

# 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 from Zeb's Guide but the timing and actual events follow my own muse. Additionally, regardless of the source of the events, the exact dates are all 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 <sup>1</sup> )
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 <sup>2</sup> )

---

<sup>1</sup> SF0 – Crash on Volturnus module

<sup>2</sup> SFAD6 – Dark Side of the Moon module

<b>FY</b>	<b>Event</b>
<b>59.348</b>	Broadcast claiming responsibility for the Lagrange murder by the Vrusk Protection Force is released. (SFAD6)
<b>59.349</b>	Vist'Lat, the employer of Legrange's assassins, fires and forcibly evicts all Human workers from corporate offices and housing. (SFAD6)
<b>59.350</b>	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 <sup>1</sup> )
<b>59.351</b>	<ul style="list-style-type: none"> <li>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.</li> <li>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 is untenable. The council cannot condone or accept this behavior." (SFAD6)</li> </ul>
<b>59.352</b>	Funeral announced for Jack Legrange to occur in 6 days (59.358) (SFAD6)
<b>59.353</b>	Vist'Lat shuts down all spaceport operations effectively cutting Kraatar off from the rest of the Frontier. (SFAD6)
<b>59.354</b>	Contact lost with second Voltornus expedition. Suspected pirate activity in the Zebulon system. Pale government officials begin investigation into possible leak of jump data. (SF0)
<b>59.355</b>	Rumors leak about a secret Spacefleet starship research and training center in an "unexplored" system within the Frontier.
<b>59.356</b>	<ul style="list-style-type: none"> <li>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)</li> <li>Legrange's funeral moved forward and held today. Body is cremated, not a common practice on Kraatar (SFAD6)</li> </ul>
<b>59.357</b>	Survivors of train crash arrive in Quazzt. (SFAD6)
<b>59.358</b>	WarTech unveils its new line of "Ke" laser weapons (ZG <sup>2</sup> ) to be available in the new year.
<b>59.359</b>	Missile launched from Kraatar's moon, Setarz. It self-destructs en route. (SFAD6)
<b>59.360</b>	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)
<b>59.361</b>	Based on information obtained from Artemis Base, Ral'Ik'Ka security forces stop a planned uprising by the KLC on the surface of Kraatar. The planet returns to an uneasy peace. (SFAD6)
<b>59.362</b>	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 <sup>3</sup> #16)

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

<sup>2</sup> ZG- Zebulon's Guide to Frontier Space, Volume 1

<sup>3</sup> SFMan – Star Frontiersman, number following the abbreviation refers to the issue number

<b>FY</b>	<b>Event</b>
<b>59.363</b>	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 <sup>1</sup> )
<b>59.364</b>	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.
<b>59.365</b>	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)
<b>59.366</b>	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)
<b>59.367</b>	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.
<b>59.368</b>	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)
<b>59.369</b>	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)
<b>59.370</b>	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)
<b>59.371</b>	News from investigations on Pale indicate that the new breed of Quickdeath (EF <sup>2</sup> ) 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)
<b>59.372</b>	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)
<b>59.373</b>	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.
<b>59.374</b>	The Cassidine Development Corporation's new prototype paramilitary freighter, the CDCSS Nightwind (FE #1), goes missing on its maiden voyage. (AR <sup>3</sup> )
<b>59.375</b>	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)
<b>59.376</b>	StarPlay releases the newest holoivid movie in the Hawc, Star Law Ranger franchise.
<b>59.377</b>	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.

<sup>1</sup> NCW – A New Can of Worms on-line game – This is an event created originally for this game.

<sup>2</sup> EF – Expanding Frontier website – details on these entries can be found at <http://expandingfrontier.com>

<sup>3</sup> AR – Asset Recovery – a game I ran for the online Frontier NetCon in 2012 and will write up some day

FY	Event
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.
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 Streeel-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 Streeel archeology sites on Laco. Two are captured while the third is successfully defended by Streeel personnel. Streeel 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 Streeel 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"> <li>• Subspace signal from Great Pyramid received in sathar space.</li> <li>• SF Nova arrives in Cassidine. It will be in system for 9 days exercising with Task Force Cassidine.</li> <li>• A raid on a PGC dig site by unknown forces results in one dead and one PGC scientist captured. The PGC scientist, a former Streeel employee, is later released and identifies the assailants as Streeel employees. (NCW)</li> </ul>
59.390	<ul style="list-style-type: none"> <li>• A message, transmitted by an artifact left on Voltornus (Zebulon) (SF1<sup>1</sup>), is received at a sathar listening post alerting then to the space-faring activity in the Zebulon system and the detection and penetration of the artifact by technologically advanced races.</li> <li>• 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)</li> <li>• PG Virgo arrives at Laco and takes up patrol duties around the system.</li> </ul>

<sup>1</sup> SF1 – Voltornus, Planet of Mystery module

FY	Event
	<ul style="list-style-type: none"> <li>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)</li> </ul>
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"> <li>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)</li> <li>After several days of discussion, the sathar decide to send a "cleansing" fleet to Volturnus.</li> </ul>
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 <sup>1</sup> )
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"> <li>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.</li> <li>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 (SFKH3<sup>2</sup>) system.</li> </ul>
60.002	<ul style="list-style-type: none"> <li>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.</li> </ul>

<sup>1</sup> SF4 – Mission to Alcazzar module

<sup>2</sup> SFKH3 – Face of the Enemy module

FY	Event
	<ul style="list-style-type: none"> <li>• 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.</li> </ul>
60.003	UPF PG Virgo, together with the Pale militia (a frigate and 3 assault scouts), depart for the Zebulon system. Streeel additionally sends a frigate, 4 corvettes, and 3 assault scouts to assist.
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 Klaeok, 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 <sup>1</sup> )
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 <sup>2</sup> )
60.012	<ul style="list-style-type: none"> <li>• 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)</li> <li>• 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 Streeel Corvette, and 1 militia AS (SF2)</li> </ul>
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"> <li>• 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.</li> <li>• Pale militia and Spacefleet given priority at the Pale and Gran Quivera starship construction centers to replace vessels lost in the battle at Zebulon.</li> </ul>
60.015	<ul style="list-style-type: none"> <li>• The KKSS Trader's Gambit sets down on the planet Starmist in the Sundown system. (SF3)</li> </ul>

<sup>1</sup> SF2 – Starspawn of Volturnus module

<sup>2</sup> SF3 – Sundown on Starmist module

FY	Event
	<ul style="list-style-type: none"> <li>Having effected repairs from the battle with the sathar, the Pale militia and Streeel ships depart Volturnus (Zebulon) to return to Pale (Truane's Star) while the UPF forces remain on patrol.</li> </ul>
60.016	<ul style="list-style-type: none"> <li>The Anti-Satharian League stages demonstrations on Pale, Gran Quivera, Triad, and Clarion demanding increased militarization and growth of Spacefleet</li> <li>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)</li> </ul>
60.017	Leotia (SFKH0 <sup>1</sup> ) 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"> <li>The KKSS Trader's Gambit successfully jumps back to the K'tsa-Kar system.</li> <li>The Pale militia arrives back home from the Zebulon system.</li> </ul>
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"> <li>The remnants of the sathar's Zebulon fleet reaches sathar space arriving at the system containing sathar starship construction center #5</li> <li>Another destroyer is completed at the sathar starship construction center in the Liberty system.</li> </ul>

<sup>1</sup> SFKH0 – Warriors of White Light module

<b>FY</b>	<b>Event</b>
<b>60.032</b>	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.
<b>60.033</b>	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.
<b>60.034</b>	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.
<b>60.035</b>	SF Nova arrives in Fromeltar system; it will be in system for 4 days
<b>60.036</b>	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)
<b>60.037</b>	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.
<b>60.038</b>	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.
<b>60.039</b>	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.
<b>60.040</b>	Sathar vessels are dispatched from the Liberty system toward a staging area somewhere near the Frontier.
<b>60.041</b>	Sathar Clan Z vessels, previously in route to sathar starship construction center #3 are diverted by clan leaders toward Kizk-Kar.
<b>60.042</b>	Sathar forces, operating in Saurian(DM103 <sup>1</sup> ) space, launch simultaneous assaults against saurian forces in the Tischen (FE004) and Dayzer (FE004) systems.
<b>60.043</b>	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.
<b>60.044</b>	SF Nova departs Fromeltar for Kizk-Kar
<b>60.045</b>	The Rim delegation arrives on Pale (Truane's Star) for a short stopover to meet with the Pale government about the sathar situation.
<b>60.046</b>	Another destroyer is completed in the SCC in the Liberty system.
<b>60.047</b>	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.
<b>60.048</b>	Rim Coalition delegation departs Pale (Truane's Star) to continue on to Gran Quivera (Prenglar) to meet with The Council of Worlds

---

<sup>1</sup> DM – Dragon Magazine. The number specified is the issue number of the magazine.



<b>FY</b>	<b>Event</b>
<b>60.049</b>	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.
<b>60.050</b>	SF Nova arrives in Kizk-Kar. Will be in-system for 8 days
<b>60.051</b>	Several PGC vessels, just arriving in the Dixon's Star system en route to Laco are destroyed by unknown vessels.
<b>60.052</b>	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.
<b>60.053</b>	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.
<b>60.054</b>	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.
<b>60.055</b>	Sathar SCC#3, near Kizk-Kar, completes production of a frigate.
<b>60.056</b>	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.
<b>60.057</b>	Council of Worlds envoys arrive at Volturnus (Zebulon) to meet with leaders of the various native races.
<b>60.058</b>	<ul style="list-style-type: none"> <li>• 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)</li> <li>• 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.</li> </ul>
<b>60.059</b>	Careful examination of the Eorna eggs has determined that they are, in fact, viable. Eorna on Volturnus (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.
<b>60.060</b>	Members of the Second Volturnus Expedition depart Volturnus to return to Pale.
<b>60.061</b>	Sathar SCC in the Liberty system completes construction of half a dozen fighters.
<b>60.062</b>	Rim Coalition delegation arrives at Gran Quivera (Prenglar).
<b>60.063</b>	Sathar vessels from the Liberty system arrive at the staging area to await assignments.
<b>60.064</b>	Rim delegation begins meeting with the Council of Worlds to discuss the sathar situation and the mutual defense of the Frontier and Rim.
<b>60.065</b>	<ul style="list-style-type: none"> <li>• Supplies intended for Fortress Kdikit in Madderly's Star are stolen/destroyed by pirates while in route to the construction site.</li> <li>• SF Nova departs Kisk-Kar for the K'aken-Kar system.</li> </ul>
<b>60.066</b>	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.
<b>60.067</b>	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.

<b>FY</b>	<b>Event</b>
<b>60.068</b>	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.
<b>60.069</b>	Second Volturnus 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.
<b>60.070</b>	<ul style="list-style-type: none"> <li>• Sathar agents in the Frontier begin stepping up activities, especially focused on military and technological sabotage.</li> <li>• 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.</li> </ul>
<b>60.071</b>	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.
<b>60.072</b>	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.
<b>60.073</b>	SF Nova arrives in the K'aken-Kar system and will remain in system for 8 days.
<b>60.074</b>	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.
<b>60.075</b>	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.
<b>60.076</b>	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.
<b>60.077</b>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• 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.</li> </ul>
<b>60.078</b>	<ul style="list-style-type: none"> <li>• Maximillian Malligigg takes possession of the VSS Last Legs, a small freighter, and with a small crew and scouting party leaves for Starmist. (SF3)</li> <li>• Sathar reinforcements arrive in the Tischen system.</li> </ul>
<b>60.079</b>	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
<b>60.080</b>	<ul style="list-style-type: none"> <li>• Sathar reinforcements arrive in the Dayzer system.</li> <li>• Saurian scout ships arrive in the Tischen and Dayzer systems and begin to probe the systems while avoiding sathar forces.</li> </ul>
<b>60.081</b>	SF Nova departs K'aken-Kar for the K'tsa-Kar system.

