beating the previous species record by 3 millimeters. Two others beat the previous record in the final round of competition but lost to Zonuul.
60.035	SF Nova arrives in Fromeltar system; it will be in system for 4 days
60.036	Initial examinations reveal that the Eorna egg cache does in fact contain viable eggs. While overjoyed that they no longer face extinction as a species, concerns about the societal impact of introducing the new Eorna are raised. (SF2)
60.037	Synthetics Corporation announces a new brand of sports drink that provides the necessary electrolytes for all Frontier and Rim races. Included in the line is a "Hyper Humma" variation with 10x the flavor enhancers to appeal to their deadened sense of taste. It quickly becomes a point of bravado for members of the other race to attempt to consume the "Hyper Humma" variations.
60.038	Interplanetary Industries CEO Harlon Thow spotted wearing a never before seen style of toxy-rad gauge that is slimmer and more compact than previous styles. Rumors circulate that it is a new device soon to be released by the company.
60.039	In its first 60 days of operation, the Yazira Dome has had over 1 million visitors, mostly inhabitants of Hentz (Araks). Many across the Frontier denounce the Family of One for not allowing non-yazirian visitors to the planet and the Dome.
60.040	Sathar vessels are dispatched from the Liberty system toward a staging area somewhere near the Frontier.
60.041	Sathar Clan Z vessels, previously in route to sathar starship construction center #3 are diverted by clan leaders toward Kizk-Kar.
60.042	Sathar forces, operating in Saurian(DM103 ¹) space, launch simultaneous assaults against saurian forces in the Tischen (FE004) and Dayzer (FE004) systems.
60.043	Several Streel compounds on Laco (Dixon's Star) are captured by Galactic Task Force teams and Streel employees are forced to evacuate and return to the Streel headquarter compound in Tyrell's Landing.
60.044	SF Nova departs Fromeltar for Kizk-Kar
60.045	The Rim delegation arrives on Pale (Truane's Star) for a short stopover to meet with the Pale government about the sathar situation.
60.046	Another destroyer is completed in the SCC in the Liberty system.
60.047	Pale militia delegation testifies before the Council of Worlds on Gran Quivera (Prenglar) as to the events of the Battles of Zebulon and Volturnus. Debate and deliberation on the need for increased military buildup continues.
60.048	Rim Coalition delegation departs Pale (Truane's Star) to continue on to Gran Quivera (Prenglar) to meet with The Council of Worlds
60.049	Based on information obtained from the Star Devil lair on Volturnus (Zebulon), the Pale government raids and seizes assets from several business connected with the Star Devil pirate organization.
60.050	SF Nova arrives in Kizk-Kar. Will be in-system for 8 days
60.051	Several PGC vessels, just arriving in the Dixon's Star system en route to Laco are destroyed by unknown vessels.
60.052	PGC representatives appear before the Council of Worlds requesting Spacefleet aid to protect their vessels in the Dixon's Star system from suspected Streel aggression.

¹ DM – Dragon Magazine. The number specified is the issue number of the magazine.

