

# 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
<b>59.042</b>	First Volturnus expedition (SF0 <sup>1</sup> )
<b>59.346</b>	Second Volturnus expedition (SF0)
<b>59.347</b>	Jack Legrange murdered on Kraatar. Rioting breaks out in Gozzorf City. (Fulborn-McKoy prize in bio-engineering) (SFAD6 <sup>2</sup> )

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<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 in 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

<b>FY</b>	<b>Event</b>
<b>59.378</b>	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.
<b>59.379</b>	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.
<b>59.380</b>	Strike Force Nova, after completing a long refit in Prenglar, departs for a tour of the vrusk loop of the Frontier. First stop, Cassidine.
<b>59.381</b>	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.
<b>59.382</b>	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.
<b>59.383</b>	Despite budget delays and squabbling over the need for upgraded defenses, Fortress Kidikit (Madderly's Star) reaches the 75% complete milestone.
<b>59.384</b>	Tensions in Dramune on the rise as Outer Reach industries continue to ignore and violate Inner Reach trademarks and patents.
<b>59.385</b>	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.
<b>59.386</b>	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)
<b>59.387</b>	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)
<b>59.388</b>	Unmarked Streeel ships attack the KSS Dawn's Glow hijacking cargo. Crew is left on immobilized ship to effect repairs and await rescue. (NCW)
<b>59.389</b>	<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>
<b>59.390</b>	<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 them 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) FS30 (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 FS30 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 FS30 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 FS30 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 FS30 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 FS30 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.

FY	Event
60.068	Sathar forces in the Tischen system finally overcome the saurian defense forces and launch a planetary bombardment of Kzz-ten (FE004) destroying the settlements on that planet. The defense of both the Tischen and Dayzer systems have put a serious dent in the sathar resources for the campaign, buying the saurians some time to bolster Sauria's (FE004) defenses and work to complete the Great Ark project.
60.069	Second 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.
60.070	<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>
60.071	Two small flights of three Saurian Battle Rays (FE004) each are dispatched to investigate the state of the Tischen and Dayzer systems and determine the strength of sathar forces.
60.072	CEO of Streel, Hilo Headrow (ZG) signs deal with his friend from the Great Sathar War, Esper Henshaw (ZG), CEO of MerCo, for MerCo to supply several teams to increase the security at the Streel starship construction center orbiting Pale (Truane's Star) while Streel investigates the source of the recent attack.
60.073	SF Nova arrives in the K'aken-Kar system and will remain in system for 8 days.
60.074	Initial damage assessment of the Pale (Truane's Star) starship construction center reveals that the damage was not as extensive as originally thought. Materials and equipment shuttled up from the surface quickly bring production capacity back to 58%. Work begins to restore full capacity.
60.075	A mountaineering survival team, calling themselves the Spire Dragons, begin their attempt to traverse coast to summit and climb Mt. Spire (Lossend, Timeon) (ZG) completely on foot. The team consists of members of all seven Frontier and Rim species with the goal that a member of each species will reach the top of the Frontier's highest peak.
60.076	Medical Services Organization issues another alert about the drug Ixiol, stating that the use of the drug on Triad (Cassidine) has reached dangerous levels and is impacting work and economic activity on the planet. They call for the Council of Worlds and Star Law to investigate the production and trade of the drug.
60.077	<ul style="list-style-type: none"> <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>
60.078	<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>
60.079	Members of the Second Volturnus Expedition summoned to the Council of Worlds to testify of events on Volturnus (Zebulon) leading to the Battle of Volkos
60.080	<ul style="list-style-type: none"> <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>
60.081	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 FS30 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 Voltturnus Expedition members testify before the Council of Worlds about events on Voltturnus (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 FS30 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 FS30 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>
60.202	<p>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.</p>
60.203	<p>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.</p>
60.204	<p>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.</p>
60.205	<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>
60.206	<p>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.</p>
60.207	<p>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.</p>
60.208	<p>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.</p>
60.209	<p>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.</p>
60.210	<p>Assault scouts from the Fromeltar and K'aken-Kar system arrive at Zit-Kit (Kizk-Kar) and begin sweeping the system.</p>
60.211	<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>
60.212	<p>Shakedown cruise of the second saurian Ark ship is complete. Refugees begin shuttling up to the ship.</p>

<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 FS30 system.
<b>60.227</b>	Discovery Squadron arrives is 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> <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>

<b>FY</b>	<b>Event</b>
<b>60.232</b>	With repairs of the CDC starship construction center well underway and progressing, work on the CDCSS Mystic resumes
<b>60.233</b>	<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>
<b>60.234</b>	Construction of an assault scout for Trans Travel begins in the Minotaur (Theseus) shipyards
<b>60.235</b>	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.
<b>60.236</b>	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.
<b>60.237</b>	The Spire Dragon summit team makes it safely back to their high-altitude base camp just hours before the new storm hits.
<b>60.238</b>	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.
<b>60.239</b>	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.
<b>60.240</b>	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.
<b>60.241</b>	Sathar starship construction center in the FS30 system completes another destroyer.
<b>60.242</b>	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.
<b>60.243</b>	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.
<b>60.244</b>	Having made no detections of signals from OFS200, Strike Force Nova departs Hentz (Araks) for the Scree Fron system.
<b>60.245</b>	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.
<b>60.246</b>	Discovery squadron begins accelerating toward Void speed on its first jump out the Frontier and Rim region of space.
<b>60.247</b>	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.
<b>60.248</b>	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

FY	Event
	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 overshoot their target. Work begins on calculating a jump back to the Kazak system just 4 light years away.

<b>FY</b>	<b>Event</b>
<b>60.261</b>	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.
<b>60.262</b>	<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 FS30 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>
<b>60.263</b>	The new assault scout arrives in the K'aken Kar system. After a brief checkout, it takes up regular patrol duties.
<b>60.264</b>	The third saurian Ark ship is completed and begins its shakedown cruise.
<b>60.265</b>	<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>
<b>60.266</b>	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.
<b>60.267</b>	HSS History's Hope begins accelerating to return to OFS224 and chart the return leg of the jump connection the OFS221 and OFS224 systems.
<b>60.268</b>	An order is placed for a second assault scout for the K'aken Kar system at the Fromeltar starship construction center.
<b>60.269</b>	Crown Princess Leotia Valentine of Clarion (White Light) celebrates her 33rd birthday.
<b>60.270</b>	Discovery Squadron arrives at Stenmar Station where most of the crew takes a week of shore leave.
<b>60.271</b>	The sathar starship construction center in the FS30 system completes a destroyer and 6 fighters.
<b>60.272</b>	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.
<b>60.273</b>	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)
<b>60.274</b>	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.
<b>60.275</b>	Strike Force Nova arrives at Hentz (Araks). It will spend just 4 days here before heading on to the Athor system.
<b>60.276</b>	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 me 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 (FS30) 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.

<b>FY</b>	<b>Event</b>
<b>60.324</b>	Patrol Group Flint jumps into the Osak system, they remain near jump speed while traversing the system and plotting the jump to Kazak.
<b>60.325</b>	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.
<b>60.326</b>	<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>
<b>60.327</b>	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.
<b>60.328</b>	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 (Belnafer) (SFAD5)
<b>60.329</b>	Patrol Group Flint arrives make the jump to the Kazak system and begin decelerating toward Stenmar station
<b>60.330</b>	The TransTravel corvette is completed at the Terldrom (Fromeltar) starship construction center.
<b>60.331</b>	<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 firefright 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>
<b>60.332</b>	The HSS History's Hope successfully makes the jump to OFS222, a bright blue main sequence star, even more massive than Belnafer. They begin decelerating to prepare for the return jump to OFS221.
<b>60.333</b>	Patrol Group Flint arrives at Stenmar station (Kazak) they spend two days refueling and preparing for the jump to OFS019.
<b>60.334</b>	<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>
<b>60.335</b>	<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>
<b>60.336</b>	<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 FS30 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 (FS30) 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.

<b>FY</b>	<b>Event</b>
<b>61.003</b>	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.
<b>61.004</b>	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.
<b>61.005</b>	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.
<b>61.006</b>	<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 FS30 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>
<b>61.007</b>	<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>
<b>61.008</b>	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.
<b>61.009</b>	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.
<b>61.010</b>	<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>
<b>61.011</b>	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.
<b>61.012</b>	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.
<b>61.013</b>	The Council of Worlds convenes for the FY61 session.
<b>61.014</b>	<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 FS30 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>	<ul style="list-style-type: none"> <li>• CDCSS Mystic arrives at Groth Station (Fromeltar) without incident. Its maiden interstellar voyage went off without a hitch.</li> <li>• <a href="#">A new sathar starship construction center comes on-line and begins producing ships. This new center is located in a system "south" of Prenglar, OFS203. It is designated SCC#1.</a></li> </ul>
<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 Consolidated Nebula Energy Group.