<b>FY</b>	<b>Event</b>
<b>60.082</b>	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.
<b>60.083</b>	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.
<b>60.084</b>	After several days of probing, the saurian Battle Rays begin their return to the Sauria system.
<b>60.085</b>	Initial repairs begun on the Pale (Truane's Star) starship construction center. Capacity is increased to 60% of its original value.
<b>60.086</b>	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.
<b>60.087</b>	The VSS Last Legs arrives at Starmist. Maximillian and the scouting party make contact with the planet's natives. (SF3)
<b>60.088</b>	Patrol Group Wisdom arrives in the Gruna Garu system and begins investigating the sighting of the unidentified vessel with Spacefleet markings.
<b>60.089</b>	Maximillian Malligigg is captured and taken prisoner by the priests of the Heliopie village. (SF3)
<b>60.090</b>	<ul style="list-style-type: none"> <li>• 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)</li> <li>• SF Nova arrives in the K'sta-Kar system and will remain in system for 12 days.</li> </ul>
<b>60.091</b>	<ul style="list-style-type: none"> <li>• 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)</li> <li>• The sathar starship construction center in the Liberty system completes another destroyer.</li> </ul>
<b>60.092</b>	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)
<b>60.093</b>	Saurian Battle Rays arrive back in the Sauria system from scouting the Tischen and Dayzer systems.
<b>60.094</b>	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)
<b>60.095</b>	Maximillian and survivors of the scouting party leave Sundown (Starmist) to return to K'sta-Kar on the VSS Last Legs. (SF3)
<b>60.096</b>	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.
<b>60.097</b>	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)
<b>60.098</b>	Having completed its shakedown cruise, the UPFS Nexus begins a high speed run to join up with Strike Force Nova.
<b>60.099</b>	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.

<b>FY</b>	<b>Event</b>
<b>60.100</b>	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.
<b>60.101</b>	Second Voltornus Expedition members testify before the Council of Worlds about events on Voltornus (Zebulon) leading to the Battle of Volkos.
<b>60.102</b>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• SF Nova departs K'sta-Kar for the White Light System</li> </ul>
<b>60.103</b>	After months of deliberation, the Council of Worlds votes to increase Spacefleet spending by 10% allowing for the commissioning of several new vessels.
<b>60.104</b>	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).
<b>60.105</b>	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.
<b>60.106</b>	CDC team arrives in the White Light System from the Theseus system to attempt to reclaim the CDCSS Nightwind (AR).
<b>60.107</b>	Assault scout completed at the Gran Quivera (Prenglar) starship construction center to replace the UPF vessel lost at the Battle of Zebulon
<b>60.108</b>	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.
<b>60.109</b>	A new assault scout is completed at the Pale starship construction center to replace the militia vessel lost at the Battle of Zebulon
<b>60.110</b>	UPFS Nexus arrives at Clarion (White Light) to await the arrival of SF Nova and spends the day training with the White Light Militia.
<b>60.111</b>	SF Nova arrives at Clarion in the White Light system and is joined by UPFS Nexus. It will remain in system for 19 days.
<b>60.112</b>	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.
<b>60.113</b>	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.
<b>60.114</b>	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.
<b>60.115</b>	The sathar starship construction center near Kizk-Kar completes construction of a heavy cruiser.
<b>60.116</b>	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.

<b>FY</b>	<b>Event</b>
<b>60.117</b>	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.
<b>60.118</b>	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.
<b>60.119</b>	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.
<b>60.120</b>	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.
<b>60.121</b>	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.
<b>60.122</b>	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.
<b>60.123</b>	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
<b>60.124</b>	Beginning of year 2898 on Hum (Fochrik).
<b>60.125</b>	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.
<b>60.126</b>	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.
<b>60.127</b>	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.
<b>60.128</b>	The TTSS Destiny arrives in the White Light system on its Grand Tour.
<b>60.129</b>	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.
<b>60.130</b>	Strike Force Nova departs White Light for the Timeon system.
<b>60.131</b>	The CDCSS Nightwind arrives at Triad and is taken into the CDC shipyards there for repairs and inspections.
<b>60.132</b>	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.
<b>60.133</b>	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.

<b>FY</b>	<b>Event</b>
<b>60.134</b>	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)
<b>60.135</b>	Pale starship construction center repairs continue and capacity reaches 70% of its original value.
<b>60.136</b>	Another destroyer is completed at the sathar starship construction center in the Liberty system.
<b>60.137</b>	The first of the pirate ships seized in a recent raid (an assault scout) completes its refit and begins service in the Pale militia.
<b>60.138</b>	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.
<b>60.139</b>	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.
<b>60.140</b>	Strike Force Nova arrives at Lossend (Timeon). It will remain in system for 6 days.
<b>60.141</b>	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.
<b>60.142</b>	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.
<b>60.143</b>	Construction of the Spacefleet battleship at the Pan Galactic starship construction center orbiting Gran Quivera (Prenglar) begins.
<b>60.144</b>	Construction of the Spacefleet battleship at the Cassidine Development Corporation starship construction center orbiting Triad (Cassidine) begins.
<b>60.145</b>	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.
<b>60.146</b>	Strike Force Nova departs the Timeon system to return to Prenglar.
<b>60.147</b>	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.
<b>60.148</b>	Ninland (Minotaur, Theseus) announces the construction of a new Voltornus themed series of attractions allowing for experiences native to that world.
<b>60.149</b>	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.
<b>60.150</b>	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.
<b>60.151</b>	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.

<b>FY</b>	<b>Event</b>
<b>60.152</b>	Construction begins on the ZKKDA assault scout for the K'aken-Kar system militia.
<b>60.153</b>	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.
<b>60.154</b>	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 Dralosite loop of the Frontier.
<b>60.155</b>	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.
<b>60.156</b>	Sathar starship construction center near Fromeltar completes construction of a frigate
<b>60.157</b>	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.
<b>60.158</b>	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.
<b>60.159</b>	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.
<b>60.160</b>	Pale starship construction center repairs bring it up to 75% capacity.
<b>60.161</b>	The TSSS Tiger returns to the Pale starship construction center where it will spend the next 19 days undergoing extensive repairs.
<b>60.162</b>	Sathar starship construction center near Zebulon completes a light cruiser
<b>60.163</b>	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).
<b>60.164</b>	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.
<b>60.165</b>	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.
<b>60.166</b>	The Spire Dragons begin the next stage of their ascent of Mt. Spire (Lossend, Timeon) from their second advance camp halfway up the mountain.
<b>60.167</b>	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.
<b>60.168</b>	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.
<b>60.169</b>	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.

<b>FY</b>	<b>Event</b>
<b>60.170</b>	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.
<b>60.171</b>	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.
<b>60.172</b>	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.
<b>60.173</b>	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.
<b>60.174</b>	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.
<b>60.175</b>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• 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.</li> </ul>
<b>60.176</b>	A pair of sathar ships (destroyer and frigate) leave the sathar starship construction center near Kizk-Kar on a raid of the Frontier to probe defenses and readiness.
<b>60.177</b>	The Jurak Hangna Foundation (FE02), makes a sizable contribution to the Yazira Heritage Foundation, joining the Foundation with representation on the board of directors.
<b>60.178</b>	Fortress Kdikitt (Madderly's Star) reaches the 85% completion mark.
<b>60.179</b>	After 200 days of operation, the Yaziria dome continues to be very popular with over 3 million visitors to date. There is still a great amount of discontent with the lack of accessibility to non-yazirians.
<b>60.180</b>	The TSSS Tiger emerges from the shipyards repaired after its encounter on its maiden voyage. It begins another patrol of the system.
<b>60.181</b>	Sathar starship construction center in the Liberty system completes another destroyer.
<b>60.182</b>	Months of work by scientists on Laco (Dixon's Star) and Pale (Truane's Star) have determined that the destination of the transmissions sent and received from Laco are most likely a star system approximately 35 lightyears from Truane's Star.
<b>60.183</b>	The Pale government, in partnership with Streel, decides to mount a major "reconnaissance in force" operation to try to explore a route to the suspected source of the Tetrach transmissions. The three newly acquired militia vessels, along with three Streel corvettes will take on the mission.
<b>60.184</b>	Attacks on PGC headquarters on Gran Quivera result in significant damage and loss of technical data related to manufacture of high-tech military technologies
<b>60.185</b>	Strike Force Nova arrives at Hargut (Gruna Garu). It will remain in system for 20 days as it spends some time investigating the signals received from the direction of the Vast Expanse.
<b>60.186</b>	Five fighters are completed at the sathar starship construction center near Fromeltar.



<b>FY</b>	<b>Event</b>
<b>60.187</b>	The six ships slated to chart the route to the suspected Tetrach system meet at Pale station to make final plans, rotate to their all-volunteer crews, and top off supplies. Dubbed the Discovery Squadron, if successful, they will be gone for the better part of a year.
<b>60.188</b>	Having interviewed everyone on the station, Starfleet lifts the quarantine on its armed station orbiting Triad (Cassidine) allowing normal operations to resume. Nearly 100 beings are detained for further questioning.
<b>60.189</b>	Civil rights groups protest on Triad (Cassidine) demanding the release of those being held on the orbiting armed station claiming the detainment is unlawful.
<b>60.190</b>	Reconstruction of the Streel starship construction center (Pale, Truane's Star) continues. The SCC is now at 80% capacity.
<b>60.191</b>	Discovery Squadron leaves Pale (Truane's Star) headed to Zebulon on the first leg of their mission. The first few jumps will be through the Rim to Kazak at which point they will begin moving into uncharted jump routes.
<b>60.192</b>	Approximately half of those detained by Starfleet on the armed station orbiting Triad (Cassidine) are cleared and released. Three of the remaining detainees suddenly admit to being sathar agents and claim responsibility for the sabotage and then promptly die from unknown causes.
<b>60.193</b>	New formulas for the recalled flavors of SynthCorp's Bloop's Every Flavor Battle Balls are released back into distribution. Aficionados claim to be able to taste the differences but for the most part the release goes unheralded.
<b>60.194</b>	Autopsies of the three self-proclaimed sathar agents reveal a small parasitic organism attached to the brainstem. Analysis shows that it has similar biology to sathar bodies recovered during the incursion on Volturnus (Zebulon). Unfortunately, the organism does not appear in any non-invasive detection techniques.
<b>60.195</b>	Spire Dragons establish final advanced camp about 80% the distance up Mt. Spire. They spend the next month hauling equipment up to establish pressure domes at a height of 35,000 feet to rest in in preparation for their final ascent to the summit. Four more expedition members die.
<b>60.196</b>	Computer and control systems on the Task Force Cassidine flagship, the battleship Admiral Harsevoort, lock crew and officers out for nearly three hours before control is regained. Suspected to be tied to the Nesmith Enterprises break-in, Spacefleet launches an investigation.
<b>60.197</b>	The second saurian Ark ship is completed and begins its shakedown cruise. Refugees begin assembling for transport to the ship.
<b>60.198</b>	Eighty days after the hatching of the first crèche of Eorna eggs from the lost egg ship, three more of the babies have passed away due to unknown causes. While three of the eight deaths can be attributed to modern diseases that the children don't have built in immunities for, the other five deaths still remain a mystery.
<b>60.199</b>	<ul style="list-style-type: none"> <li>• The TTSS Destiny departs the Kizk-Kar system for Fromeltar</li> <li>• Discovery Squadron arrives in the Zebulon system where it will spend an extra day before continuing on to Capella.</li> </ul>
<b>60.200</b>	A new class of recruits enter Gollwin academy. It is expected that many of them will serve their first training tours on the new battleships and other vessels when they are completed.
<b>60.201</b>	<ul style="list-style-type: none"> <li>• Caught by a sathar raid entering the Kizk-Kar system, the TTSS Destiny is attacked by the sathar vessels. Distress signals are sent out, but no ships are in range to assist.</li> </ul>