60.053	Proving the rumors correct, Interplanetary Industries announces a new line of wearable monitoring devices including a new toxy-rad gauge matching the one spotted on CEO Harlon Thow several days earlier. The new line boasts extended battery life and greater accuracy in a smaller package.
60.054	Waiting for decisions from the Council of Worlds and Spacefleet, PGC dispatches several vessels from Gran Quivera (Prenglar) to Dixon's Star to serve as a corporate militia in the system.
60.055	Sathar SCC#3, near Kizk-Kar, completes production of a frigate.
60.056	The small raid (1 LC, 2DD) launched by Clan Z arrives in Kizk-Kar system. With SF Nova in system, the UPF ships soundly defeat the sathar ships in the first official battle of what will come to be called the Second Sathar War. SF Nova extends its stay in the system for an extra 7 days.
60.057	Council of Worlds envoys arrive at Voltornus (Zebulon) to meet with leaders of the various native races.
60.058	<ul style="list-style-type: none"> • In wake of the recent sathar attack and activity, the Zik-Kit (Kizk'-Kar) government joins the trade and defense alliance with Kawdl-Kit (K'tsa-Kar) and Ken'zah-Kit (K'aken-Kar) • News of the failed raid on Kisk-Kar reaches sathar space. The premature action and its failure curries disfavor and Clan Z falls out of favor, losing any chance to leading the attack on the Frontier.
60.059	Careful examination of the Eorna eggs has determined that they are, in fact, viable. Eorna on Voltornus (Zebulon) celebrate and declare the day of discovery to be known as the Day of Life to be remembered just as the Day of Doom.
60.060	Members of the Second Voltornus Expedition depart Voltornus to return to Pale.
60.061	Sathar SCC in the Liberty system completes construction of half a dozen fighters.
60.062	Rim Coalition delegation arrives at Gran Quivera (Prenglar).
60.063	Sathar vessels from the Liberty system arrive at the staging area to await assignments.
60.064	Rim delegation begins meeting with the Council of Worlds to discuss the sathar situation and the mutual defense of the Frontier and Rim.
60.065	<ul style="list-style-type: none"> • Supplies intended for Fortress Kdikit in Madderly's Star are stolen/destroyed by pirates while in route to the construction site. • SF Nova departs Kisk-Kar for the K'aken-Kar system.
60.066	After several space battles, sathar forces overcome the saurian defenses in the Dayzer system and bombard New Kischen (FE004) obliterating the saurian settlements on the planet.
60.067	The first of Spacefleet's Talnor-D (FE004) communication ships, the UPFS Nexus, emerges from the shipyard at Gran Quivera (Prenglar). It begins a 30-day shakedown cruise with Task Force Prenglar.
60.068	Sathar forces in the Tischen system finally overcome the saurian defense forces and launch a planetary bombardment of Kzz-ten (FE004) destroying the settlements on that planet. The defense of both the Tischen and Dayzer systems have put a serious dent in the sathar resources for the campaign, buying the saurians some time to bolster Sauria's (FE004) defenses and work to complete the Great Ark project.
60.069	Second Voltornus Expedition members arrive back at Pale to a hero's welcome and receive recognition for their work in repelling the sathar attacks in that system.
60.070	<ul style="list-style-type: none"> • Sathar agents in the Frontier begin stepping up activities, especially focused on military and technological sabotage.

	<ul style="list-style-type: none"> An anti-Streel group, funded by sathar agents, strike at the Streel SCC around Pale, reducing capacity by 63% while repairs are made. Several ships under construction are damaged but the militia Assault Scout miraculously escapes unscathed.
60.071	Two small flights of three Saurian Battle Rays (FE004) each are dispatched to investigate the state of the Tischen and Dayzer systems and determine the strength of sathar forces.
60.072	CEO of Streel, Hilo Headrow (ZG) signs deal with his friend from the Great Sathar War, Esper Henshaw (ZG), CEO of MerCo, for MerCo to supply several teams to increase the security at the Streel starship construction center orbiting Pale (Truane's Star) while Streel investigates the source of the recent attack.
60.073	SF Nova arrives in the K'aken-Kar system and will remain in system for 8 days.
60.074	Initial damage assessment of the Pale (Truane's Star) starship construction center reveals that the damage was not as extensive as originally thought. Materials and equipment shuttled up from the surface quickly bring production capacity back to 58%. Work begins to restore full capacity.
60.075	A mountaineering survival team, calling themselves the Spire Dragons, begin their attempt to traverse coast to summit and climb Mt. Spire (Lossend, Timeon) (ZG) completely on foot. The team consists of members of all seven Frontier and Rim species with the goal that a member of each species will reach the top of the Frontier's highest peak.
60.076	Medical Services Organization issues another alert about the drug Ixiol, stating that the use of the drug on Triad (Cassidine) has reached dangerous levels and is impacting work and economic activity on the planet. They call for the Council of Worlds and Star Law to investigate the production and trade of the drug.
60.077	<ul style="list-style-type: none"> An independent freighter in the Gruna Garu system claims sighting of an unknown vessel, roughly the size of a light cruiser bearing UPF markings but not matching any known UPF vessel type. Spacefleet dismisses the sighting as inaccurate claiming no vessel of that type in its inventory and dispatch a small patrol group (a frigate and 2 assault scouts) from Prenglar to investigate.
60.078	<ul style="list-style-type: none"> Maximillian Malignigg takes possession of the VSS Last Legs, a small freighter, and with a small crew and scouting party leaves for Starmist. (SF3) Sathar reinforcements arrive in the Tischen system.
60.079	Members of the Second Volturnus Expedition summoned to the Council of Worlds to testify of events on Volturnus (Zebulon) leading to the Battle of Volkos
60.080	<ul style="list-style-type: none"> Sathar reinforcements arrive in the Dayzer system. Saurian scout ships arrive in the Tischen and Dayzer systems and begin to probe the systems while avoiding sathar forces.
60.081	SF Nova departs K'aken-Kar for the K'tsa-Kar system.
60.082	After months of fundraising, a new organization, The Yazira Heritage Foundation, purchases and begins refitting a small vessel to use as an exploration ship. Their goal is to reach the star that rumors claim is Yazira.
60.083	Sathar launch a probing raid into the Sauria system to test saurian defenses. The two-destroyer task force is quickly destroyed by a wing of saurian Battle Rays.
60.084	After several days of probing, the saurian Battle Rays begin their return to the Sauria system.
60.085	Initial repairs begun on the Pale (Truane's Star) starship construction center. Capacity is increased to 60% of its original value.