<b>FY</b>	<b>Event</b>
<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%.
<b>61.081</b>	<ul style="list-style-type: none"> <li>Construction of the CMS Swallow complete at the Minotaur (Theseus) shipyards. The ship begins its maiden voyage to its home system of White Light.</li> <li><a href="#">Sathar SCC#2 (FS30) produces 6 fighters</a></li> </ul>
<b>61.082</b>	<ul style="list-style-type: none"> <li>Construction begins on two assault scouts for Strike Force Meteor at the Streel shipyards (Pale, Truane's Star).</li> <li>The HSS History's Hope successfully jumps back to the YS02 system completing the YS02-YS03 jump route. They begin decelerating and plotting the jump back to YS03 to begin the next leg of their journey.</li> </ul>
<b>61.083</b>	The seventh Saurian ark ship is completed and begins its shakedown cruise.
<b>61.084</b>	Garulus Tylappar discovers Chukkas, a protected and beloved species of Inner Reach (Dramune), in shipping crates marked as "Foodstuffs" he was contracted to deliver to Malco Enterprises on Darkworld Station (Outer Reach, Dramune). (SFKH1)
<b>61.085</b>	Worried about being discovered with the new knowledge and unwilling to turn the lovable chukkas over to the Malthar, Garulus takes his ship, the Gullwind, and makes a fast jump to the Cassidine system.
<b>61.086</b>	The UPFS Eleanor Moraes completes its shakedown cruise. With its crew fully assembled, it is tasked with exploring the region beyond Theseus. With over 20 days until the exploration module is complete, the ship will jump to White Light and back to verify that everything is in working order. Calculations begin for a jump to the White Light system.
<b>61.087</b>	The CMS Flitter arrives at Clarion Station (White Light). After a final inspection, it is added to the Clarion Royal Marine roster and enters official service.
<b>61.088</b>	Initial calculations complete, the UPFS Eleanor Moraes begins accelerating for the jump to the White Light system.
<b>61.089</b>	After a couple of weeks of discussions the CDC delegates reach an agreement with the new Consolidated Nebula Energy Group to supply resources to the new company's power plants.
<b>61.090</b>	The Gullwind, having not slowed down upon entering the Cassidine system, completes its astrogation calculations and makes the jump to the Madderly's Star system. It doesn't slow down here either.
<b>61.091</b>	The CMS Swallow arrives at Clarion Station (White Light). After a final inspection, it is added to the Clarion Royal Marine roster and enters official service.
<b>61.092</b>	The HSS History's Hope successfully returns to the YS03. While the engineers work on the drives, the astrogators begin plotting the jump to the next system, a white dwarf-M star binary 11 ly away. This will be the longest uncharted jump yet of the trip.
<b>61.093</b>	A Flight patrol in the outer Kazak system stumble upon the patrolling sathar cutters. One of the cutters is destroyed but the other escapes. One of the Flight assault scouts was also destroyed.
<b>61.094</b>	With reports from agents in the Frontier that Strike Force Nova has recently left Truane's Star to return to Prenglar, the sathar decided to stand down in OFS019 and start preparing for a major push on the Frontier.
<b>61.095</b>	The newest Saurian ark ship completes its shakedown cruise and begins loading passengers and supplies for its journey into the unknown.

FY	Event
61.096	<ul style="list-style-type: none"> <li>Having left the remains of Patrol Group Virgo in Truane's Star, Strike Force Nova arrives back at Morgaine's World (Prenlgar).</li> <li><a href="#">Sathar SCC#2 (FS30) produces a destroyer</a></li> </ul>
61.097	<ul style="list-style-type: none"> <li>The UPFS Eleanor Moraes arrives safely at Clarion Station (White Light). After a full checkup of the ship, they begin the jump back to Minotaur (Theseus).</li> <li>The surviving sathar cutter in the Kazak system makes the jump back to the OFS019 system.</li> </ul>
61.098	<p>After double checking the jump calculations, the HSS History's Hope begins acceleration to jump speed. Their destination is designated YS05.</p>
61.099	<p>After an extensive debrief of the crews, Strike Force Nova stands down for maintenance. Almost all of the ships enter the PGC SCC at the same time. Several civilian ships are removed from the shipyard to make room, upsetting their owners.</p>
61.100	<ul style="list-style-type: none"> <li>After completing overhauls on the ship's engines, the Gullwind departs the Madderly's Star system for White Light.</li> <li>Repairs at the PGC shipyard (Gran Quivera, Prenlgar) restore capacity to 95%.</li> </ul>
61.101	<p>Owners of ships ejected from the PGC shipyards lodge a formal complaint with Starfleet and the Council of Worlds. However, the UPF charter grants Spacefleet this power during "times of crisis" which the CoW has invoked after receiving the reports of SF Nova and the sathar buildup in OFS019.</p>
61.102	<p>Encouraged by their reception by CDC, the Consolidated Nebula Energy Group (Groth, Fromeltar) send delegates to Terledrom (Fromeltar) and Inner Reach (Dramune) to meet with energy suppliers there.</p>
61.103	<ul style="list-style-type: none"> <li>The HSS History Hope attempts to jump to YS05. Unfortunately, the calculations were off and the ship misjumps to an unknown star system with a small M dwarf instead of the binary system they were aiming for.</li> <li>They designate the system YS06 and start working on figuring out where they are at.</li> </ul>
61.104	<p>The ship bearing the Consolidated Nebula Energy Group delegates headed to Terledrom (Fromeltar) suffers an in-flight explosion, three of the four delegates are killed. No other passengers are injured but the ship is disabled. Rescue ships from Terledrom dispatched immediately.</p>
61.105	<ul style="list-style-type: none"> <li>Repairs of the Triad Starship Construction Center (Cassidine) bring it up to 95% capacity.</li> <li><a href="#">Sathar SCC#3 (OFS138) produces a frigate</a></li> </ul>
61.106	<p>Sathar begin what they expect to be a final push on the Sauria system. A massive fleet, dwarfing anything seen since the attack on Truane's Star 60+ years ago, leaves the SCC at OFS228 and heads to Tischen via OFS177.</p>
61.107	<p>The UPFS Eleanor Moraes arrives back at Minotaur Station (Theseus). All systems working flawlessly. The crew takes three days of leave while waiting for the exploration module to be completed.</p>
61.108	<p>Investigation of the damaged starliner reveals that the damage was deliberate sabotage and not an accident. Star Law takes over the investigation.</p>
61.109	<ul style="list-style-type: none"> <li>The Gullwind departs the White Light system for it's final destination at Minotaur Station (Theseus)</li> <li>After six days of around the clock work, the astrogators on the HSS History's Hope determine their location. They overshoot their target by nearly 8 light years. The good</li> </ul>

FY	Event
	news is that this system was to be the next one on their trip. The bad news is that they have two uncharted jumps back to a known system.
61.110	The UPFS Eleanor Moraes's extended exploration module is complete at the Minotaur starship construction center (Theseus). The ship's crew docks with the exploration module and pull it into a holding orbit as they begin final preparations for their first jump.
61.111	The UPFS Eleanor Moraes leaves orbit around Minotaur (Theseus) and begins acceleration toward the FS11 system, a binary star system four light years from Theseus.
61.112	After 60 hours of initial jump calculations, the crew of the HSS History's Hope begin accelerating for a jump back to YS05, eight light years away.
61.113	The investigation by Star Law trace the sabotage that killed the Consolidated Nebula employees back to a worker at Groth Station. Local agents are dispatched to bring him in for questioning.
61.114	The being thought to be the saboteur of the starliner is finally tracked down and while Star Law agents are speaking to him, he is shot by an unknown assailant and killed. After a chase through the station, the assailant is cornered and, unable to get away, turns his gun on himself and fires, dying instantly.
61.115	Initial background checks on both the victim (the saboteur) and the hitman that killed him reveal that they don't seem to have any connection and are just normal people, neither with any sort of record. More investigation will be needed.
61.116	<ul style="list-style-type: none"> <li>• The UPFS Eleanor Moraes successfully jumps to the FS11 system, dubbed Padda. (SFKH2) They begin deceleration toward the binary star system and start scanning the system for planets.</li> <li>• <a href="#">Sathar SCC#4 (OFS111) produces a frigate</a></li> </ul>
61.117	The HSS History's Hope successfully jumps back to the YS05 system. Remaining near jump speed, they immediately get to work on engine overhauls and calculations for the jump back to YS03.
61.118	After running all the way across the Frontier from Dramune, the Gullwind arrives at Minotaur station in the Theseus system. The crew start working on engine overhauls and replenishing the ship.
61.119	Repairs compete for the PGC shipyard (Gran Quivera, Prenglar) restoring the starship construction center to full capacity.
61.120	The sathar war fleet arrives at Tischen where it will spend two days before pushing on to the Sauria system.
61.121	The members of the Gullwind crew, all dralasites, are killed by agents hired by Malco on Minotaur station (Theseus). Garalus slips the Gullwind from its berth at the station and departs for White Light alone.
61.122	<ul style="list-style-type: none"> <li>• Crown princess Leotia Valentine Leotus (Clarion, White Light) celebrates her 34th birthday.</li> <li>• Loading complete, the 7<sup>th</sup> Saurian ark ship begins accelerating to leave the Sauria system. This one is headed toward the Frontier.</li> <li>• The Sathar fleet departs the Tischen system enroute to the Sauria system.</li> </ul>
61.123	SynthCorp launches a limited trial of the "Muffin Button" on Inner Reach (Dramune). For a monthly subscription of 1 cr, you receive a button that each time you press it, 2 fresh-baked muffins are delivered to your door by robotic courier and 1 cr is charged to your account.