FY	Event
	<p>After about an hour, all transmissions from the ship are lost. A pair of armed PGC freighters head to the last known location.</p> <ul style="list-style-type: none"> <li>• Calls for assistance go out from the Zit-Kit (Kizk-Kar) government and an assault scout from the Fromeltar militia, as well as the assault scout from K'aken-Kar are immediately dispatched to the Kizk-Kar system</li> </ul>
<b>60.202</b>	The PGC freighters arrive at the location of the TTSS Destiny to find a drifting hulk. Investigation finds no survivors. Several destroyed lifeboats are later recovered as well.
<b>60.203</b>	As news of the loss of the TTSS Destiny spread throughout the Frontier, the Anti-Satharian League stage demonstrations in major population centers once again demanding and increase in funding for Spacefleet and an aggressive search for and destruction of the sathar worlds.
<b>60.204</b>	The sathar ships in the Kizk-Kar system attack a small group of freighters headed to Fromeltar. One of the freighters is destroyed but the sathar frigate takes considerable damage and the pair of ships retreat.
<b>60.205</b>	<ul style="list-style-type: none"> <li>• Sathar starship construction center near Kizk-Kar completes a frigate.</li> <li>• Strike Force Nova departs Hargut (Gruna Garu) for the Araks system. After spending 20 days in the Gruna Garu system, no evidence of the claimed signals have been detected by and of the Spacefleet vessels.</li> </ul>
<b>60.206</b>	Trans Travel releases a statement about the loss of the TTSS Destiny and pays out a small fortune in remuneration to the families of those killed as a gesture of good will. They also place orders for the construction of a number of armed vessels to serve as escorts for their spaceliners.
<b>60.207</b>	After weeks of debate, an initial charter for the Frontier Expeditionary Force is approved. A young Spacefleet commander, Space Commodore Karl "Rough" Rider (SFKH3), is given command of the operation and assigned the task of building the project.
<b>60.208</b>	Three days out from Hargut (Gruna Garu), the UPFS Nexus, Strike Force Nova's communications ship, detects signals from the direction of the vast expanse that match the profile previously reported. Strike Force Nova aborts the jump to Araks and begins return to Hargut while monitoring the signals.
<b>60.209</b>	Discovery Squadron arrives at Faire in the Capella system. It will spend a week here meeting with Rim Coalition representatives to attempt to recruit a few members of The Flight to make the mission a joint UPF-Rim operation.
<b>60.210</b>	Assault scouts from the Fromeltar and K'aken-Kar system arrive at Zit-Kit (Kizk-Kar) and begin sweeping the system.
<b>60.211</b>	<ul style="list-style-type: none"> <li>• The CDCSS Nightwind arrives in the Kizk-Kar system with an assault scout escort delivering a shipment of security robots to CDC operations on Zit-Kit.</li> <li>• The CDCSS Nightwind is set upon by the sathar ships and a running battle ensues as the freighter tries to escape and its escort uses its superior maneuverability to fend off the attackers. A distress call goes out and the two militia ships happen to be less than an hour away.</li> <li>• The CDC assault scout, having damaged the sathar destroyer considerably, is destroyed by the sathar vessels just as the militia assault scouts arrive. The militia assault scouts join the battle fresh and defeat both damaged sathar vessels.</li> </ul>
<b>60.212</b>	Shakedown cruise of the second saurian Ark ship is complete. Refugees begin shuttling up to the ship.

<b>FY</b>	<b>Event</b>
<b>60.213</b>	Construction of the first of the TransTravel escort vessels, a Streeel Red Thunder class Corvette, begins in the shipyards in Prenglar.
<b>60.214</b>	Strike Force Nova arrives back at Hargut (Gruna Garu). Collection and analysis of the signals continue. They seem to be coming from OFS200, and the signal is often masked by emissions from the pulsar at OFS203 making observation difficult.
<b>60.215</b>	Construction of a pair of TransTravel Assault Scouts begin at the Triad shipyards
<b>60.216</b>	Sathar starship construction center near Fromeltar (SCC#4) completes a light cruiser.
<b>60.217</b>	HSS History's Hope departs Histran (Scree Fron) on the first leg of what will most likely be a multi-year endeavor to attempt to chart a series of jumps to the star that he Yaziria Heritage Foundations now believes to be original yazirian home system. The first step will be an 8 ly jump to the OFS 224 system.
<b>60.218</b>	After just over a week of discussion, Discovery Squadron continues on its mission leaving the Capella system and headed toward Osak. While the Rim generally supports the mission, they are hesitant to officially contribute ships for fear of increasing sathar ire if problems arise.
<b>60.219</b>	Landing Day celebration held on Hentz (Athor) celebrating the anniversary of the Yazirian Exodus arriving in the Frontier region.
<b>60.220</b>	Having identified and isolated the transmissions, Strike Force Nova departs Hargut (Gruna Garu) to head to the Araks system, continuing its tour and looking to attempt to identify the signals in other systems.
<b>60.221</b>	With the ending of the winter season on Alcazzar, a CDC freighter, the CDCSS Trucker XIV, departs Triad (Cassidine) with crew and equipment to establish mining compound on Alcazzar (Rhianna) (SF4)
<b>60.222</b>	A new cutter is completed at the sathar starship construction center near Zebulon.
<b>60.223</b>	Loading complete, the second saurian ark ship departs into interstellar space.
<b>60.224</b>	Construction of another corvette for TransTravel begins at the Fromeltar shipyard.
<b>60.225</b>	The HSS History's Hope arrives in the OFS 224 system, successfully plotting the outward segment of the jump. The crew will spend a few days observing the system while the astrogation team calculates the return jump.
<b>60.226</b>	A new destroyer is completed at the sathar starship construction center in the Liberty system.
<b>60.227</b>	Discovery Squadron arrives in the Osak system, where they will spend a two-day layover before continuing on to Kazak.
<b>60.228</b>	Spire Dragons begin their final ascent of Mt. Spire. Over 20 beings, with representatives from all seven major Frontier and Rim species, take part in this final ascent which is expected to take four days to reach the summit.
<b>60.229</b>	As Discovery Squadron is about to depart the Osak system, they are joined by two Humma-crewed vessels from Hum (Fockhrik). One is the equivalent of an assault scout, while the other is a small exploration vessel. Having heard of the mission, the humma are more than willing to take the fight to the sathar.
<b>60.230</b>	Strike Force Nova arrives at Hentz (Araks). No signals from OFS200 were detected on the inbound leg of the trip. The Strike Force will remain in the system for 14 days searching for signals from the system and conducting drills.
<b>60.231</b>	<ul style="list-style-type: none"> <li>Repairs at the CDC starship construction center bring capacity up to 75%.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>A sudden and serious storm swirls around the summit of Mt. Spire requiring the Spire Dragons expedition to hunker down less than 1000m from the summit to wait out the storm. They dig in but are very exposed near the mountain's peak</li> </ul>
60.232	With repairs of the CDC starship construction center well underway and progressing, work on the CDCSS Mystic resumes
60.233	<ul style="list-style-type: none"> <li>After two days, the storm atop Mt. Spire finally clears. Four expedition members were lost during the storm, their shelters having blown away, presumably carrying them with it. The remaining team makes the final ascent reaching the summit about two hours after noon.</li> <li>The team reaching the summit consisted of members of all seven Frontier and Rim races, although there was only one Osakar as the other two Osakar that were part of the summit team were lost in the storm. With another storm rapidly approaching, they take pictures and quickly begin their descent.</li> </ul>
60.234	Construction of an assault scout for Trans Travel begins in the Minotaur (Theseus) shipyards
60.235	The CSCSS Trucker XIV arrives at Alcazzar (Rhianna) and begins shuttling crew and equipment to the surface. Cold conditions slow the initial construction while crews wait for slightly warmer weather.
60.236	The HSS History's Hope successfully completes the return jump to the Scree Fron system fully charting the route to that system. They dock at Histran station to resupply and report the jump to the UPF. The proceeds from the jump registration will be used to help fund the mission.
60.237	The Spire Dragon summit team makes it safely back to their high-altitude base camp just hours before the new storm hits.
60.238	Discovery Squadron arrives at Stenmar (Kazak). This is their last stop in known space and the squadron will spend a week here making sure the ships are fully repaired and stocked for their journey.
60.239	Work begins by the Discovery Squadron astrogators to plot the first new jump route of their trip. Their destination is the star system OFS19, five light years away just above the jump route to the Cryxia system.
60.240	Resupplied, the HSS History's Hope leaves Histran Station (Scree Fron) to return to the OFS224 system and then begin charting the next new jump in its journey.
60.241	Sathar starship construction center in the Liberty system completes another destroyer.
60.242	The assault scout for the K'aken-Kar system is completed at the Fromeltar starship construction center. It begins its travel to its home system.
60.243	After six days of waiting, the storm on Mt. Spire clears and the members of the Spire Dragons team begin their descent from the mountain.
60.244	Having made no detections of signals from OFS200, Strike Force Nova departs Hentz (Araks) for the Scree Fron system.
60.245	After over thirty days in the Kizk-Kar system with no further sign of sathar ships, the assault scouts from Kaken-Kar and Fromeltar begin their return trips to their respective systems.
60.246	Discovery squadron begins accelerating toward Void speed on its first jump out the Frontier and Rim region of space.
60.247	Investigations into the source of Ixiol have definitively linked it to Malco Enterprises on Outer Reach (Dramune). Unfortunately, the UPF charter prevents any direct action against the operation without express consent of the planetary government which denies the allegations.