60.086	After nearly a month of meetings on Volturnus (Zebulon), the Council of Worlds declares the planet to hold protectorate status but not full membership. It is deemed that the Eorna population is too small while the other races are not advanced enough for full membership.
60.087	The VSS Last Legs arrives at Starmist. Maximillian and the scouting party make contact with the planet's natives. (SF3)
60.088	Patrol Group Wisdom arrives in the Gruna Garu system and begins investigating the sighting of the unidentified vessel with Spacefleet markings.
60.089	Maximillian Malligigg is captured and taken prisoner by the priests of the Heliopie village. (SF3)
60.090	<ul style="list-style-type: none"> Sathar robots, shaped like Heliopes, attack the Heliopie village causing destruction of many of the buildings. The village temple is partially burned, revealing an alien war tank concealed inside. (SF3) SF Nova arrives in the K'sta-Kar system and will remain in system for 12 days.
60.091	<ul style="list-style-type: none"> While Maximillian and the scouting party are examining the war tank, sathar robots attack the village again. Driving the robots off, they follow them in the tank. (SF3) The sathar starship construction center in the Liberty system completes another destroyer.
60.092	The retreating robots lead the scouting party to a sathar base. Infiltrating the base, they discover it is mostly abandoned and defeat the remaining sathar and agents in place. However, the base is destroyed by an automated self-destruct system. (SF3)
60.093	Saurian Battle Rays arrive back in the Sauria system from scouting the Tischen and Dayzer systems.
60.094	The alien war tank on Sundown (Starmist) begins behaving erratically and alarms and lights begin to flash. 30 minutes later it self-destructs in a small nuclear explosion. (SF3)
60.095	Maximillian and survivors of the scouting party leave Sundown (Starmist) to return to K'sta-Kar on the VSS Last Legs. (SF3)
60.096	The TTSS Destiny arrives back in Prenglar after touring the western half of the Frontier, visiting Truane's Star, Dixon's Star, and all the yazirian systems (Gruna Garu, Araks, Scree Fron, & Athor). Replenishing supplies, it prepares to continue its Grand Tour.
60.097	CDCSS Nightwind turns up in the White Light system under the name TSS Star's Gift. CDC immediately dispatches a team to recover the ship. (AR)
60.098	Having completed its shakedown cruise, the UPFS Nexus begins a high speed run to join up with Strike Force Nova.
60.099	Fortress Kdikitt (Madderly's Star) reaches the 80% completion mark. Behind schedule and due to the increased sathar activity in the Frontier, the UPF places a priority on operational security and getting the fortress completed.
60.100	After months of work, a petition with over 100,000 names is submitted to the Council of Worlds demanding investigation of signals detected from Hargurt in a system just beyond the Frontier in the direction of the Vast Expanse. In the intervening months, signals have been detected multiple times from the system.
60.101	Second Volturnus Expedition members testify before the Council of Worlds about events on Volturnus (Zebulon) leading to the Battle of Volkos.
60.102	<ul style="list-style-type: none"> The first of a new class of sathar vessels, the cutter, functionally modeled on the assault scout, is completed at the sathar starship construction center near Zebulon. SF Nova departs K'sta-Kar for the White Light System