FY	Event
61.124	Garalus Tylappar docks the beleaguered Gullwind at Clarion Station (White Light) and begins looking for a replacement crew. (SFKH1)
61.125	The last ships of SF Nova leave the PGC shipyards at Gran Quivera (Prenglar). They are assigned to patrol the vrusk loop of the Frontier, starting with a trip to the Cassidine System where they will exercise and brief Task Force Cassidine on their trip to the Rim
61.126	Garalus finds a new crew for the Gullwind. While conducting some business in the Spacer's Lounge, they are attacked but drive off the assailants.
61.127	<ul style="list-style-type: none"> <li>• The Saurian ark ship successfully jumps out of the Sauria system and arrives in the OFS179 system. They begin scanning for suitable world but don't have high hopes as the star is only a small M0 dwarf.</li> <li>• The new crew get to work repairing the Gullwind's hull which was damaged in the flight from Dramune.</li> </ul>
61.128	<ul style="list-style-type: none"> <li>• After completing and double checking their jump calculations, the HSS History's Hope successfully jumps back to the YS03 system from YS05. They begin decelerating and start the calculations once again to jump back to the YS05 system.</li> <li>• While working on the hull repair, the new crew of the Gullwind is attacked by the leader of the thugs from the Spacer's Lounge with a new group of toughs. They drive these attackers away as well.</li> <li>• <a href="#">3 sathar ships (1 DD, 1 LC, 1 AC, designated transit group TG 1) depart SCC#5 (OFS19) and begin accelerating for a high-speed transit to SCC#4 (OFS111).</a></li> </ul>
61.129	<ul style="list-style-type: none"> <li>• After only six days in distribution, SynthCorp has to temporarily suspend orders on the "Muffin Button" as the dralasites of Inner Reach have overloaded the system.</li> <li>• Repairs to the hull complete, the Gullwind immediately departs Clarion station, bound for the Madderly's Star system.</li> <li>• The sathar battle fleet is detected decelerating toward Kischen, the saurian homeworld in the Sauria system. All of the saurian defense ships are mobilized to intercept the sathar fleet as far from the homeworld as possible.</li> </ul>
61.130	<ul style="list-style-type: none"> <li>• Repairs of the Triad Starship Construction Center complete restoring it to full capacity.</li> <li>• Shortly after leaving Clarion Station, the Gullwind is attacked by another armed freighter, the Nightshade. They manage to drive off the attackers and escape.</li> <li>• The saurian defense fleet engages the sathar ships. Many of the sathar ships are damaged or destroyed but the saurian losses are just as bad. The sathar break off the attack and begin retreating toward Tischen. Two saurian Battle Rays are tasked to tail the retreating sathar while the other ships return for repairs.</li> </ul>
61.131	<ul style="list-style-type: none"> <li>• After 15 days of scanning the Padda system, the crew of the UPF Eleanor Moraes have discovered no planets orbiting the stars. They begin calculating a jump to the next system, dubbed Waller Nexus (FS24)</li> <li>• Health failing, Garlus collapses. When revived, realizing he has only days to live at most, he reveals to his new crew the reason for the flight from Dramune and the recent attacks and charges them to get the chukkahs safely back to Inner Reach.</li> <li>• A second sathar fleet arrives in OFS 184 enroute to the Sessar system.</li> </ul>
61.132	After accelerating away for two days, the sathar ships in the Sauria system begin decelerating again looking to stop somewhere in the outer Sauria system. The two trailing Battle Rays radio this information back to Kischen and begin decelerating as well.
61.133	Shortly before the Gullwind makes the jump to Madderly's Star, Garlus Tylappar passes away leaving his new crew to finish the Dramune Run on their own.

FY	Event
61.134	The Gullwind successfully jumps to the Madderly's Star system. The crew immediately get to work on engine overhauls which are a jump overdue. Between the three engines, 108 hours of work are needed to get the overhauls completed.
61.135	Strike Force Nova arrives in orbit around Triad (Cassidine). They will spend a week here working with TF Cassidine.
61.136	After a week of changes, updates, and upgrades, SynthCorp re-enables its "Muffin Button" service, but with the price doubled to 1cr a muffin.
61.137	The second sathar battle fleet arrives at the Rock in the Sessar system. They begin a massive orbital bombardment of the planet, completely destroying the saurian population there. The saurians manage to get word out via subspace radio to alert the people of Kischen.
61.138	<ul style="list-style-type: none"> <li>Calculations complete, and another 7 days without a planetary detection, the UPF Eleanor Moraes begins acceleration for a jump to the Waller Nexus system.</li> <li>In their second 100 days of operation, the OE jump route between Cassidine and Truane's Star yields the company just over 2.5 million in gross profits.</li> </ul>
61.139	On their second attempt, the HSS History's Hope successfully jumps from YS03 to YS05, completing both directions of that jump and fully charting it. The jump data are sent back their supporting foundation but not to the UPF. Work begins to plot the jump back to YS06.
61.140	With the engine overhauls complete, the Gullwind begins accelerating for a jump to the Cassidine system.
61.141	<ul style="list-style-type: none"> <li>The Gullwind's radar detects two unidentified ships closing on the freighter. Deciding they don't want another fight, the crew strap into their acceleration chairs and max out the Gullwind's engines for several hours, avoiding the encounter.</li> <li><a href="#">A destroyer is completed in the sathar SCC#3 (FS30)</a></li> </ul>
61.142	The last shipment delivered by Obar Enterprises to Triad (Cassidine), a shipment of rubies from Pale (Truane's Star), triggered a flag in a resource tracking system on Triad due to the speed of the high-profile delivery. It is flagged for future investigation.
61.143	The UPFS Eleanor Moraes successfully arrives in the Waller Nexus system and begins scanning the system for planets.
61.144	The Gullwind successfully jumps into the Cassidine system and begins deceleration toward Triad station.
61.145	Strike Force Nova leaves Cassidine and begins accelerating for a jump to the Dramune system.
61.146	<ul style="list-style-type: none"> <li>Calculations nearly complete, the HSS History's Hope begins accelerating for a jump to YS06. If successful, this will complete the jump route between YS06 and YS05.</li> <li>Initial scans by the UPFS Eleanor Moraes detects a potentially habitable planet orbiting Waller Nexus. An atmoprobe is launched toward the planet. They adjust their deceleration vector to take them into orbit around the planet which they dub Mahg Mar.</li> <li><a href="#">The sathar SCC#4 (OFS111) completes 5 fighters.</a></li> </ul>
61.147	<ul style="list-style-type: none"> <li>After scanning the OFS179 system for 20 days, the 7th Saurian ark ship has identified all the planets near the star and none are suitable for colonization. They begin working on jump calculations to their next system.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>Results of the atmoprobe sent to Mahg Mar indicate that the atmosphere is breathable but contains trace toxins. Breathing masks will be required at all time when outside on the surface.</li> <li>The 8th Saurian Ark Ship is completed. With sathar ships in the system and suspecting that the ships that razed Rock (Sessar) will be joining them, the shakedown cruise is skipped and loading begins immediately.</li> </ul>
61.148	<ul style="list-style-type: none"> <li>Arriving at Triad station (Cassidine), the crew of the Gullwind replenish supplies and spend a day decompressing from their recent encounters before making the final leg of their trip to Inner Reach (Dramune).</li> <li>Having confirmed the destruction of the saurians on Rock, the Sathar fleet in the Sessar system begins accelerating toward the Sauria system to join with the other fleet there.</li> <li>The ships of sathar TG1 arrive at SCC#4 (OFS111). The destroyer remains in the system while the remaining ships are joined by 12 fighters (housed in the assault carrier) and another light cruiser. TG1 begins acceleration for a high-speed transit to SCC#3 (OFS 136).</li> </ul>
61.149	<ul style="list-style-type: none"> <li>The UPFS Eleanor Moraes settles into orbit around Mahg Mar and begins preparation for landing on the surface of the planet.</li> <li>Fearing that this might be the last Ark Ship launched, the Saurians move all of the remaining cultural artifacts that were planned to be spread out across the remaining 12 Ark Ships under construction to this one. All resources are dedicated to getting this ship underway before the expected sathar attack occurs.</li> <li>The Gullwind leaves Triad station (Cassidine) and begins accelerating for the final jump back to Dramune.</li> </ul>
61.150	<ul style="list-style-type: none"> <li>The HSS History's Hope successfully jumps to the YS06 system and begins decelerating while planning their next jump.</li> <li>A day out from Triad station, the Gullwind is intercepted by an assault scout, the MESS Maltharia. In the ensuing battle, the assault scout is damaged but takes out the Gullwind's engines. It disengages, leaving the freighter adrift. (SFKH1)</li> <li>A sathar frigate leaves SCC#4 (OFS111) and begins a high speed transit to SCC#5 (OFS019)</li> </ul>
61.151	<ul style="list-style-type: none"> <li>The first two ships for the new Strike Force Meteor emerge from the Pan Galactic shipyards orbiting Gran Quivera (Prenglar). They depart to Morgaine's World (Prenglar) to begin exercises with elements of Task Force Prenglar.</li> <li>Unable to repair the engines outside a spacedock, the crew of the Gullwind call back to Triad for assistance. The UPFS Melinda McCoy (destroyer) and UPFS Dirk (assault scout) respond to their mayday. (SFKH1)</li> <li>After hearing the Gullwind's crew's story, the Melinda McCoy's captain, Commodre Klat-tic M'tal, a vrusk, arranges a tug to take them back to Triad. He also radios ahead to SF Nova, current decelerating toward Inner Reach (Drammune) with the story. (SFKH1)</li> </ul>
61.152	<ul style="list-style-type: none"> <li>After three days in orbit generating a preliminary map of Mahg Mar's surface, the crew of the UPFS Eleanor Moraes selects a preliminary landing site and the ship descends to the planet's surface. Work begins immediately on overhauling the ship's engines.</li> <li>The HSS History's Hope begins accelerating for the jump to their next target system, a binary M dwarf system 7 light years away.</li> </ul>
61.153	<ul style="list-style-type: none"> <li>The sathar attack fleet from Sessar arrives in the Sauria system. The remains of the sathar fleet still in the system begin accelerating toward Kischen, the saurian</li> </ul>