FY	Event
60.248	Based on the findings regarding Ixiol production on Outer Reach (Dramune), Inner Reach (Dramune) implements a strong inspection policy against any ship coming from Outer Reach to search and inspect all cargo from that planet before it can be delivered on Inner Reach.
60.249	HSS History's Hope arrives safely in the OFS224 system. Work begins to chart a jump to the neutron star in the OFS221 system, a jump of 7 light years.
60.250	Streel starship construction center (Pale, Truane's Star) reaches 90% original capacity as repairs continue.
60.251	Discovery Squadron successfully jumps to the OFS19 system, a small M1 red dwarf star.
60.252	<ul style="list-style-type: none"> <li>• After a day of deceleration into the OFS19 system, the Discovery Squadron detect radio signals from the direction of one of the inner planets. They appear to be sathar in origin. Subspace radio messages are dispatched back to the Frontier and Rim.</li> <li>• The squadron immediately changes vector to not be decelerating directly toward the inner system and the astrogators begin working on calculations for a return jump to Kazak.</li> </ul>
60.253	After a day of collecting signals in the OFS19 system, at least 10 different sathar ships have been detected by Discovery squadron. Composition is unknown.
60.254	<ul style="list-style-type: none"> <li>• Strike Force Nova arrives at Histran (Screen Fron). It will spend 11 days in system exercising around both Histran and Hasokar before departing back to the Araks system</li> <li>• Eight sathar ships begin accelerating out toward Discovery squadron. Two new ships have been identified but four have gone silent.</li> </ul>
60.255	<ul style="list-style-type: none"> <li>• The militia assault scouts that had been deployed to the Kaken-Kar system arrive back at their home systems. The crews are given some needed shore leave.</li> <li>• Calculations complete for the return jump to Kazak, and apparently detected by the sathar vessels, Discovery Squadron begins a hard acceleration to stop and reverse direction for a jump out of the system.</li> </ul>
60.256	Discovery Squadron completes the stopping maneuver and begins acceleration out of the system. The sathar vessels are nearly half-way to their position and have a sizable speed advantage. It is questionable if the squadron can reach jump speed before the sathar ships catch them.
60.257	With a known path, the Spire Dragons team make it back to their camp at the base of the mountain after only fourteen days of hiking. All that is left to complete their expedition is to make it back to the coast.
60.258	<ul style="list-style-type: none"> <li>• After two days of grueling high-g acceleration, Discovery Squadron manages to enter the Void for the jump back to Kazak just hours before the sathar vessels overtake them. Unfortunately, due to the haste of their departure, the Discovery Squadron, misjumps into a binary star system rather than Kazak.</li> <li>• Prior to their jump, the Discovery Squadron identify the sathar vessels as 1 heavy cruiser, 1 assault carrier, 1 light cruiser, 2 destroyers, 1 frigate, and 2 ships of a new design approximately the size of the Streel corvettes.</li> </ul>
60.259	The HSS History's Hope jumps into the OFS221 system. While they arrive much further out in the system than planned, the jump is considered a success. They will spend a week in the system studying the neutron star before returning to OFS224.
60.260	After two days of rest from the grueling jump and observations by the astrogators, the Discovery Squadron determines that it is in FS50 system between Kazak and Osak, having

FY	Event
	overshot their target. Work begins on calculating a jump back to the Kazak system just 4 light years away.
60.261	With preliminary jump calculations done and the crew mostly recovered from their days of high-g acceleration, Discovery Squadron begins accelerating toward jump speed for their return to Kazak.
60.262	<ul style="list-style-type: none"> <li>• While they don't know if the UPF ships detected the starship construction center in OFS19, the sathar high command decide to shift some of the assets there to increase the defenses.</li> <li>• Four destroyers from the Liberty system are dispatched to OFS19. Even with a high-speed traversal of the jump routes, this will take approximately 80 days.</li> <li>• A frigate, light cruiser, assault carrier, and eight fighters are dispatched from the sathar SCC#4 (OFS111) to reinforce OFS19 as well. Much closer, it is only a 20-day trip.</li> </ul>
60.263	The new assault scout arrives in the K'aken Kar system. After a brief checkout, it takes up regular patrol duties.
60.264	The third saurian Ark ship is completed and begins its shakedown cruise.
60.265	<ul style="list-style-type: none"> <li>• Strike Force Nova departs Hasokar (Screen Fron) to return to Araks. No signals from OFS200 were detected while in the system.</li> <li>• Discovery Squadron successfully jumps back to the Kazak system. They immediately begin broadcasting the details of their findings in the OFS19 system to both Rim and UPF contacts.</li> </ul>
60.266	With receipt of the information about the sathar forces in OFS19, both Spacefleet and the Flight begin discussions on how best to deal with the sathar presence. While discussions are occurring, the Flight dispatches several ships to both Cryxia and Kazak.
60.267	HSS History's Hope begins accelerating to return to OFS224 and chart the return leg of the jump connection the OFS221 and OFS224 systems.
60.268	An order is placed for a second assault scout for the K'aken Kar system at the Fromeltar starship construction center.
60.269	Crown Princess Leotia Valentine of Clarion (White Light) celebrates her 33rd birthday.
60.270	Discovery Squadron arrives at Stenmar Station where most of the crew takes a week of shore leave.
60.271	The sathar starship construction center in the Liberty system completes a destroyer and 6 fighters.
60.272	Errors in the astrogation calculations cause the HSS History's Hope to misjump and not return to the OFS224 system. Luckily, they end up in the Araks system. While not disastrous, the misjump emphasizes for the crew the risk involved in their endeavor.
60.273	Deciding not to risk trouble with the Family of One authorities on Hentz (Araks), the HSS History's Hope decides to not stop at the station and head straight back to Histran (Screen Fron)
60.274	Businesses on both Inner and Outer Reach (Dramune) lodge formal complaints against the new inspection of cargo arriving at Inner Reach from Outer Reach claiming it is hurting trade and damaging business. The government refuses to make any changes to the process.
60.275	Strike Force Nova arrives at Hentz (Araks). It will spend just 4 days here before heading on to the Athor system.
60.276	A new assault carrier is completed in the sathar starship construction center near Fromeltar.

<b>FY</b>	<b>Event</b>
<b>60.277</b>	After 20 days backtracking though their original path, the Spire Dragons reach their coastal camp. All told it took just over half a year (202 days) to make the full trek and cost the lives of fifteen of the team's members.
<b>60.278</b>	<ul style="list-style-type: none"> <li>• Newest saurian Ark ship completes its checkout and passengers begin shuttling to the ship.</li> <li>• In order to avoid OFS019 and the sathar forces there, the Discovery Squadron decides to try skirting the edge of the nebula near Kazak and jump to the double star system OFS017.</li> </ul>
<b>60.279</b>	Strike Force Nova departs Hentz (Araks) for the Athor system
<b>60.280</b>	After four weeks of the increased inspections of ships arriving at Inner Reach (Dramune) from Outer Reach (Dramune), authorities have seized millions of credits worth of the drug Ixiol and reported cases of the drugs use on the planet has dropped significantly.
<b>60.281</b>	As news of Inner Reach's (Dramune) success on limited the import of Ixiol spreads around the Frontier, other systems consider similar sanctions. However, many of the systems lack the militia enforcement necessary to make it successful.
<b>60.282</b>	<ul style="list-style-type: none"> <li>• A heavy cruiser is completed in the sathar starship construction center near Zebulon (OFS19).</li> <li>• The frigate, light cruiser, assault carrier, and fighters arrive in OFS19 from OFS111. The forces in the system are now on par with, if not exceeding, the strength of any of the UPF Task Forces.</li> <li>• Mistakes in the astrogation calculations, possibly due to the presence of the nebula, send the Discovery Squadron off course and they end up in a single star system instead of the binary system they were shooting for.</li> </ul>
<b>60.283</b>	The HSS History's Hope arrives safely at Histran Station (Scree Fron) where it will resupply before reattempting to complete charting the jump route between OFS224 and OFS221.
<b>60.284</b>	Construction on the second K'aken-Kar militia assault scout begins.
<b>60.285</b>	<ul style="list-style-type: none"> <li>• After three days of observations, the astrogators of Discovery Squadron determine that they are in OFS025 instead of OFS017, having jumped further than intended. No sathar signals have been detected.</li> <li>• After much discussion, the decision is made for Discovery Squadron to press on. They prepare to jump to OFS026 which would have been the next system after OFS017.</li> </ul>
<b>60.286</b>	The HSS History's Hope departs Histran Station (Scree Fron) headed to OFS224 to resume its attempt to chart a course to the suspected Yazirian home system.
<b>60.287</b>	PGC shipyards around Gran Quivera attacked by militants claiming to be Streel supporters, using access derived from the Nesmith Enterprises breach earlier in the year. Production capacity reduced by 38%. Several hulls destroyed but the Spacefleet battleship escaped unscathed.
<b>60.288</b>	Strike Force Nova arrives in the Athor system. Originally scheduled to spend seven days in the system, the news from the Discovery Squadron cut that short to only 2 days.
<b>60.289</b>	Strike Force Nova detects extremely faint signals from OFS200 in the Athor system. The detection confirms that the signals have been being broadcast for years undetected.
<b>60.290</b>	Strike Force Nova departs the Athor system to return to Preglar.
<b>60.291</b>	Construction of two TransTravel assault scouts completed at the CDC starship construction center orbiting Triad (Cassidine) and begin traveling to Terldrom (Fromeltar).

<b>FY</b>	<b>Event</b>
<b>60.292</b>	PGC and Star Law release a joint statement that autopsies of several of the saboteurs killed at the PGC shipyard contained the same sathar parasite as the sathar agents that attacked the armed station orbiting Triad (Cassidine).
<b>60.293</b>	Loading complete, the third saurian Ark ships departs the Sauria system for destinations unknown.
<b>60.294</b>	<ul style="list-style-type: none"> <li>The Discovery Squadron successfully arrives in the binary star system OFS026. No sathar signals have been detected while decelerating into the system.</li> <li>The Discovery Squadron begins plotting a jump to the OFS30 system, another binary star system 9 light years away. This will be the longest uncharted jump of their journey.</li> </ul>
<b>60.295</b>	<ul style="list-style-type: none"> <li>Sathar SCC#3 completes a heavy cruiser</li> <li>HSS History's Hope arrives in OFS224 and immediately begins trip to OFS221</li> </ul>
<b>60.296</b>	Unbeknownst to the crew, the Matrix virus infects the Jetsom's electronic systems in the Belenafaer system. (SFAD5 <sup>1</sup> )
<b>60.297</b>	Boarding party of the CMS Osprey killed by smugglers during a routine cargo inspection. The freighter is destroyed as it tries to flee toward a Void jump. The Clarion Royal Marines post a job opening for new staff. (SFKH0)
<b>60.298</b>	Calculations complete and verified, the Discovery Squadron begins accelerating toward OFS030.
<b>60.299</b>	Star Law agents at foil an attempt to explode a bomb at the Council of Worlds headquarters on Gran Quivera (Prenglar). The suspects claim to be members of the Anti-Satharian League but the League leaders deny their involvement.
<b>60.300</b>	Further investigation and interrogation of suspects captured at the Council of Worlds bombing reveal that they are actually members of the Free Frontiersman Foundation, a radicalized political faction bent on overthrowing the UPF.
<b>60.301</b>	Sathar SCC#2 (Liberty) completes an assault carrier
<b>60.302</b>	Strike Force Nova arrives back at Morgaine's World (Prenglar). Crews are given a week of shore leave while Spacefleet decided how to best utilize the Strike Force given the recent discoveries.
<b>60.303</b>	Discovery Squadron successfully jumps into the OFS030 system but arrive much further out than anticipated. However, the jump is considered a success. They begin immediately monitoring for sathar signals and plotting a jump to the OFS031 system, just five light years away.
<b>60.304</b>	HSS History's Hope arrives in OFS221. Calculations begin for jump back to OFS224. The crew hopes that the second attempt will be more successful than the last.
<b>60.305</b>	After a long investigation, the security leak at Nesmith Enterprises of Triad is attributed to a shadowy faction know as the Investors. Little is known about this organization beyond that it appears to be supported by very rich financial backers.
<b>60.306</b>	Calculations complete, the Discovery Squadron begins accelerating toward their jump to the OFS031 system.
<b>60.307</b>	Calculations complete, the HSS History's hope begins accelerating for the jump back to OFS224.
<b>60.308</b>	The two destroyers from Patrol Group Virgo, still stationed in the Zebulon system, are tasked by Spacefleet with a reconnaissance mission to OFS019 and charting the return jump from OFS019 to Kazak. The two ships depart immediately for Capella.