60.103	After months of deliberation, the Council of Worlds votes to increase Spacefleet spending by 10% allowing for the commissioning of several new vessels.
60.104	After many days of debate, the decision is made to abandon the Tischen and Dayzer systems in face of the sathar forces there and focus all efforts on defending Sauria and completing the Ark program (FE004).
60.105	The TTSS Destiny departs Gran Quivera (Prenglar) for the Timeon system to continue its Grand Tour of the Frontier. Over 100 passengers have been on the ship for the entire tour and intend to visit every system.
60.106	CDC team arrives in the White Light System from the Theseus system to attempt to reclaim the CDCSS Nightwind (AR).
60.107	Assault scout completed at the Gran Quivera (Prenglar) starship construction center to replace the UPF vessel lost at the Battle of Zebulon
60.108	After over a month of struggle through the jungles, the Spire Dragons reach the foothills of Mount Spire and establish a base camp. Several members of the expedition have perished along the way and people question the wisdom of their approach.
60.109	A new assault scout is completed at the Pale starship construction center to replace the militia vessel lost at the Battle of Zebulon
60.110	UPFS Nexus arrives at Clarion (White Light) to await the arrival of SF Nova and spends the day training with the White Light Militia.
60.111	SF Nova arrives at Clarion in the White Light system and is joined by UPFS Nexus. It will remain in system for 19 days.
60.112	After sneaking onboard just before the ship departs, the CDCSS Nightwind is recaptured by the CDC operatives and the former employees responsible for assisting in its disappearance are captured. The ship begins its way back to corporate headquarters.
60.113	After a long and detailed search of the Gruna Garu system by Patrol Group Wisdom, no evidence is found of the mysterious vessel. The patrol group departs the system to return to Prenglar.
60.114	Attempt is made (but fails) to sabotage Gollwin Academy. Four Spacefleet cadets killed fighting with saboteurs in the fight to prevent destruction of the station.
60.115	The sathar starship construction center near Kizk-Kar completes construction of a heavy cruiser.
60.116	After nearly a year of investigation and undercover work, agents of the Pale government infiltrate and disrupt a major Star Devil operation in the outer reaches of the Truane's Star system. Several vessels are seized including a frigate and pair of assault scouts which are added to the militia's roster.
60.117	The first of the saurian Ark ships is completed in orbit around Sauria. While initial testing is completed by the ship's command crew, the colonists to depart on the ship begin assembling on the planet with all of their supplies.
60.118	The first creche of 50 Eorna born from the recovered egg ship are hatched. All of the new babies are healthy and appear to be free for any serious defects. Representing a 33% increase in the existing Eorna population, there is cautious excitement about the prospect for the future of the race.
60.119	Saboteurs strike against the exploration ship being refitted by the Yaziria Heritage Foundation damaging it but not destroying it, setting back their efforts. The Foundation suspects the Family of One to be behind the attack.
60.120	After months of debate and wrangling, Clan X is given control of the current campaign against the Frontier. Clan Y continues to head the campaign against the Saurians.

60.121	The CDCSS Nightwind arrives in the Madderly's Star System on its way back to Cassidine. The ship needs to lay over in the system for several days to complete overhauls on its engines.
60.122	After 14 days of climbing, the Spire Dragon mountaineering team has found a location one quarter of the way up Mt. Spire where they establish their first forward camp. Work begins hauling supplies up from the base camp while parts of the team continue the ascent.
60.123	Unknown assailants waylay the crew of the CDCSS Nightwind on their last day on station Kdikit. While several of the crew are injured, none are killed. The assailants are not so lucky and those that are captured are turned over to station authorities for questioning. The Nightwind gets underway for Cassidine
60.124	Beginning of year 2898 on Hum (Fochrik).
60.125	The CDCSS Nightwind is attacked by a pair of assault scouts as it makes its way out of the Madderly's Star system. Too far out for assistance from Spacefleet, the ship is damaged but manages to damage its pursuers enough to escape, validating the ship's design.
60.126	Large bomb explodes on Faire in the Capella system. Several hundred are injured and dozens are killed. It's not clear who set off the detonation or its purpose.
60.127	The Medical Services Organization issues an alert about the rise in Ixiol cases in the Prenglar system, most notably on Gran Quivera but several cases have been reported on the Gollwin Academy. Cadets found using the drug expelled from Spacefleet.
60.128	The TTSS Destiny arrives in the White Light system on its Grand Tour.
60.129	Spacefleet and Star Law launch a joint investigation into the origin and distribution of the drug Ixiol. While it's believed to originate in the Dramune system, the exact source is still unknown.
60.130	Strike Force Nova departs White Light for the Timeon system.
60.131	The CDCSS Nightwind arrives at Triad and is taken into the CDC shipyards there for repairs and inspections.
60.132	Its shakedown cruise completed, the first saurian Ark ship begins to load supplies and colonists for their exodus from the Saurian system. They don't know where they will end up but prepare to flee the nearly inevitable annihilation at the hands of the sathar.
60.133	The Zik-Kit (Kizk'-Kar), Kawdl-Kit (K'tsa-Kar), and Ken'zah-Kit (K'aken-Kar) Defense Alliance (ZKKDA) places an order for an assault scout at the Inner Reach (Fromeltar) starship construction center to begin building up a militia for the K'aken-Kar system.
60.134	After weeks of planning and deliberations, Spacefleet initially uses its increased budget to commission two new battleships to be the basis of new Strike Forces. One is to be built at Gran Quivera (Prenglar) while the other is to be built at Triad (Cassidine)
60.135	Pale starship construction center repairs continue and capacity reaches 70% of its original value.
60.136	Another destroyer is completed at the sathar starship construction center in the Liberty system.
60.137	The first of the pirate ships seized in a recent raid (an assault scout) completes its refit and begins service in the Pale militia.
60.138	The Council of Worlds finally addresses the petition regarding signals emanating from a system beyond Hargurt (Gruna Garu) in the Vast Expanse. After listening to the evidence and hearing testimony, the Council creates a "Beyond the Frontier" subcommittee to analyze the data and present a plan for investigation.