FY	Event
	<p>homeworld. The Battle Rays tailing this fleet radio the news home and begin accelerating home as well.</p> <ul style="list-style-type: none"> <li>The Gullwind arrives back at the CDC shipyards around Triad. Luckily there is room available in the shipyard and the Gullwind is immediately admitted for repairs.</li> </ul>
61.154	<ul style="list-style-type: none"> <li>Calculations complete, the Saurian ark ship begins accelerating for their jump to the FS58 system, an F3 start, probably too hot for them but more likely than the M0 star they are currently at.</li> <li>Strike Force Nova arrives at Inner Reach (Dramune), they only spend a day at the station before continuing on to Fromeltar.</li> </ul>
61.155	<ul style="list-style-type: none"> <li>The decelerating fleet from Sessar is detected by the saurian forces, three days away from the planet.</li> <li>Fully repaired, and short on cash, the Gullwind departs the CDC shipyards and once again begins accelerating toward Dramune.</li> </ul>
61.156	<ul style="list-style-type: none"> <li>Overhaul of the first engine complete, the captain of the UPFS Eleanor Moraes, Winston Marlboro, authorizes an initial scouting expedition to survey the surrounding area. Preparations begin for an expedition that will leave in the morning. (SFKH2)</li> <li>After a day of acceleration, the crew of the Gullwind have noticed that they have a shadow, a pair of ships following their course but always remaining just at the edge of radar range. They suspect it is the UPF Melinda McCoy and Dirk but cannot confirm this. (SFKH1)</li> </ul>
61.157	<ul style="list-style-type: none"> <li>With the sathar fleet less than a day away, loading of the last Ark Ship is aborted with only 90% of the material goods and 50% of passengers loaded. The ship departs Kischen with a small military escort and heads toward the Precipice system, the last remaining saurian system.</li> <li>A small detachment of the sathar fleet breaks off from decelerating and begins accelerating in an attempt to catch the departing ark ship.</li> <li>The HSS History's Hope successfully completes the jump to the new system, which they designate as YS07. Decelerations commences as they prepare to plot the return leg of the jump.</li> <li>Shortly after Captain Marlboro, along with most of the ship's crew, departs to begin surveying the surrounding area via airship, Bill Terry, first officer of the Eleanor Moraes, turns on the remaining crew and stuns or otherwise incapacitates them, taking over the ship. (SFKH2)</li> <li>With the ship secure, Terry remotely orders the survey robot accompanying the airship to attack and destroy the airship. The captain is injured as is the chief engineer. After a brief message from Terry explaining that he is abandoning them on the planet, he cuts all communications between the survey party and the ship. (SFKH2)</li> <li>Salvaging what equipment they can, the uninjured members of the survey party are ordered by Captain Marlboro to take the survey robot and proceed overland to recapture the Eleanor Moraes. There is still 45 hours of work to do on the ship's engines before Terry can leave so they must hurry. (SFKH2)</li> </ul>
61.158	<ul style="list-style-type: none"> <li>Battle of Kischen - The remaining saurian forces engage the attacking sathar vessels. After hours of battle, the saurian forces are destroyed but the sathar vessels are similarly devastated.</li> <li>The remaining sathar forces around Kischen begin bombarding the planet, paying particular attention to heavily industrialized areas. The remaining ark ships under constructions are destroyed.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• Three days out from Inner Reach, a small group of ships breaks off from SF Nova and begin decelerating back toward the inner system.</li> <li>• The crew of the Eleanor Moraes continues their travel back toward the ship. Bill Terry uses some of the survey robots remaining at the ship to attempt to ambush the party while en route but they manage to defeat both of his attempts and overcome the natural obstacles in their way. (SFKH2)</li> </ul>
61.159	<ul style="list-style-type: none"> <li>• The 7th saurian Ark Ship successfully jumps to the FS58 system. They begin decelerating and scanning for planets.</li> <li>• Strike Force Nova makes the jump to the Fromeltar system and begins decelerating toward Terledrom.</li> <li>• Realizing that he won't get the engine overhaul completed before the rest of the crew arrives, Bill Terry begins preparing the Eleanor Moraes for liftoff anyway. (SFKH2)</li> <li>• The Eleanor Moraes crew arrives at the ship before Terry is ready to lift off. Breaching the defenses he has put in place, they gain access to the ship. In a tense standoff on the bridge, the crew convinces Terry to surrender. (SFKH2)</li> </ul>
61.160	<ul style="list-style-type: none"> <li>• The Gullwind makes the jump to the Dramune system and begins decelerating toward Inner Reach. Almost immediately, their shadow reappears and hail the Gullwind, identifying themselves as the Melinda McCoy and the Dirk. They begin decelerating with the Gullwind, slowly closing the gap between the ships. (SFKH1)</li> <li>• With the ship secured, and the captain and chief engineer recovered from the airship crash site, the crew of the UPFS Eleanor Moraes send a subspace message back to Theseus informing the Frontier Expeditionary Force HQ of the recent events and their status.</li> </ul>
61.161	<ul style="list-style-type: none"> <li>• The last saurian Ark Ship successfully jumps to the Precipice system. They immediately radio ahead to the outpost there to prepare for a full evacuation as they begin decelerating toward the planet Edge. The sathar ships pursuing them return to the main force orbiting Kischen.</li> <li>• Two assault scouts, part of the new Strike Force Meteor, are completed at the Triad starship construction center. The UPF crew takes command of the vessels and begin accelerating for a jump to Prenglar.</li> <li>• The UPFS Eleanor Moraes receives a response from the FEF HQ that the CMS Osprey is being dispatched from White Light with material and personnel to effect repairs. The Moraes crew is to continue their primary mission of surveying the planet until the Osprey arrives in 28 days.</li> </ul>
61.162	<ul style="list-style-type: none"> <li>• Deceleration complete, the HSS History's Hope begins accelerating for the jump back to YS06.</li> <li>• After two days of deceleration, just as they are approaching the orbit of Outer Reach, the Gullwind and its escorts are enveloped by a powerful jamming field preventing all communications. They are assaulted by 9 vessels (3 frigates, 2 corvettes, &amp; 4 assault scouts) that include the Outer Reach militia.</li> <li>• After a brief but intense battle, the UPF vessels are destroyed and the Gullwind is disabled and taken in tow. The Gullwind and UPF ships manage to destroy one of the corvettes and an Outer Reach militia assault scout as well as severely damage one of the frigates. While under tow, the jamming field is maintained to prevent communication.</li> </ul>