---

<sup>1</sup> SFAD5 – Bugs in the System module



<b>FY</b>	<b>Event</b>
<b>60.309</b>	Crew of the Jetsom start experiencing minor issues with the ship's electronics (Belnafaer) (SFAD5)
<b>60.310</b>	<ul style="list-style-type: none"> <li>Repairs of the Streel starship construction center (Pale, Truane's Star) completed restoring the SCC to full capacity.</li> <li>An assault scout for the TransTravel corporation is completed at the Minotaur (Theseus) starship construction center. It begins its maiden voyage headed to Terldrom (Fromeltar).</li> <li>Successfully arriving in the OFS031 system, the Discovery Squadron begins decelerating toward the inner system searching for sathar signals.</li> </ul>
<b>60.311</b>	<ul style="list-style-type: none"> <li>Construction of CDC mining base on Alcazzar (Rhianna) complete, full scale operations begin. (SF4)</li> <li>The two TransTravel assault scouts arrive at Terldrom (Fromeltar).</li> </ul>
<b>60.312</b>	The HSS History's Hope successfully jumps back to OFS224 and begins decelerating in preparation for a jump back to OFS221. Details of the full jump route are transmitted to Spacefleet.
<b>60.313</b>	Strike Force Nova is ordered to the Zebulon system while the UPF negotiates with the Rim Coalition to allow the large fleet to traverse Rim space. The Strike Force leaves orbit around Morgaine's World and begins accelerating toward a jump to Dixon's Star.
<b>60.314</b>	After four days in system with no detection of sathar presence, the Discovery Squadron decides to spend an extra week in the system before making their final jump to the OFS070 system. This will allow them to catch up on repairs and maintenance for their ships before the final push and allow the astrogators extra time to work on their calculations.
<b>60.315</b>	Having fully recovered from their trek, the Spire Dragons team holds a final press conference on Gran Quivera to recount and discuss the expedition and answers questions about the trip. Thousands attend to hear the details.
<b>60.316</b>	Sathar SCC#2 completes a destroyer
<b>60.317</b>	Deceleration complete and engine overhauls finished, the HSS History's Hope begins accelerating for jump back to OFS221 to start the next leg of their journey.
<b>60.318</b>	The two UPF destroyers tasked with charting the route from OFS019 to Kazak, now dubbed Patrol Group Flint, arrive in Capella. The crew takes two days of shore leave on Faire before continuing onward.
<b>60.319</b>	Construction of TransTravel corvette complete at Prenglar and the new vessel begins its maiden voyage to Fromeltar.
<b>60.320</b>	Obar Enterprises, a small independent freight company successfully charts the first half of a new jump route from Cassidine to Truane's Star with their small tramp freighter, the TSSS Searcher.
<b>60.321</b>	After only a week of deliberations, the Rim Coalition authorizes the entry of Strike Force Nova into Rim space. This will be the largest Spacefleet presence to ever enter a Rim system.
<b>60.322</b>	<ul style="list-style-type: none"> <li>Repairs, maintenance, and calculations complete, the Discovery Squadron begins their final jump to the OFS070 system which was the destination of the transmission from the Glass Pyramid on Laco (Dixon's Star) nearly a year earlier.</li> <li>Strike Force Nova arrives at Laco (Dixon's Star). They will have a twelve-day layover before continuing on. There is some concern in the Council of Worlds about sending such a sizable portion of Spacefleet out of the Frontier.</li> </ul>
<b>60.323</b>	Fourth Saurian Ark Ship is completed and begins its shakedown cruise.

FY	Event
60.324	Patrol Group Flint jumps into the Osak system, they remain near jump speed while traversing the system and plotting the jump to Kazak.
60.325	The TSSS Searcher arrives at Pale station over two weeks ahead of the time it would typically take to make a run from Cassidine to Truane's Star and begin unloading their cargo. They immediately begin looking for a cargo and working on calculations for the direct return jump.
60.326	<ul style="list-style-type: none"> <li>• Discovery Squadron successfully jumps in to the OFS070 system. Signals from sathar vessels are immediately detected upon arrival. A deceleration vector is chosen to attempt to minimize the signal reaching the inner system and work begins immediately to calculate a jump out of the system.</li> <li>• Messages are dispatched via subspace radio to both the UPF and Rim Coalitions with all the jump data and news of the sathar presence.</li> </ul>
60.327	HSS History's Hope arrives in OFS221 without incident. Work begins on plotting the next leg of their jump to OFS222, only 4 lightyears away. They decide to make small jumps to improve their chances of a successful jump.
60.328	Alpha team descends to Jetsom while Beta team returns to the Moneyspider. Their shuttle brings the Matrix to the ship infecting the systems in the Moneyspider and Snobol (Belnafaer) (SFAD5)
60.329	Patrol Group Flint arrives make the jump to the Kazak system and begin decelerating toward Stenmar station
60.330	The TransTravel corvette is completed at the Terldrom (Fromeltar) starship construction center.
60.331	<ul style="list-style-type: none"> <li>• The TSS Dark Shadow is detected smuggling weapons provided by Streel to the Liberation Party on Clarion (White Light). A firefight breaks out between the new boarding party of the CMS Osprey and the Dark Shadow's crew. The smugglers are taken into custody and the ship impounded. (SFKH0)</li> <li>• Deceleration complete, Discovery Squadron, realizing they are no match for the numerous sathar and other unknown vessels in the system begin accelerating for a jump out of the system back to OFS031 system. Luckily, they seem to not have been detected.</li> </ul>
60.332	The HSS History's Hope successfully makes the jump to OFS222, a bright blue main sequence star, even more massive than Belnafaer. They begin decelerating to prepare for the return jump to OFS221.
60.333	Patrol Group Flint arrives at Stenmar station (Kazak) they spend two days refueling and preparing for the jump to OFS019.
60.334	<ul style="list-style-type: none"> <li>• Strike Force Nova departs Laco (Dixon's Star) for the Truane's Star system.</li> <li>• The TSSS Searcher departs Pale station with a shipment of titanium to attempt charting the return jump from the Truane's Star system to the Cassidine system.</li> </ul>
60.335	<ul style="list-style-type: none"> <li>• Patrol Group Flint departs Stenmar station (Kazak) for their jump to OFS019.</li> <li>• Discovery squadron successfully jumps back to the OFS031 system completely charted the route between OFS031 and OFS070. They begin plotting a return jump to the OFS030 system</li> </ul>
60.336	<ul style="list-style-type: none"> <li>• Sathar SCC#4 completes a frigate</li> <li>• Shakedown cruise complete, the fourth Saurian Ark Ship begins loading supplies and passengers</li> </ul>

FY	Event
60.337	Having killed their velocity, the HSSS History's Hope begins acceleration for the return jump to OFS221.
60.338	The TSSS Searcher successfully jumps into the Cassidine system completing the jump route between the Cassidine and Truane's Star systems. They decided to not report the jump to the UPF immediately and exploit the shorter jump times to move cargo between the two systems for higher profits.
60.339	<ul style="list-style-type: none"> <li>• During a magnetic storm, the Matrix infection on Jetsom mutates and takes over the ship's computer system, killing or incapacitating all members of the Alpha team on the ship (Belnafer) (SFAD5)</li> <li>• Patrol Group Flint arrives in OFS019 on high alert. They immediately detect sathar radio signals and begin cataloging the sources. Deceleration starts along a vector away from the inner system. They begin the calculations for the return jump.</li> </ul>
60.340	Four crew members from the Moneypider are killed in an attempt to reach the crew on the stricken Jetsom when their shuttle is damaged in the descent and destroyed. Only six crew remain on the Moneypider. (SFAD5)
60.341	<ul style="list-style-type: none"> <li>• After two days of data collection, Patrol Group Flint has identified nearly 20 different ships in the OFS019 system including two each of frigates, destroyers, light and heavy cruisers, and assault carriers. There are numerous fighters and two of an unidentified new class of ship.</li> <li>• The HSS History's Hope successfully jumps back to the OFS221 system completely charting the jump between OFS221 and OFS222. Details are relayed back to the UPF to collect the bounty. They begin decelerating in preparation for returning to the OFS222 system and continuing their exploration.</li> </ul>
60.342	<ul style="list-style-type: none"> <li>• Sathar SCC#5 (OFS019) completes a cutter</li> </ul> <p>The 4 sathar destroyers from Liberty system arrive in OFS019.</p>
60.343	<ul style="list-style-type: none"> <li>• Deceleration complete, Patrol Group Flint begin accelerating back toward jump speed to return to Kazak as the jump calculations are finalized.</li> <li>• Strike Force Nova arrives at Pale (Truane's Star). They will have a five day layover to cross train with the Pale militia before heading out to Zebulon.</li> </ul>
60.344	<ul style="list-style-type: none"> <li>• The PGCSS Marionette, which vanished from Terledrom (Fromeltar) without its crew 28 years ago, suddenly appears in the White Light system headed directly for Clarion Station (SFKH0)</li> <li>• The decelerating sathar destroyers pass very close to the accelerating Patrol Group Flint. Relative velocities are too large to allow for an engagement but there is now doubt that the sathar are now aware of the presence of the UPF ships.</li> <li>• Discovery Squadron successfully jump back to the OFS030 system completely charting the route between the OFS030 and OFS031 systems. Work begins on engine overhauls and plotting the jump to the OFS026 system.</li> </ul>
60.345	<ul style="list-style-type: none"> <li>• Attempting to approach the PGCSS Marionette, it repeatedly veers away and the the CMS Osprey is forced to disable its engines and maneuvering jets in order to board the ship.</li> <li>• The crew of the CMS Osprey find that the ship is being controlled by a deranged cybot calling itself the Puppetmaster. After a zero-g battle with robots controlled by the Puppetmaster, the cyborg is destroyed and the crew takes control of the ship. (SFKH0)</li> </ul>
60.346	Repairs to the PGCSS Marionette's engines allow it to be diverted from its collision course with Clarion station. The ship is impounded for inspection.