60.139	Inbound to Minotaur Station (Minotaur, Theseus), the TTSS Destiny reports a sighting of an unidentified vessel that carried Spacefleet markings and transponder codes but did not respond to hails. The vessel matched the one reported in the Gruna Garu system.
60.140	Strike Force Nova arrives at Lossend (Timeon). It will remain in system for 6 days.
60.141	The CDCSS Nightwind completes its refit and inspection. It joins the CDC fleet as a regular freight hauler. CDC commissions the next ship in the series, the CDCSS Mystic, designed more as a passenger liner rather than a freighter. The new model's profile is identical to the Nightwind's but swaps out the cargo bays for modular passenger decks.
60.142	The Spire Dragons continue to make progress finding a location approximately halfway up Mt. Spire to establish a second advanced camp. Two team members were lost in the ascent to this forward camp. The next three weeks are spend hauling supplies up to this second camp and resting at the lower one.
60.143	Construction of the Spacefleet battleship at the Pan Galactic starship construction center orbiting Gran Quivera (Prenglar) begins.
60.144	Construction of the Spacefleet battleship at the Cassidine Development Corporation starship construction center orbiting Triad (Cassidine) begins.
60.145	The second assault scout seized in the Star Devil Pirate raid completes its refit and enters service in the Pale militia. With the frigate and other ships reaching completion as well, the militia mounts a recruitment drive to increase its ranks.
60.146	Strike Force Nova departs the Timeon system to return to Prenglar.
60.147	Saboteurs damage the CDC shipyards around Triad, reducing capacity by 27%. The initial hull of the Spacefleet battleship is completely destroyed. Work on the ship will have to be restarted once the wreckage is cleared away.
60.148	Ninland (Minotaur, Theseus) announces the construction of a new Volturnus themed series of attractions allowing for experiences native to that world.
60.149	SynthCorp unveils a line of "edible paintballs" for the dralasite youth market on Inner Reach. Bloop's "Every Flavor" Battle Balls are launched with a massive paint ball tourney through downtown Synthtown (Inner Reach, Dramune). The only real losers are those that got tagged by the "rotten egg" flavored balls.
60.150	With the prospect of several new ships coming on-line in the next few years, Spacefleet starts a recruitment effort to grow its officer ranks in anticipation of staffing the new ships.
60.151	Loading complete, the first saurian Ark ship departs Kischen to search out a new home for the saurian race. This ship heads away from the Frontier, skirting the Vast Expanse.
60.152	Construction begins on the ZKKDA assault scout for the K'aken-Kar system militia.
60.153	CDC shipyard around Triad (Cassidine) completes initial cleanup and begins repairs. Work on the Spacefleet battleship is restarted. Construction of the CDCSS Mystic delayed as repairs to the shipyard take precedence.
60.154	The TTSS Destiny returns to the White Light system after visiting the Theseus system. After a brief stay it will continue its Grand Tour through the Vrusk and Dralasite loop of the Frontier.
60.155	Strike Force Nova returns to the Prenglar system where the ships will undergo some routine maintenance before continuing patrol. It will be in the system for 19 days.
60.156	Sathar starship construction center near Fromeltar completes construction of a frigate
60.157	Pirate frigate seized by Pale militia completes its refit and departs on its maiden cruise as a militia vessel, the TSSS Tiger, with a new crew.