FY	Event
61.163	<ul style="list-style-type: none"> <li>Strike Force Nova arrives in orbit around Terledrom (Fromeltar). They will remain in the system for 16 days while it waits for the ships detached in the Dramune system to catch up.</li> <li>The CMS Osprey begins accelerating for Theseus and the first leg of their mission to rescue the UPFS Eleanor Moraes.</li> </ul>
61.164	<ul style="list-style-type: none"> <li>Now slowed in the inner system, the 7th saurian Ark Ship discovers a habitable planet. However, due to the intensity of the star (F3 vs their native G8), the high gravity (1.5g) and slow rotation (40 hours), they deem the planet unsuitable. Preparations are made to depart the system.</li> <li>The Gullwind arrives at Darkworld station, home the Malthar who orchestrated their capture. The crew is overwhelmed by the Malthar's robots when they refuse to leave the ship.</li> </ul>
61.165	<ul style="list-style-type: none"> <li>The 7th saurian Ark Ship begins accelerating for their next jump which will take them to the Theseus system.</li> <li>Having destroyed all visible traces of the saurian population on the planet Kischen, the sathar fleet begins accelerating toward the Precipice system.</li> </ul>
61.166	The 8th saurian Ark Ship arrives in orbit around the planet Edge (Precipice) and immediately deploys shuttles to start loading the population.
61.167	The HSS History's Hope successfully jumps back to YS06 completely charting the route between the two systems. They relay the jump data back to their home foundation on Histran via subspace radio and begin the return journey back to YS07.
61.168	After incorporating lessons learned from the false start and several weeks of successful operations, Synthcorp's "Muffin Button" is declared a success and begins to roll out in other locations on Inner Reach.
61.169	With the population and as many supplies as possible loaded from Edge, the 8th saurian arkship begins accelerating out of the Precipice system. They decide to follow the general direction of the 7th Ark ship and begin accelerating toward OFS191.
61.170	<ul style="list-style-type: none"> <li>The two new UPF assault scouts arrive at Morgaine's World (Prenglar) and join up with their sister ships exercising with Task Force Prenglar.</li> <li>The 7th saurian Ark Ship successfully jumps into the Theseus system where they immediately detect radio signals from the inhabitants and ships in the system.</li> <li>Vectoring their deceleration to stop deep in the outer system, the saurians begin studying the signals coming from the inner system. They are not detected by the system's inhabitants.</li> <li>The sathar ships make the jump to the Precipice system. They detect the saurian ark ship beginning its acceleration out of the system. Several ships are detached at high speed to try to intercept it.</li> <li><a href="#">The sathar frigate arrives at SCC#5 (OFS019)</a></li> </ul>
61.171	The CMS Osprey arrives at Minotaur station (Theseus) where they are briefed on all the details available about their jump route and the Moraes crew and status. They take on additional supplies for the stricken ship.
61.172	<ul style="list-style-type: none"> <li>Two more assault scouts, destined to be part of Strike Force Meteor, are completed at the Streel shipyards orbiting Pale (Truane's Star). The UPF crews take possession of the ships and begin accelerating for a jump to Dixon's Star and then to Prenglar.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>The ships of sathar TG1 arrive at SCC#3 (OFS136). They are joined by another assault carrier (with 8 fighters), 3 heavy cruisers, and 3 frigates. They depart immediately and begin accelerating for a high-speed transit to OFS167.</li> </ul>
61.173	<ul style="list-style-type: none"> <li>The Osprey departs Minotaur (Theseus) for their jump to the Padda system.</li> <li>The sathar vessels overtake the 8th Ark Ship just hours before it is ready to jump. The escort vessels, combined with the defenses of the Ark Ship, put up a heroic defense.</li> <li>The escort vessels sacrifice themselves to ensure the escape of the Ark Ship and manage to damage the pursuing sathar vessels enough that the Ark Ship, while severely damaged itself, can escape their pursuers and slip alone into the Void. They arrive safely in OFS191.</li> <li>The Sathar battle fleet arrives in orbit around Edge (Precipice). They meet no resistance and begin bombing the planet.</li> </ul>
61.174	<ul style="list-style-type: none"> <li>Decelerating toward the inner regions of the OFS191 system, the 8th saurian Ark Ship begins scanning the binary star system.</li> <li>After being sedated and interrogated for 10 days, the crew of the Gullwind is taken to meet with the Malthar. On the return to their cells, their guards are set upon by chukkahs running free in the station. They escape to the docking bay where the Gullwind is being held. (SFKH1)</li> <li>Next to the Gullwind's bay, the crew discovers a room with cages of imprisoned chukkahs and transport containers for them. Loading as many as they can into the transport containers and on to the Gullwind, they then depart the station just as a swarm of combat robots attack the ship. (SFKH1)</li> <li>As the Gullwind departs Darkworld station, the Malthar's ships pursue and attempt to destroy the vessel. The fight is quickly joined by both the Inner Reach militia and the elements of Strike Force Nova (LC, 2xFF, 4xAS) in the system. (SFKH1)</li> <li>With the Spacefleet ships quickly turning the tide of the battle, the pirate and Outer Reach militia ships scatter. The Third Dramune War is over. (SFKH1)</li> </ul>
61.175	<ul style="list-style-type: none"> <li>Arriving at Inner Reach, the crew of the Gullwind give a full report to the Inner Reach Government and Spacefleet on their discovery and the events of the Dramune Run. The crew discovers that Garlus left the Gullwind to them in his will.</li> <li>After a quick resupply, the element of SF Nova that survived the battle depart for the Fromeltar system to rejoin the Strike Force.</li> <li>Destruction of the saurian world Edge (Precipice) complete, the sathar battle fleet begins acceleration to return to the Sauria system.</li> </ul>
61.176	<ul style="list-style-type: none"> <li>Just a few hours before making the jump to the Padda system, the CMS Osprey detects unknown radio signals in the outer system. The ship's energy sensors confirm several faint sources in the same direction. They have passed close to the saurian Ark Ship and its escorts and detected some intership communications.</li> <li>The CMS Osprey attempts to contact the unknown radio source but receives no response. They radio the contact back to Minotuar and continue on their way to the Padda system.</li> <li>After analyzing the report from the CMS Osprey, the destroyer, frigate, and two assault scouts of the Theseus milita begin boosting toward the location of the contact.</li> </ul>
61.177	<ul style="list-style-type: none"> <li>The HSS History's hope arrives back in the YS07 system and begins deceleration. Unfortunately, all jumps forward from here are 10-12 light years long. The team begins weighing which of the five systems would make the most sense for progress beyond it.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>The CMS Osprey successfully jumps to the Padda system. They immediately begin working on the jump calculations to the Waller Nexus system while not slowing down, only angling their vector toward that system.</li> <li>The saurians detect the militia ships traveling toward them. Given their analysis of the radio signals collected so far from the system and the CMS Osprey, they believe the species living here are not allied with the Sathar and decide to risk communication.</li> </ul>
61.178	<ul style="list-style-type: none"> <li>With the militia ships only a day away and now decelerating toward their location, the saurians open communications, attempting to contact the approaching ships. The Theseus militia receives the communication attempt and responds in kind. They also notify Minotaur of the development.</li> <li>While initial communication between the saurians and UPF is difficult, both due to the long light delay as the signals travel between the ships, and the lack of a common language, progress is made as the distance between the ships decrease and the saurians' computers translate Pan-Gal into saurian.</li> </ul>
61.179	<ul style="list-style-type: none"> <li>The Theseus militia ships arrive at the location of the saurian Ark Ship and its escorts. They are impressed by the design of the saurian Battle Rays and the sheer size of the Ark Ship itself.</li> <li>Rudimentary communications between the saurians and Frontier races are established and the story of the saurians' flight are related to the crews of the UPF ships. This information is relayed back to Minotaur.</li> <li>The Minotaur government notifies the UPF Council of Worlds via subspace radio of the detection of the saurian vessels and their contact with them.</li> <li>The detachment of SF Nova arrives in the Fromeltar system from Dramune. The remainder of the Strike Force beings accelerating for a jump to the Kizk-Kar system.</li> </ul>
61.180	<ul style="list-style-type: none"> <li>Having found no suitable planets in the OFS191 system, the 8th saurian Ark Ship begins accelerating for a jump to the OFS179 system.</li> <li>The Council of Worlds temporarily suspends all other deliberations to discuss and debate what to do about the saurians.</li> <li>Several sathar ships (1 AC, 1 HC, 1 LC, &amp; 6 fighters, designated TG2) leave SCC#2 (FS30) and begin accelerating for a high-speed transit to new SCC#1 (OFS203).</li> </ul>
61.181	<ul style="list-style-type: none"> <li>Having picked a system as their next target, and with deceleration complete, the crew of the HSS History's Hope begin work on jump calculations for the next leg of their journey, a M5 dwarf 12 light years away.</li> <li>The detached ships from SF Nova rejoin the main group as it accelerates toward Kisk-Kar.</li> </ul>
61.182	<ul style="list-style-type: none"> <li>Calculations complete, the CMS Osprey jumps into the Waller Nexus system and begins decelerating toward Mahg Mar. They radio the UPFS Eleanor Moraes to establish communication with the downed ship.</li> <li>The UPFS Elanor Moraes responds to the hail from the CMS Osprey and transmit the survey data they have collected along with coordinates for the Osprey to find the Moraes.</li> <li>The sathar SCC#5 (OFS019) completes a cutter and light cruiser.</li> </ul>
61.183	<p>As the Council of Worlds continue discussion, the Minotuar (Theseus) government, under pressure from many of the citizens of their world, invite the saurians to bring their ships into the inner system.</p>
61.184	<ul style="list-style-type: none"> <li>While working on jump calculations and surveying the YS07 system, the radar system on the HSS History's Hope suddenly stops working.</li> </ul>