<b>FY</b>	<b>Event</b>
<b>60.347</b>	Loading complete, the fourth Saurian Ark Ship departs the Sauria system for destinations unknown
<b>60.348</b>	<ul style="list-style-type: none"> <li>• Training with the Pale militia complete, Strike Force Nova departs for the Zebulon system.</li> <li>• Patrol Group Flint successfully jumps back to Kazak. Flight forces in the system go on high alert.</li> </ul>
<b>60.349</b>	TransTravel corvette arrives at Terldrom (Fromeltar)
<b>60.350</b>	After an amazingly long string of bad luck in several of its ventures, the Groth Energy Corporation, the major power supplier on Groth (Fromeltar) declares bankruptcy. While they maintain power generation, all other corporate activities are frozen.
<b>60.351</b>	After nearly half a year of investigation and the death of seven more of the young eorna, the cause of the mysterious deaths is finally uncovered. One of the "Great Plan" eorna had been sabotaging the endeavor and subtly poisoning the children. He is taken into custody.
<b>60.352</b>	Patrol Group Flint arrives at Stemnar station where they will remain on alert with units of The Flight until Strike Force Nova arrives.
<b>60.353</b>	Three days after declaring bankruptcy, the Groth Energy Corporation (Groth, Fromeltar) is purchased by an undisclosed off-world organization for a fraction of its actual value. The new owners immediately begin restoring complete operations.
<b>60.354</b>	Discovery Squadron successfully jumps back into the OFS026 system although they end up much further out in the system than intended. The decision is made to try to get to OFS017 directly and not take the detour caused by their misjump to OFS025.
<b>60.355</b>	Sathar SCC#3 (OFS138) completes a frigate.
<b>60.356</b>	The HSS History's Hope arrives back in the OFS222 system and begins plotting their next jump. This jump will take them beyond the Outer Frontier Sector. Their target star is a white dwarf, 6 light years away. They designate this region of space as the Yazira Sector and their destination as YS001.
<b>60.357</b>	Strike Force Nova arrives at Volturnus (Zebulon) and joins up with Patrol Group Virgo. The crews are given three days shore leave on Volturnus before they leave the Frontier.
<b>60.358</b>	After several days of investigation and analysis, the eorna responsible for the poisoning of the children is diagnosed with a subtle mental illness that caused him to be unable to accept the new direction the species was going with the discovery of the egg ship.
<b>60.359</b>	In light of the subtle nature of the discovered mental illness, all eorna associated with the eorna egg project undergo a deep psychological analysis.
<b>60.360</b>	<ul style="list-style-type: none"> <li>• The TransTravel assault scout arrives at Terldrom (Fromeltar)</li> <li>• Strike Force Nova, joined by the ships of Patrol Group Virgo, leaves orbit around Volturnus (Zebulon) and starts accelerating for their jump to the Capella system in the Rim.</li> </ul>
<b>60.361</b>	Sathar SCC#2 (Liberty) completes a destroyer.
<b>60.362</b>	Discovery Squadron successfully jumps into the OFS017 system coming in high out of the plane of the system. With two near misses, they decided to take some downtime in this system to allow the astrogators to rest.
<b>60.363</b>	Just 10 days after the buyout, the Groth Energy Corporation (GE) has reopened all their operations. They also announce a major hike in energy prices. There is much grumbling but due to the nature of the Groth (Fromeltar) infrastructure, most customers are locked into to GE as their only provider and must pay the higher prices or be cut off.

FY	Event
60.364	The HSS History's Hope successfully jumps to the system designated YS001 and begins deceleration in preparation for their return jump to OFS222. They are the first ship to leave the Outer Frontier Sector into the Vast Expanse in over five decades, none before have ever returned.
60.365	Repairs on the starship construction center orbiting Triad (Cassidine) restore capacity back to 80% of maximum.
60.366	Sathar SCC#4 completes 5 fighters
60.367	Confident now that the danger to the newly hatched eorna is past, another cretch of fifty eggs is hatched.
60.368	<ul style="list-style-type: none"> <li>• A freighter, the HHSS Sojourner, traveling from Scree Fron to Araks, stops over at Snobol (Belnafaer) due to engine trouble. The freighter has several passengers in addition to its regular cargo (SFAD5)</li> <li>• After several days of rest and time for some needed maintenance, the ships of the Discovery squadron begin accelerating for a jump back to Kazak. This will be their last uncharted jump.</li> </ul>
60.369	Strike Force Nova arrives at Faire (Capella). Fleet officers meet with leaders of the Flight and the Rim Government to discuss plans for the OFS019 system.
60.370	<ul style="list-style-type: none"> <li>• Responding to a mayday call from the PSS Prenglar Doll, the CMS Osprey engages the pirate ship PVSS Raven, a Streel manufactured corvette that was attacking the PSS Prenglar Doll. The Raven escapes the battle after damaging the Osprey's engines but the crew and cargo of the Prenglar Doll survive the encounter. (SFKH0)</li> <li>• Having completed their deceleration, and jump calculations, the HSS History's Hope begins acceleration back to the OFS222 system.</li> </ul>
60.371	Captain Akizk of the Moneyspider recruits some of the passengers of the HHSS Sojourner to remain in the system and help him get Jetsom working again and rescue any crew still trapped there.
60.372	Sathar SCC#5 completes a light cruiser
60.373	Discovery Squadron successfully jumps into the Kazak system and begins decelerating toward Stenmar Station. They transmit all their navigation data to the UPF and Rim Coalition forces.
60.374	Construction of second assault scout for the K'aken-Kar militia is completed at the Terldrom (Fromeltar) shipyard. It begins it's journey to it's home system.
60.375	<ul style="list-style-type: none"> <li>• The GLLR-5 recreation robot on the Moneyspider goes haywire attacking Daqor Klarr (vrusk) and Fiator Geauis (dralasite) in the rec room. A symptom of the Matrix infecting the Moneyspider, it is considered a simple programming glitch. (SFAD5)</li> <li>• The HSS History's Hope arrives back in the OFS222 system and begins deceleration. They transmit jump data back to the UPF.</li> </ul>
60.376	<ul style="list-style-type: none"> <li>• The team recruited by Captain Akizk of the Moneyspider descend to Jetsom to investigate the problems there. They find the platform operating but the life support is keeping the temperature very cold (-10 C). (SFAD5)</li> <li>• After a week of discussion, no consensus has been reached between the Rim and Strike Force Nova as to how best deal with the sathar in OFS019. Strike Force Nova leaves Faire (Capella) to continue on to the Kazak system.</li> </ul>
60.377	Construction completed on the UPF light cruiser in the Gran Quivera (Prenglar) starship construction center, replacing the one lost at the Battle of Zebulon.

FY	Event
	<ul style="list-style-type: none"> <li>• Exploration of the Jetsom platform reveals one crew member in a freeze field, the body of another in a freeze field whose power failed, and the remains of a third that was killed by the sapes on the platform. The sapes are still alive and the fourth crew member is missing. (SFAD5)</li> </ul>
60.378	<ul style="list-style-type: none"> <li>• The body of the fourth Jetsom crew member (Akord Zon - vrusk) is found, dead and slumped over her computer terminal in the reactor room. A tear in her insuit resulted in a radiation overdose that killed her. (SFAD5)</li> <li>• After two days of work, the rescue team can still not get control of the life support system on the Jetsom. While attempts to correct the system seem to work, they always revert to the very cold temperatures after a few hours. (SFAD5)</li> <li>• Discovery Squadron arrives at Stenmar Station. The commanding officer of Patrol Group Flint deputizes the ships to be part of the patrol group until Strike Force Nova arrives and decides the next course of action</li> </ul>
60.379	<p>On its one year anniversary, the Yazira Dome has received over 5 million visitors. During a special celebration, GODCo announces its intent to build a second dome on Hakosaur in the Scree Fron system. Many believe that this is in response to the pressures to allow non-yazirian visitors into the dome on Hentz (Araks).</p>
60.380	<ul style="list-style-type: none"> <li>• A wildcat miner in the White Light asteroid belt reports the location of a pirate base in the asteroid Planaron to the Clarion Royal Marines. Plans begin immediately to neutralize the base. (SFKH0)</li> <li>• Deceleration complete, the HSS History's Hope begins acceleration back toward YS001 to continue their voyage into the uncharted space.</li> </ul>
60.381	<ul style="list-style-type: none"> <li>• On board the Jetsom, hatches start randomly locking and alarms start randomly going off reporting dangerous conditions when none exist. (SFAD5)</li> <li>• Strike Force Nova arrives in the Osak system. They maintain velocity near jump speed and begin plotting jump to Kazak.</li> </ul>
60.382	<p>The four Clarion Royal Marine militia vessels (1 frigate &amp; 3 assault scouts) engage the pirate forces (3 corvettes) at the pirate base. The CMS Wasp is destroyed in the fight and all the militia vessels take damage. The frigate, the CMS Leo, is nearly destroyed as well. The pirate vessels and base are all eliminated. (SFKH0)</p>
60.383	<p>An order is placed at the Minotuar starship construction center (Theseus) for two new assault scouts for the Clarion Royal Marines, the CMS Flitter and the CMS Swallow.</p>
60.384	<p>Construction completed on fifth Saurian Ark Ship which begins its shakedown cruise.</p>
60.385	<p>Based on Akord Zon's notes and their experiences over the past week, the rescue crew on the Jetsom establish that the computer and electrical failures are due to the action of a semi-sentient computer virus that Akord had named "the Matrix." (SFAD5)</p>
60.386	<p>Using Akord Zone's notes and after much experimentation, the rescue team on Jetsom are finally able to wrest control of the life support system from the control of the Matrix. They reset the temperature on the platform to a more comfortable 20 C. (SFAD5)</p>
60.387	<p>Construction of the CMS Flitter begins</p>
60.388	<p>The rescue team on Jetsom start experiencing issues with their equipment that they brought with them, especially any power packs that they have recharged recently. They register as charged but provide no power. (SFAD5)</p>
60.389	<p>Having arrived back in YS001, the crew of the HSS History's Hope begin maintenance work on the ship while the astrogators work on plotting the jump route for the next leg. The target is a small M dwarf 5 lightyears away.</p>

<b>FY</b>	<b>Event</b>
<b>60.390</b>	Strike Force Nova arrives at Stenmar Station (Kazak). Patrol Group Flint is merged back into the Strike Force. Together with Discovery Squadron and the Flight forces in the system, the warships represent the greatest collection of ships since the Second Common Muster to face the sathar six decades previous.
<b>60.391</b>	Construction of the CMS Swallow begins
<b>60.392</b>	The CRL-E1 maintenance robot on Jetsom stops functioning and refuse to move or obey any commands. Resetting its mission and functions restores functionality but only for a few hours. The rescue team realize that it has become infected by the Matrix. (SFAD5)
<b>60.393</b>	<ul style="list-style-type: none"> <li>• After reviewing the data from Patrol Group Flint, and in light of the information returned by the Discovery Squadron, the commander of Strike Force Nova decides to send another scouting mission to OFS019 before making more definite plans.</li> <li>• Patrol Group Flint is again detached from the Strike Force and begins accelerating for a jump back to the OFS019 system. If possible, they are to remain undetected in the system and transmit data back via subspace radio.</li> </ul>
<b>60.394</b>	Second K'aken-Kar militia assault scout arrives in its home system.
<b>60.395</b>	Repair work and astrogation calculations complete, the HSS History's Hope begins accelerating toward their next system, designated YS002.
<b>60.396</b>	Shakedown cruise complete, the fifth Saurian Ark Ship begins loading of cargo and passengers.
<b>60.397</b>	After over two weeks of dealing with issues caused by the Matrix, the rescue team finally discover its fatal weakness and start taking measures to destroy the virus and eradicate it from the Jetsom platform. (SFAD5)
<b>60.398</b>	Patrol Group Flint arrives in OFS019 once again. They stay near jump speed with engines off to reduce the chance of detection and coast across the system at high velocity. They begin cataloging signals from ships in the system.
<b>60.399</b>	The HSS History's Hope initiates the Void Jump to YS02. Unfortunately, due to an error in their calculations, they end up in an unknown binary star system. Designating this as YS03, they start deceleration and trying to figure out where they ended up.
<b>60.400</b>	<ul style="list-style-type: none"> <li>• Preparations, which have been going on for weeks, are finalized on worlds around the Frontier for a major Founding Day celebration celebrating six full decades of the United Planetary Federation. While some events over the past year have been troubling, everyone is determined to make this a celebration to be long remembered.</li> <li>• After two days of data collection, Patrol Group Flint catalogs an ever growing sathar presence in the system. They have identified over 25 military vessels including four of the new, unknown ship type, as well as a station and various ancillary ships. The data is relayed back to Strike Force Nova.</li> </ul>
<b>61.001</b>	<ul style="list-style-type: none"> <li>• Major Founding Day celebrations held throughout the Frontier. Although there were some small incidents, the general mood on every world was very upbeat.</li> <li>• Having crossed the system so that their engine emissions should be less noticeable, Patrol Group Flint begins decelerating. They have solidified the ship count to 8 fighters, 4 of the unknown ships, and 15 capital ships, plus a single space station.</li> </ul>
<b>61.002</b>	WarTech factories on Hargut (Gruna Garu) attacked by unknown forces. Expecting a lower alert level due to the Founding Day celebrations, the attackers underestimate the automated defenses and alertness of the security staff and are repulsed with heavy losses.