60.158	Forty days after the hatching of the first crèche of Eorna eggs from the lost egg ship, five of the babies have passed away due to unknown illnesses. Eorna scientists are scrambling to find the cause of the deaths and prevent the loss of the other newborns.
60.159	The TSSS Tiger, on patrol in the outer Pale system, is set upon by a pair of unidentified assault scouts. Severely damaged, it manages to drive off one of the assault scouts after destroying the other. Other militia assets are dispatched to investigate the wreckage at the Tiger returns to port.
60.160	Pale starship construction center repairs bring it up to 75% capacity.
60.161	The TSSS Tiger returns to the Pale starship construction center where it will spend the next 19 days undergoing extensive repairs.
60.162	Sathar starship construction center near Zebulon completes a light cruiser
60.163	The Yaziria Heritage Foundation's exploration ship, the HSS History's Hope, completes its refit in the Hentz (Araks) starship construction center and begins its maiden voyage to Histran (Scree Fron).
60.164	After several weeks of investigation, the probe into the source of Ixiol has made little progress. Believed to be produced by Malco Enterprises, there is no firm evidence as several key agents have vanished while investigating in the Dramune system.
60.165	Several "flavors" of SynthCorp's Bloop's Every Flavor Battle Balls are recalled due to many reported incidents of strange side effects. While the company and MSO investigate, they remain popular and often jokingly referred to as "Missing Every Flavor" Battle Balls.
60.166	The Spire Dragons begin the next stage of their ascent of Mt. Spire (Lossend, Timeon) from their second advance camp halfway up the mountain.
60.167	News leaks of an attack against the corporate headquarters of Nesmith Enterprises of Triad (Malicon Valley, Triad, Cassidine) resulting in the theft of several advanced computer designs and system controls. NET has not made any official announcement of the incident.
60.168	Nesmith Enterprises of Triad releases a statement confirming the security breach and indicates that it was executed by unnamed agents of a rival mega-corp working under sathar control. The company is working with Star Law to investigate the incident. No details are given as to what technology may have been compromised.
60.169	The "Beyond the Frontier" committee generates its first report with two major proposals. First that Spacefleet vessels be sent to investigate the signals being received in the Gruna Garu system and second, that a Frontier Expeditionary Force be established to begin probing the systems outside the current Frontier borders.
60.170	Word leaks out that some of the technologies lost by the raid on Nesmith Enterprises include command and control systems used on many of the starships in the Frontier. Concerns for the security of Spacefleet and civilian vessels arise.
60.171	Several Interplanetary Industries computer systems across the Frontier randomly lock up and shut down disrupting manufacturing and other business processes. Eventually restored after several hours, millions of credits are lost due to lost productivity.
60.172	Interplanetary Industries (II) launches an investigation into the cause of the disruption to determine the cause and how best to prevent it from occurring again. Rumors indicate it was an attack by a rival mega-corp. As Nesmith Enterprises is II's biggest rival (ZG), initial suspicion falls on them.
60.173	The HSS History's Hope arrives at Histran (Scree Fron). Preparations begin for its journey into the unknown to attempt to reach the system believed to house Yaziria, the yazirian homeworld.

60.174	Strike Force Nova departs the Prenglar system headed to Gruna Garu on a patrol of the "yazirian" loop of the Frontier. The patrol direction is dictated by the Council of Worlds so that the Strike Force can investigate the signals being received there.
60.175	<ul style="list-style-type: none">• The life support system on Spacefleet's armed station orbiting Triad shuts down and locks out all access. Control is restored after several tense hours as evacuation plans are organized but ultimately not needed.• As this station incident seems to be related to the Nesmith Enterprises incident, Star Law doubles down on its investigation of that event quarantining the station and not allowing anyone to leave.

APPENDIX A – REFERENCES

The following is an alphabetical list of all the references that appear in the timeline.

AR – Asset Recovery – a game I ran for the on-line Frontier NetCon in 2012 and will write up some day

DM – Dragon Magazine. The number specified is the issue number of the magazine.

EF – Expanding Frontier website – details on these entries can be found at <http://expandingfrontier.com>

FE – Frontier Explorer(<http://frontierexplorer.org>) – number following the abbreviation refers to the issue number

NCW – A New Can of Worms on-line game

SF0 – Crash on Volturnus module

SF1 – Volturnus, Planet of Mystery module

SF2 – Starspawn of Volturnus module

SF3 – Sundown on Starmist module

SF4 – Mission to Alcazzar module

SFAD6 – Dark Side of the Moon module

SFKH0 – Warriors of White Light module

SFKH1 – Dramune Run module

SFKH3 – Face of the Enemy module

SFMan – Star Frontiersman fan magazine

ZG- Zebulon's Guide to Frontier Space, Volume 1