FY	Event
	<ul style="list-style-type: none"> <li>As the engineers begin to work on HSS History's Hope's radar, they realized that they have been out so long that they have missed their annual maintenance. They discover several other systems that may cause problems in the future.</li> <li>With it being about 100 days to make a high speed transit, perform the maintenance, and return to their current location, the HSS History's Hope crew must decide if they should return or press forward with an increased chance of breakdowns in future jumps.</li> <li>The sathar fleet arrives back at Kischen (Sauria). They begin an aggressive patrol of the system looking for any survivors or other ships that escaped their initial attack.</li> </ul>
61.185	<ul style="list-style-type: none"> <li>After two days on internal debate, the saurians begin accelerating toward Minotaur, escorted by the militia ships.</li> <li>The 8th saurian Ark Ship successfully jumps to the OSF179 system. The immediately detect a beacon left by the 7th ark ship indicating that the system had been surveyed but nothing suitable found. Deciding that the neutron star in OFS192 is a non-starter, they begin plotting a course to FS58 and shifting their vector for the jump.</li> </ul>
61.186	<ul style="list-style-type: none"> <li>After four days of deceleration, the Osprey settles into orbit around Mahg Mar (Waller Nexus). After a couple of orbits to orient their mapping systems, they locate the UPFS Elanor Moraes and descend to the planet's surface, landing just a few hundred meters from the survey vessel.</li> <li>With repairs still ongoing on the HSS History's Hope's radar system, the crew comes down on the side of caution and decide to return to Scree Fron for maintenance. The calculations for the jump forward are aborted and calculations are started to jump back to YS06.</li> <li>The Sathar SCC#2 (FS30) completes a destroyer. It along with six others, depart the SCC and begin accelerating for a high-speed transit to OFS 167.</li> </ul>
61.187	<p>With the arrival of the CMS Osprey and the supplies it brought, the repairs on the UPFS Eleanor Moraes begin to progress much quicker. Captain Dentin takes command of the expedition and begins sending out the survey robots to scout the surrounding terrain.</p>
61.188	<ul style="list-style-type: none"> <li>SF Nova arrives in orbit around Zit-kit In the Kisk-Kar system. They will remain here for 6 days.</li> <li>The saurian ships settle into orbit around Minotaur (Theseus). Constant holoivid coverage has greatly increased the public interest in these strangely graceful ships.</li> </ul>
61.189	<ul style="list-style-type: none"> <li>The Theseus militia establishes a "no fly" zone around the saurian vessels to keep away all the curious onlookers attempting to visit and observe the ship up close in their small shuttles and private yachts.</li> <li>Having discovered what appears to be some sort of village about 30 km away members of the Moraes crew are sent by Captain Dentin to investigate with the Osprey crew continues working on the repairs. (SFKH3)</li> </ul>
61.190	<ul style="list-style-type: none"> <li>The two newest assault scouts for SF Meteor arrive at Gollwin Station orbiting Morgaine's World (Prenclar). They are debriefed and join with their fellow assault scouts and formed into Patrol Group Meteor until the capital ship complete construction.</li> <li>About 3/4 of the way to the village the crew of the UPF Eleanor Moraes discover a strange, small vehicle containing the bodies of two dead sathar and what appears to be a small, functioning robot. They radio the find back to the Osprey which sends out another team to collect the vehicle. (SFKH3)</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>With about 3 km left to the village, the Moraes crew reaches a tall cliff that their explorer cannot climb. They need to continue the rest of the way on foot. They camp at the base of the cliff for the night. (SFKH3)</li> </ul>
61.191	<ul style="list-style-type: none"> <li>The saurians agree to send an envoy to meet with members of the Minotaur government aboard Minotaur station. They request that the captains of the militia vessels they had met originally be present at the meeting.</li> <li>Security is enhanced on Minotaur station in preparation for the historic first meeting with the Saurians. Several protest groups are dispersed that were threatening to become violent.</li> <li>As the crew of the UPFS Eleanor Moraes reach the top of the cliff, a strange, birdlike creature briefly emerges from the underbrush and then disappears again. The crew can see it crouching in the bushes and decide to wait to see what happens. (SFKH3)</li> <li>After a several minutes, the creature emerges again from the underbrush and begins trying to talk to the Moraes crew. Establishing some basic communication with the aid of a polyvox, the creature, Beet-Chest, begins leading them to his village. (SFKH3)</li> <li>Meeting with the village elders, the Moraes crew learn that the sathar had arrived on the planet about 3 months ago and 2 sathar attacked a party of the Notui (what the bird-like creatures call themselves) and were killed by the Notui. The crew spends the night in the village after reporting in.</li> </ul>
61.192	<ul style="list-style-type: none"> <li>Patrol Group Meteor is dispatched to White Light via Timeon.</li> <li>The saurian delegation arrives at Minotaur stations. Large crowds line the passages hoping to catch a glimpse of the visitors, but they are quickly moved away from the crowds. After several hours of discussion, they return to their ships.</li> <li>Having determined the general direction of where the sathar's ship landed (roughly in the same direction from the village as the UPFS Eleanor Moraes), the Moraes crew return to their ship to confer with Captain Dentin.</li> </ul>
61.193	<ul style="list-style-type: none"> <li>Calculation and course corrections complete, the 8th saurian Ark Ship jumps to the FS58 system. They again detect a beacon from the 7th Ark Ship and realize they are still following the previous ship.</li> <li>Having completed jump calculations and gotten the radar system fixed, the HSS History's Hope begins accelerating toward YS06, they plan to make a high speed transit back to Scree Fron spending only enough time in each system to overhaul engines and make jump calculations.</li> <li>The saurians of the 7th ark ship return to Minotaur station to continue their discussions with members of the UPF and Minotaur governments, returning once again to their ships at the end of the day. This continues for the next several days.</li> <li><a href="#">Sathar Transit Group 1 arrive in the inner system of OFS167. They begin patrolling the system and waiting for other ships to arrive.</a></li> </ul>
61.194	<ul style="list-style-type: none"> <li>After much deliberation the saurians of the 8th Ark Ship decide that jumping through the nebula again (which would take them to the Tristkar system) would not be the best plan, and like the 7th Ark Ship before them, start plotting a jump to the Theseus system.</li> <li>Strike Force Nova departs Zit-Kit (Kisk-Kar) for the K'aken-Kar system.</li> <li><a href="#">Sathar TG1 is reformed consisting of 1 AC (with 6 fighters), 1 HC, 1 LC, and 1 frigate. It departs OFS167 immediately for a high-speed transit to SCC#1 (OFS203)</a></li> <li><a href="#">A new transit group (TG3) is formed from the ships at OFS167. Consisting of 1 HC, 1 AC and 7 fighters, it begins accelerating for a high-speed transit to SCC#2 (FS30).</a></li> </ul>

<b>FY</b>	<b>Event</b>
<b>61.195</b>	After three days of detailed survey by the robots, no trace of the sathar ship can be found on land and Captain Dentin suspects that it landed in the water of the nearby river. The Moraes' crew sets out to try to find some trace of it along the river.
<b>61.196</b>	A delegation from White Light, including Crown Princess Leotia Valentine Leotus, arrives at Minotaur station and joins the deliberations with the Saurians.
<b>61.197</b>	<ul style="list-style-type: none"> <li>• Jump calculations complete, the 8th saurian Ark Ship begins accelerating toward the Theseus system.</li> <li>• After two days of careful search along the riverbanks, the Moraes crew discover a metal cable attached to a stake in the ground, partially buried in the sand, and extending out into the river. Investigation shows some sort of small craft submerged in the river at the other end of the cable.</li> </ul>
<b>61.198</b>	<ul style="list-style-type: none"> <li>• HSS History's Hope jumps into the YS06 system and begin immediately working on the engines and jump calculations for a jump to YS05.</li> <li>• Using spacesuits with improvised weight belts, the Moraes crew investigate the submerged vessel. It is a hull size 2 ship of sathar design never seen before. They locate the airlock at the other end of the cable but do not attempt to enter.</li> </ul>
<b>61.199</b>	Descending again to the sathar ship, the Moraes crew breach the security system on the airlock and enter the ship. Fighting through the ship's defenses, they gain control of the ship with only minor damage to the ship and no serious injuries to the crew.
<b>61.200</b>	<ul style="list-style-type: none"> <li>• After a day of examining the sathar vessel, the Moraes crew discover what appears to be a sathar base of operations for the ship located in the FS30 system and astrogation data to get there. They send a report back to the Frontier Expeditionary Force HQ on Clarion.</li> <li>• <a href="#">Sathar Transit Group 2 (1 AC, 1 HC, 4 DD, &amp; 8 fighters), arrive at the newly operating SCC#1 (OFS203)</a></li> </ul>
<b>61.201</b>	PG Meteor arrives in orbit around Lossend (Timeon). They plan to spend two days here before continuing on to Clarion (White Light).
<b>61.202</b>	<ul style="list-style-type: none"> <li>• The 8th saurian Ark ship successfully jumps into the Theseus system and immediately detect radio signals from the inner system. A few hours later they detect the 7th Ark Ship and establish communications.</li> <li>• The UFPS Eleanor Moraes and CMS Osprey receive orders from the Frontier Expeditionary Force commander to select a crew to man the sathar scout ship. The three ships are to jump to the FS30 system and attempt to capture the sathar base.</li> <li>• PG Meteor's time in Timeon is cut short and their orders are changed to proceed immediately to the Theseus system to support Frontier Expeditionary Force operation in the FS30 system. They leave immediately for the White Light system.</li> </ul>
<b>61.203</b>	<ul style="list-style-type: none"> <li>• Strike Force Nova arrives at Ken'zah-Kit in the K'aken-Kar system. They will remain in this system for 18 days patrolling the outer system.</li> <li>• Engine overhauls and jump calculations complete, the HSS History's Hope jumps back to the YS05 system and begins working on the jump to YS03.</li> </ul>
<b>61.204</b>	After two days of preparation, the UPFS Eleanor Moraes, CMS Osprey, and the sathar scout ship (now named the UPFS Backdoor) lift off from Mahg Mar and begin accelerating toward the FS 30 system using the captured astrogation data. (SFKH4 <sup>1</sup> )