FY	Event
61.003	Sathar forces in OFS019 detect the decelerating ships of PG Flint. A light cruiser, two destroyers and a frigate are dispatched under radio blackout to intercept. They boost hard for several hours and then kill their engines, minimizing emissions as they approach.
61.004	Streel files a protest with the Council of Worlds requesting that its ships that were part of Discovery Squadron be released by Strike Force Nova to return to the Frontier as they are private vessels and not part of Spacefleet or a planetary militia.
61.005	After six days of work, the History's Hope astrogation team finally determines their location. They shot way beyond their mark arriving in a system that is 6 light years beyond YS02. The good news is that they know where they were, the bad news is that it is well off the path they had planned to take, and they now have two uncharted jumps back to YS01.
61.006	<ul style="list-style-type: none"> <li>• Deceleration complete, Patrol Group Flint continue to monitor the OFS019 system and begins plotting a return jump to Kazak from their current location.</li> <li>• The Sathar starship construction center in the Liberty system completes a destroyer</li> <li>• With only eight days until the orbital window opens for them to return to the Moneyspider, the recovery team on Jetsom has nearly eradicated the Matrix from the mining platform. The only holdouts are areas where damage prevents them from pressurizing the area and increasing the temperature.</li> </ul>
61.007	<ul style="list-style-type: none"> <li>• After three days of deliberations within Spacefleet, the Council of Worlds, and slow communication with Strike Force Nova's commander, all of the ships of Discovery Squadron are dedeputized and allowed to depart Kazak and return home.</li> <li>• The six ships of Discovery Squadron from Truane's Star depart immediately upon their release. The two Humma ships stay with the Flight forces in the system.</li> <li>• Repairs of the PGC shipyard (Gran Quivera, Prenglar) restore capacity to 75%.</li> </ul>
61.008	Patrol Group Flint detect the approaching sathar ships as they begin decelerating and angling for intercept. With evasion unlikely, the UPF ships send off a subspace radio and begin a hard acceleration to try to escape, while expecting to fight a very uneven battle.
61.009	The sathar ships catch Patrol Group Flint. After a short running battle, the two UPF destroyers are destroyed by the sathar forces which suffer severe damage to the frigate and one destroyer, but all ships survive the battle.
61.010	<ul style="list-style-type: none"> <li>• Loading complete, the fifth saurian Ark ships departs the Sauria system for destinations unknown.</li> <li>• With the destruction of PG Flint, the sathar launch a raid into the Frontier sector to try to draw off the Frontier forces from wherever they are basing from. Two light cruisers, three destroyers, and a frigate leave for Zebulon via a high-speed transit of the Kazak system.</li> </ul>
61.011	The HSS History's Hope's attempt to jump to the YS02 system from YS03 fails and they land once again in an unknown binary system of two M dwarf stars. As they decelerate, they begin trying to work out their position. It seems travel here in the Vast Expanse is more difficult than expected.
61.012	Construction is completed on the CDCSS Mystic at the Triad (Cassidine) shipyards. While it has the same profile as the CDCSS Nightwind, this ship is focused on passenger transport rather than cargo. It begins a shakedown cruise carrying CDC personnel from Triad to Rupert's Hole and back.
61.013	The Council of Worlds convenes for the FY61 session.
61.014	<ul style="list-style-type: none"> <li>• The CMS Osprey docks with a strange looking freighter for what its commanding officer, Lt. Tabbe, says is a "high security" mission. When the airlock opens sathar swarm into the assault scout. After an intense battle, the Osprey's boarding party</li> </ul>



FY	Event
	<p>neutralize the sathar and their agent Lt. Tabbe. The freighter gets away, but the Osprey is saved.</p> <ul style="list-style-type: none"> <li>The sathar ships from OFS019 arrive in Kazak well outside the inner system. They remain near jump speed search the system for signals of Flight or Spacefleet presence in the system.</li> </ul>
<b>61.015</b>	<p>Detecting Strike Force Nova and the Flight forces in the system, the sathar ships begin cataloging the ships detected. They remain near jump speed and coast through the outer system.</p>
<b>61.016</b>	<p>After five days of around-the-clock work, the astrogators on the HSS History's Hope have determined their location and also uncovered an error in their astrographic catalog that may have been the source of their error. The system is designated YS04.</p>
<b>61.017</b>	<ul style="list-style-type: none"> <li>After a day of rest, the HSS History's Hope's astrogators begin charting a route to YS01, the closest system with known jump routes. It is a 10 light year jump, the farthest new jump they have charted. OFS219 is closer, at 8 ly, but would require several new jumps to get back to charted space lanes.</li> <li>Discovery Squadron arrives in the Osak system where they spend a day resting before heading on to Capella</li> </ul>
<b>61.018</b>	<p>The rescue crew from Jetsom returns to the Moneyspider to the relief of Captain Akizk. As the rescue crew is en route to the Captain's office, the Captain dies, seemingly by suicide. The second in command (Ellen Coopermann, human) doesn't believe their report about the Matrix. (SFAD5)</p>
<b>61.019</b>	<p>The Frontier Expeditionary Force begins organizing a project to explore beyond the Theseus system. A new ship, the UPFS Elanor Moraes (SFKH2<sup>1</sup>) is commissioned for construction at the Minotaur (Theseus) shipyards.</p>
<b>61.020</b>	<p>Castuss Wallorr (yazirian), the sape handler on the Moneyspider, is launched out of the ship on a lifeboat. His distress call causes the ship's roboticist, Daqor Klarr (vrusk) to snap and have to be restrained. (SFAD5)</p>
<b>61.021</b>	<ul style="list-style-type: none"> <li>Baralou Ap-Reaverchan (yazirian), Moneyspider's astrogator, is killed in a sudden explosion in the life support system on Snobol, the asteroid the ship is tethered to. (SFAD5)</li> <li>On their return to the Moneyspider from Snobol, the elevator fails and the crew that responded to Baralou's distress call are severely injured. (SFAD5)</li> <li>In the confusion of the elevator crash, Daqor, sedated in the Moneyspider's medical bay, is killed by an overdose of anesthesia. (SFAD5)</li> </ul>
<b>61.022</b>	<p>Calculations mostly done, the HSS History's Hope begins accelerating for its jump back to the YS01 system.</p>
<b>61.023</b>	<ul style="list-style-type: none"> <li>The Moneyspider's security robot malfunctions and starts shooting holes in the gas tanks holding the filtered toxins from the planet's atmosphere. The life support system is also malfunctioning and not filtering the air. Fiator Geauis (dralasite), ship technician is killed due to a sabotaged gas mask. (SFAD5)</li> <li>Ellen Coopermann, as the only survivor of the original crew is the prime suspect, but she convinces the rescue party she is innocent. She begins to believe the rescue teams account of the Matrix and works to help them eradicate it. (SFAD5)</li> </ul>
<b>61.024</b>	<p>After many weeks of behind the scenes deals and increasing discontent over the practices of the Groth Energy Corporation, the creation of a new entity is announced, the</p>