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<sup>1</sup> SFKH4 – The War Machine module

FY	Event
61.205	After over a week of deliberations, discussions, and subspace communications all of the Frontier, Princess Leotia of Clarions extends a formal invitation from her world to the Saurians to set up an initial settlement there.
61.206	<ul style="list-style-type: none"> <li>• PG Meteor successfully jumps into the White Light system. They do not slow down but immediately begin calculations for the 10 light year jump to Theseus.</li> <li>• The second saurian Ark ships joins the first one in orbit around Minotaur and delegates from that ship join the discussions.</li> </ul>
61.207	<ul style="list-style-type: none"> <li>• Two UPF Frigates slated for SF Meteor are completed in the Minotaur (Theseus) shipyards. They begin a short shakedown cruise while they wait for the arrive of the assault scouts in PG Meteor.</li> <li>• After two days of internal discussions, the saurians agree to send one of the ark ships to White Light for direct discussions about settling on Clarion, at least initially. Princess Leotia offers to accompany them personally on their vessel as a show of good faith.</li> </ul>
61.208	<ul style="list-style-type: none"> <li>• The UPFS Eleanor Moraes, CMS Osprey, and UPFS Backdoor successfully jump into the FS30 system. They begin decelerating toward the location of the sathar base, codenamed Base Alpha. (SFKH4)</li> <li>• <a href="#">The first ship, a light cruiser, is completed at the new sathar SCC#1 (OFS203) south of Prenglar.</a></li> </ul>
61.209	<ul style="list-style-type: none"> <li>• The HSS History's Hope jumps into the YS03 system and begins work on the jump back to YS02.</li> <li>• <a href="#">Sathar Transit Group 3 arrives at SCC#2 (FS30)</a></li> </ul>
61.210	After 3 days of preparation, the 7th saurian Ark Ship leaves orbit around Minotaur and begins accelerating for a jump to the White Light system.
61.211	Jump calculations complete, PG Meteor jumps to the Theseus system and begins decelerating toward Minotaur.
61.212	<ul style="list-style-type: none"> <li>• After four days of deceleration, the UPF ships approach the location of Base Alpha in the FS30 system. They realize that the base is a small assault carrier. Leaving the other ships behind, the captured sathar scout ship (UPFS Backdoor) approaches the carrier. (SFKH4)</li> <li>• The UPFS Backdoor is pulled in to a docking bay of the sathar carrier. After an intense battle through the decks of the sathar vessel, the crew manages to capture the ship and eject its engines before they can overload and destroy the vessel. (SFKH4)</li> </ul>
61.213	Several ships, independently dispatched by members of the True Yaziria society, arrive in YS01. They discover several Family of One vessels in the system patrolling for the eventual arrival of the HSS History's Hope as it returns to the Frontier.
61.214	<ul style="list-style-type: none"> <li>• The HSS History's Hope jumps to the YS02 system arriving safely. They begin work to make the jump back to YS01.</li> <li>• The True Yaziria ships engage the Family of One ships destroying one, crippling another, and driving off the remaining two. The FoO ships are trailed until they jump out of the YS01 system.</li> <li>• Four sathar fighters arrive from the inner system to investigate the explosions of the sathar carrier's engines. A battle ensues between the CMS Osprey, UPF Eleanor Moraes, UPFS Backdoor, and the sathar fighters. The UPF forces win but the Moraes is severely damaged. (SFKH4)</li> </ul>
61.215	The 7th saurian Ark Ship jumps into the White Light system and begins decelerating toward Clarion. Princess Leotia radios ahead to alert her father of their arrival.

FY	Event
	<ul style="list-style-type: none"> <li>PG Meteor arrives at Minotaur station, the assault scout crews are given two days of rest before they are given their next assignment. The two frigates join the assault scouts, and the ships are temporarily assigned to the Frontier Expeditionary Force under Commander Reider.</li> </ul>
61.216	<p>After two days of engine overhauls and repairs, a small chemically propelled rocket approaches the UPF ships in the FS30 system. Capturing the rocket, they determine that it is a message requesting a meeting from some unknown group. They radio back to FEF headquarters. (SFKH4)</p>
61.217	<ul style="list-style-type: none"> <li>The UPF forces in FS30 receive orders from Commander Reider to make contact with whomever sent the rocket and learn as much about the sathar in the system as possible. He is personally bringing reinforcements.</li> <li>PG Meteor is split into two groups. One (a frigate and 4 AS) are sent to the FS26 system to see if any sathar ships were pursuing the saurians and establish a forward screen there. The other (a frigate and 2 AS), commanded by Commander Reider, depart for the trip to FS30.</li> <li>After completing preparations, the crew of the UPFS Eleanor Moraes depart for the rendezvous point indicated by the map in the rocket. (SFKH4)</li> </ul>
61.218	<ul style="list-style-type: none"> <li>The full White Light Militia, sans the CMS Osprey, boost out from Clarion station to meet the saurian Ark Ship.</li> <li><a href="#">The sathar SCC#1 (OFS218) completes a frigate.</a></li> </ul>
61.219	<ul style="list-style-type: none"> <li>With everything ready to go, the crew of the HSS History's Hope prepares to jump back to the YS01 system. They go on high alert as this is the system they were attacked in before and are worried that there will be trouble again.</li> <li>Jumping in to the YS01 system, the crew of the HSS History's Hope detect radio signals from several different ships. Initially concerned, they soon realize that these ships are there as escorts, not antagonists. Work begins on jump calculations as the ships in the inner system accelerate to join them.</li> <li>The Eleanor Moraes crew arrives at the rendezvous point, a small asteroid that has been hollowed out into a space station. After docking they meet with a new race, called the Mhemne. (SFKH4)</li> <li><a href="#">Two sathar destroyers arrive at SCC#3 (OFS138) and join the forces there.</a></li> </ul>
61.220	<ul style="list-style-type: none"> <li>The 7th saurian Ark Ship, together with the White Light militia, settle into orbit around Clarion. Preparations are begun to send a delegation to the surface.</li> <li>After a day of negotiations, the UPF forces and the Mhemne reach an agreement to work against the sathar in the system. They plan to slip to the surface of the planet (Snowball) and contact the resistance there and investigate the sathar factories on the surface. (SFKH4)</li> </ul>
61.221	<ul style="list-style-type: none"> <li>SF Nova prepares to depart the K'aken-Kar system and begins accelerating toward the K'tsa-Kar system.</li> <li>UPF forces descend to the surface of Snowball (FS30). After fighting off a Sathar hovercraft, they make contact with the Mhemne resistance on the surface. (SFKH4)</li> <li>After consulting with Commander Reider, the UPF forces, assisted by the Mhemne resistance, begin a series of raids on the sathar factories on the surface of Snowball to disrupt sathar operations while they wait for PG Lancet to arrive in system. (SFKH4)</li> <li>Descending to the surface of Clarion (White Light), the saurian delegation are met by King Leotus and Princess Leotia as welcome guests. The next several days are spent in</li> </ul>