<sup>1</sup> SFKH2 – Mutiny on the Eleanor Moraes module

FY	Event
	Consolidated Nebula Energy Group (CNE) (ZG), formed by the merger of the three largest independent energy producers on Groth. All smaller energy producers are invited to join.
61.025	<ul style="list-style-type: none"> <li>• Despite their best efforts, the techniques that worked on Jetsom aren't working to destroy the Matrix on Moneyspider. (SFAD5)</li> <li>• Looking through the Captain's Computer/Robot System's Manual Ellen learns that Baralou, the astrogator is listed as one of the ship's robots, which means it was not her body recovered in the explosion on Snobol. Baralou becomes the prime suspect of all the deaths. (SFAD5)</li> </ul>
61.026	<ul style="list-style-type: none"> <li>• The Sathar starship construction center in OFS111 completes a light cruiser</li> <li>• Her secret discovered, Baralou attempts to eliminate Ellen and the rescue team. After a running fight through the ship between the surviving crew members and Baralou, who is aided by the ship's robots and automated defense systems, Baralou is neutralized. (SFAD5)</li> </ul>
61.027	<ul style="list-style-type: none"> <li>• The Discovery Squadron arrives at Faire in the Capella system. They spend three days on the planet before heading on to Zebulon.</li> <li>• The HSS History's Hope successfully jumps into the YS01 and begins decelerating. Jump calculations are begun anew for another attempt at the jump to the YS02 system.</li> <li>• With Baralou gone, the remaining crew on the Moneyspider slowly begin to make progress on destroying the Matrix from the Moneyspider's systems. (SFAD5)</li> </ul>
61.028	An attempt is made to sabotage the Minotaur (Theseus) shipyards. It is foiled due to increased security after PGC shipyard attack a few months ago.
61.029	<ul style="list-style-type: none"> <li>• Deceleration nearly complete, the HSS History's Hope is set upon by an unidentified, armed vessel that does not respond to any attempts to communicate. While obviously of Frontier origin, the vessel is not one that the crew has seen before. An SOS is broadcast via subspace radio to the Frontier.</li> <li>• In the ensuing fight, the HSS History's Hope's engines are severely damaged but a lucky shot by their gunner sends the assailant spinning out of control, ending the fight. The crew rushes to fix the engines and get underway before the assaulting ship can repair itself and return.</li> </ul>
61.030	<ul style="list-style-type: none"> <li>• Having remained undetected as they drifted through the outer system, the sathar ships in the outer Kazak system begin slowly changing their vector for a jump to Zebulon.</li> <li>• Just hours before the relief ship arrives at the Moneyspider, the crew eradicates the last vestiges of the Matrix from the ship. The remaining crew board the relief ship to head back to the Prenglar system. (SFAD5)</li> </ul>
61.031	With the "fall" season approaching CDC decides that winters are too harsh to keep the crew on Alcazzar (Rhianna) and stop operations for the year after mining over 6.3 million credits of resources, mostly gold. (SF4)
61.032	Repairs of the HSS History Hope's engines take much longer than expected. Luckily, their assailant failed to return. The crew debates whether they should return to the Frontier for complete repairs or push onward.
61.033	After much deliberation, it is decided that the HSS History's Hope will push on but not transmit their completed routes back to the UPF for registration, but only to Histran to track their progress. Calculations are begun again for a jump to YS02.
61.034	Repairs at the PGC shipyard (Gran Quivera, Prenglar) restore capacity to 80%.
61.035	<ul style="list-style-type: none"> <li>• Repair work on the Triad SSC continues. The construction center is now at 85% of its original capacity.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>The Discovery Squadron makes the jump to the Zebulon system and starts decelerating toward Volturnus.</li> </ul>
61.036	<ul style="list-style-type: none"> <li>The sathar ships from OSF019 make the jump and arrive in the Zebulon system. They start decelerating toward Volturnus.</li> <li>Initial calculations complete, the HSS History's Hope begins accelerating once again for a jump to the YS02 system.</li> </ul>
61.037	<ul style="list-style-type: none"> <li>Sathar ships are detected by Discovery Squadron and messages are sent to Spacefleet, Pale (Truane's Star), and Strike Force Nova announcing the sathar presence in the system.</li> <li>As the only armed vessels in the system, Discovery Squadron is ordered to intercept the sathar vessels despite being severely out classed.</li> </ul>
61.038	<p>The decision by Obar Enterprises to not report the Truane's Star-Cassidine jump route has paid off nicely. In just 100 days, they have made over 1.6 million credits in gross profits, more than double what would have been possible before the jump route was plotted.</p>
61.039	<ul style="list-style-type: none"> <li>Discovery Squadron intercepts the sathar ships. Whether due to a sizable skill differential or simply good luck, the smaller UPF ships manage to destroy all 4 sathar vessels. Unfortunately, the militia frigate and one of the Streel corvettes are lost while the other 2 corvettes are severely damaged.</li> <li>Realizing that they have too much force projected into the Rim, and that the sathar seem to have a way into the Frontier around the ships station in Kazak, Strike Force Nova begins a high-speed transit back to Frontier Space. Patrol Group Virgo is split off again and remains in Kazak to bolster the Rim defenses in that system.</li> </ul>
61.040	<ul style="list-style-type: none"> <li>After making critical repairs, the remains of the Discovery Squadron begin making their way to Volturnus.</li> <li>The HSS History's Hope successfully arrives in YS02, much to the relief of her crew. They begin decelerating and plotting the return jump to YS01.</li> </ul>
61.041	<p>The sixth saurian Ark Ship is completed and begins its shakedown cruise.</p>
61.042	<p>Information is uncovered that the buyout of Groth Energy may have been orchestrated by the group known as the Investors. The reporter that uncovered the leak is found dead after falling off of his 16th story balcony in downtown Port Loren (Gran Quivera, Prenglar).</p>
61.043	<p>The Discovery Squadron pulls into orbit around Volturnus where they start working on more repairs and resupplying the assault scouts which had depleted all their assault rockets in the fight with the sathar.</p>
61.044	<p>Strike Force Nova jumps into the Osak system but remains near jump speed as they compute the next leg of their jump to Capella</p>
61.045	<p>Deceleration complete, the HSS History's Hope begin accelerating for the jump back to YS01. They are aiming to arrive high in the system to attempt to avoid the assailant that was there last time if that ship is still in the system.</p>
61.046	<ul style="list-style-type: none"> <li>Repairs complete, the Streel corvettes begin accelerating for a jump home to Truane's Star. The assault scouts are ordered to stay in the Volturnus system for the time being to provide early warning and defense of that system as Spacefleet finalizes it's plans. Discovery Squadron is officially dissolved.</li> <li>Strike Force Nova jump into the Capella system, again remaining near jump speed as they compute a jump to the Zebulon system.</li> </ul>
61.047	<p>Fortress Kdikit (Madderly's Star) completed.</p>

<b>FY</b>	<b>Event</b>
<b>61.048</b>	After much debate, and heavily swayed by discovery of the sathar presence in OFS019 and the recent events in the Zebulon system, the Council of Worlds authorizes additional spending by Spacefleet to commission several new vessels.
<b>61.049</b>	With the go-ahead and funding from the Council of Worlds, Spacefleet decides to exercise their development plan Sierra Foxtrot Meteor, which builds out another Strike Force similar to SF Nova. Orders are placed for vessels from various shipyards around the Frontier.
<b>61.050</b>	The HSS History's Hope successfully makes the jump back to YS01 arriving high in the system as desired. They immediately begin decelerating and scanning the system for any other ships as they start in on engine overhauls and plotting the jump back to YS02.
<b>61.051</b>	<ul style="list-style-type: none"> <li>• The Sathar starship construction center in the Liberty system completes 2 destroyers.</li> <li>• Strike Force Nova jumps into the Zebulon system. They begin decelerating toward Volturnus.</li> <li>• After much deliberation, the sathar high command decides to send two of its new cutter ships to the Kazak system to scout out the UPF and Rim forces there.</li> </ul>
<b>61.052</b>	Construction begins on a new UPF assault carrier at the PGC shipyards (Gran Quivera, Prenglar). This is the first of the new ships commissioned for the new Strike Force Meteor group to be built around the battleship already under construction.
<b>61.053</b>	<ul style="list-style-type: none"> <li>• Shakedown cruise complete, passengers begin loading onto the newest saurian Ark Ship.</li> <li>• The HSS History's Hope detects emissions from another ship in the YS01 system, assumed to be their previous assailant. However, the ship is far away on the other side of the system. They believe that they will be able to get out of the system before it could catch them, even if they were already detected.</li> </ul>
<b>61.054</b>	Construction begins on a new Spacefleet light cruiser, part of the new Strike Force Meteor, at the CDC shipyards (Triad, Cassidine).
<b>61.055</b>	Strike Force Nova arrives at Volturnus (Zebulon). The two Truane's Star militia assault scouts are released to return to their home system. They begin accelerating toward jump speed.
<b>61.056</b>	<ul style="list-style-type: none"> <li>• Construction begins on two destroyers for Spacefleet's new Strike Force Meteor at the Hentz (Araks) shipyards</li> <li>• Deceleration, plotting, and engine repairs complete, the HSS History's Hope begins accelerating for their jump back to YS02. Signals from the other ship in the system change and it seems to be accelerating toward them. However, its distance makes an intercept nearly impossible.</li> </ul>
<b>61.057</b>	<ul style="list-style-type: none"> <li>• Construction begins on two frigates for Spacefleet's new Strike Force Meteor at the Minotaur (Theseus) shipyards.</li> <li>• Sathar cutters arrive in the outer reaches of the Kazak system and begin a slow deceleration as they gather data on the system.</li> </ul>
<b>61.058</b>	Repairs at the PGC shipyard (Gran Quivera, Prenglar) restore capacity to 85%.
<b>61.059</b>	After several weeks of short intra system runs, the CDCSS Mystic embarks on its first interstellar journey shuttling several CDC managers to Fromeltar to meet with members of the new Groth Energy Corporation.
<b>61.060</b>	<ul style="list-style-type: none"> <li>• The HSS History's Hope makes the jump to YS02 without encountering the other ship which was still 1.3 AU away when the jump was made. They begin decelerating and</li> </ul>

FY	Event
	<p>plotting their next jump, which after more study of the astrographic data, will be back to YS03, a jump of 6 ly.</p> <ul style="list-style-type: none"> <li>• Upon arrival in YS02, the HSS History's Hope sends a subspace message back to Histran informing their organization of the presence of the hostile ship still in the YS01 system and their plans to continue onward. They YS01-YS02 jump data is not transmitted.</li> </ul>
<b>61.061</b>	Construction begins on two assault scouts for Strike Force Meteor at the PGC shipyards (Gran Quivera, Prenglar)
<b>61.062</b>	Sathar starship construction center in OFS019 completes a cutter.
<b>61.063</b>	Sathar cutters in the outer Kazak system complete their deceleration and continue to collect data on the Rim forces in the system. They relay that Strike Force Nova seems to have departed the system.
<b>61.064</b>	The two Truane's Star militia assault scouts arrive back at Pale station. The crews are given a three week leave while the ships are overhauled and repaired in the shipyard before rejoining regular patrol duties.
<b>61.065</b>	Memorial Services held in Valencia City (Clarion, White Light) for the crew of the Clarion Royal Marines frigate lost battling the sathar in the Zebulon system.
<b>61.066</b>	Sathar begin mobilization for final push into the Saurian system.
<b>61.067</b>	After 100 days all of the newly hatched Eorna infants are still alive and growing healthily.
<b>61.068</b>	CDCSS Mystic arrives at Groth Station (Fromeltar) without incident. Its maiden interstellar voyage went off without a hitch.
<b>61.069</b>	After months of data collection and analysis, scientists believe they have cracked the structure of the signals from OFS200. Some of them are voice transmissions in an unknown tongue that sounds similar to recordings of sathar voices.
<b>61.070</b>	The HSS History's Hope successfully makes the jump from YS02 to YS03 and begin their deceleration and plotting of a jump back to YS02.
<b>61.071</b>	<ul style="list-style-type: none"> <li>• Summer ends on Alcazzar. CDC begins pulling staff in preparation for the long winter.</li> <li>• Construction begins on two assault scouts for Strike Force Meteor at the CDC shipyards (Triad, Cassidine)</li> </ul>
<b>61.072</b>	With the release of the findings about the signals from OFS200, the Anti-Satharian League stage demonstrations outside the Council of Worlds and Spacefleet headquarters demanding an immediate attack on the system to eradicate the worms.
<b>61.073</b>	Loading complete, the sixth saurian Ark Ship departs the Sauria system in search of a new world away from the sathar.
<b>61.074</b>	After over a year of rebuilding and new ship construction, the sathar begin gearing up for final push on the Sauria system.
<b>61.075</b>	Sathar starship construction center in OFS138 completes a heavy cruiser.
<b>61.076</b>	Repairs of Triad Starship Construction Center bring it up to 90% capacity.
<b>61.077</b>	Construction of the CMS Flitter complete at the Minotaur (Theseus) shipyards. The ship begins its maiden voyage to its home system of White Light.
<b>61.078</b>	After spending ten days in port, the CDCSS Mystic loads passengers for a return trip to Triad (Cassidine). The CDC delegation remains on Groth (Fromeltar) to continue negotiations with the Groth Energy Corporation.
<b>61.079</b>	The UPFS Eleanor Moraes emerges from the Minotaur (Theseus) shipyard and begins a shakedown cruise as the final members of the crew begin to arrive in the system.
<b>61.080</b>	Repairs at the PGC shipyard (Gran Quivera, Prenglar) restore capacity to 90%.

## 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

SFAD5 – Bugs in the System module

SFAD6 – Dark Side of the Moon module

SFKH0 – Warriors of White Light module

SFKH1 – Dramune Run module

SFKH2 – Mutiny on the Eleanor Moraes module

SFKH3 – Face of the Enemy module

SFMan – Star Frontiersman fan magazine

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