FY	Event
	meetings, festivities, and other activities to introduce the saurians to the Clarion culture.
61.222	<ul style="list-style-type: none"> <li>• The larger portion of PG Meteor (retaining the PG Meteor designation) arrive in the FS26 system. They don't detect any sathar signals but do detect the saurian beacon. They begin decelerating toward the inner system.</li> <li>• The smaller portion of PG Meteor, now designated PG Lancet, arrive in the Padda system. They begin calculations for a jump to the Waller Nexus system without slowing down.</li> </ul>
61.223	After two days of discussions, the saurian delegation, escorted by Princess Leotia, begin a multi-day tour of Clarion to look for sites where the saurians could set up a permanent settlement.
61.224	<ul style="list-style-type: none"> <li>• Joined by the True Yaziria escort vessels, the HSS History's Hope jumps to the OFS222 system. They immediately begin engine overhauls and plotting the next jump to OFS221.</li> <li>• <a href="#">The last sathar Transit Group, TG1, arrives at sathar SCC#1 (OFS203). All ships stand down and complete any maintenance needed after their recent maneuvers.</a></li> </ul>
61.225	After training the Mhemne resistance fighters, the combined UPF/Mhemne force make their first raid on a sathar factory. Catching the factory unprepared, they overwhelm the defenses and manage to capture one of the sathar shuttles. (SFKH4)
61.226	PG Meteor arrives in the inner system of FS26. The ships split up to begin exploring the planets there while remaining alert for sathar vessels.
61.227	<ul style="list-style-type: none"> <li>• After completing engine overhauls and the astrogation calculations, PG Lancet jumps into the Waller Nexus system. They immediately begin work to jump to the FS30 system, again without slowing down.</li> <li>• Resting a day after their first assault, the UPF/Mhemne force on the surface of Snowball attack a second sathar factory. This fight proves to be a bit more challenging as the factory is on alert after the first attack. The factory is destroyed but the attacking forces are unable to capture another shuttle. (SFKH4)</li> </ul>
61.228	After 5 days of guided exploration, the saurians decide on a location in the southern hemisphere of Clarion that is about a quarter of the way around the planet from Valencia, Clarion's capital. They return to their ships to begin preparations for establishing the settlement.
61.229	<ul style="list-style-type: none"> <li>• After another day of rest, the UPF/Mhemne forces attack the third known sathar factory. This is the most vicious fight yet and the sathar forces intentionally destroy all the shuttles when it is apparent they will lose the fight. (SFKH4)</li> <li>• Strike Force Nova settles into orbit around Kwadl-Kik (K'tsa-Kar). They will remain here for only 2 days before continuing on to Clarion (White Light) to meet the saurians in that system.</li> <li>• HSS History's Hope and escorts jump to the neutron star system OFS221. While there was a hint of ship radio signals, it is lost in the natural radio noise from the pulsar. Work begins on engine overhauls and jump calculations for the trip to OFS224.</li> </ul>
61.230	After four days examining all the planets in the inner system of FS26, the ships of PG Meteor settle into orbit around one of the two habitable planet in the system to compare notes and prepare for a departure back to Theseus.
61.231	SF Nova departs Kwadl-Kik (K'tsa-Kar) for Clarion (White Light)

FY	Event
61.232	PG Lancet completes their preparations and jumps into the FS30 system. They begin decelerating toward the inner system and establish communications with the UPF forces there.
61.233	<ul style="list-style-type: none"> <li>• After four days of searching, the UPF/Mhemne forces on Snowball find another sathar factory. After a bloody and desperate fight, the UPF/Mhemne forces gain control of the factory and manage to capture an additional shuttle before it can be destroyed by the sathar forces. (SFKH4)</li> <li>• One day before the ships are ready to jump to OFS224, the HSS History's Hope and escorts are attacked by 3 unknown vessels (2 corvettes and a Lightspeed Lady class privateer). In the ensuing battle, two of the escorts are destroyed and the History's Hope is damaged, but they manage to destroy the attackers</li> </ul>
61.234	<ul style="list-style-type: none"> <li>• Investigating the wreckage of the ships that attacked the HSS History's Hope points to the involvement of the Family of One but the evidence is inconclusive. The ships repair what damage they can and resume preparations for the jump to OFS224.</li> <li>• On-board preparations complete, the first shuttle loads of materials for their new settlement depart the 7th saurian Ark Ship for the surface of Clarion.</li> <li>• Within hours of their landing, protesters arrive at the saurian settlement site and attempt to disrupt the operations. However, the Clarion Royal Constabulary, already on-site to maintain order, quickly gets the situation under control.</li> </ul>
61.235	The HSS History's Hope jumps to the OFS224 system on high alert. However, there is no indication of hostile forces and they begin preparation for the jump to Scree Fron.
61.236	<ul style="list-style-type: none"> <li>• Two destroyers, slated to join Strike Force Meteor, are completed in the Hentz (Araks) shipyards. They begin a shakedown cruise to Prenglar via the Gruna Garu system.</li> <li>• Strike Force Nova jumps into the White Light System and begins decelerating toward Clarion</li> <li>• The UPF ships under Command Reider in the FS30 system initiate Operation Cracker to attack and draw off the sathar ships from the occupied Mhemne L4 station.</li> <li>• The ensuing battle of Operation Cracker manages to destroy many the remaining sathar fighters in the system which seemed to have very poor pilots. The sathar LC and AC retreat to the strong defenses of the planet's moon.</li> <li>• Simultaneous with Operation Cracker, the CMS Osprey, UPFS Eleanor Moraes and the two captured sathar shuttles lift off from the surface of Snowball and approach the L4 station.</li> <li>• Gaining access to the L4 station, the UPF/Mhemne forces wage a running battle with the sathar forces occupying the station in an attempt to capture it before the sathar can destroy the station and kill the inhabitants.</li> <li>• Having successfully captured the L4 station, the UPF and Mhemne forces brace for a sathar counterattack.</li> <li>• Instead of attacking, the sathar abandon their positions on Snowball's moon, the planet's surface, and head to the L5 station. All sathar installations are destroyed by nuclear blast. Surprisingly, the Mhemne installations and cities are not destroyed.</li> <li>• After collecting fighters at the L5 station, the remaining ships begin accelerating for a jump out of the system. As they leave L5 station, the sathar ships under construction at the L5 station are destroyed by explosions.</li> <li>• After waiting to ensure the sathar don't double back, Commander Reider pursues the sathar vessels as they continue to accelerate. The sathar send their inexperienced fighters after the UPF ships which are destroyed in the ensuing fight. The UPF remain</li> </ul>

FY	Event
	<p>safely out of range of the sathar ships' heavier weapons as they trail them out of the system.</p> <ul style="list-style-type: none"> <li>• Sathar SCC#4 (OFS111) completes a frigate</li> </ul>
61.237	After a week of additional patrols in the FS26 system, PG Meteor begins acceleration for a jump back to the Theseus system.
61.238	Due to the scrutiny after the rubies deliver, Obar Enterprises takes some lower profile cargos for the next few runs on their secret jump route between Truane's Star and Cassidine. While not as profitable as the last few runs, they still gross 1.365 million credits.
61.239	News of the events in the FS30 system leak to the public on Gran Quivera (Prenglar). The Frontier Peace Organization stage a protest outside the Council of Worlds building demanding a cease of hostilities against the sathar and a stop to Spacefleet expansion.
61.240	<ul style="list-style-type: none"> <li>• The HSS History's Hope and her remaining escorts jump in the Scree Fron system and begin decelerating to Hakosaur.</li> <li>• Strike Force Nova arrives at Clarion and settles into berths at Fortress Redoubt. They open communications with the commanders of the saurian vessels to arrange a meeting between the ship captains to discuss sathar tactics observed by both forces.</li> <li>• The sathar HC and AC from FS30 jump into the OFS179 system, they maintain their high velocity and begin calculations for a jump to the OFS 168 system. Commander Reider turns his ships around to return to the inner system.</li> </ul>
61.241	Responding to the activities of the Frontier Peace Organization, the Anti-Satharian League stage a counter protest demanding even greater Spacefleet and Star Law funding. The two groups clash and the Port Loren police have to intervene to stop the fighting.
61.242	<ul style="list-style-type: none"> <li>• The commanders of the Strike Force Nova vessels meet with their saurian counterparts. Over the next 6 days, they host each other on the various ships and stations and trade intelligence on the sathar.</li> <li>• While most of the information on the sathar flows from the saurians to the UPF, the recent experiences of the Discovery Squadron provide some information to flow the other direction</li> </ul>
61.243	After months of negotiations, the Consolidated Nebula Energy Group has signed on all the independent power distributors on Groth (Fromeltar) and many distributors on Terledrom (Fromeltar) and Inner Reach (Dramune). They continue to recruit others and begin sending delegates to other systems as well.
61.244	The HSS History's Hope arrives back at Hakosaur and lands at the starship repair facility on the surface. While the ship goes in for maintenance, the crew take a much-deserved rest and spend time with their families.
61.245	The two UPF destroyers arrive at Hargut (Gruna Garu), while the rest of the crew takes a bit of shore leave, the astrogators get to work immediately on the calculations for the long jump to Prenglar.
61.246	<ul style="list-style-type: none"> <li>• The sathar forces in the Sauria system, having finished the cleansing of that system, begin accelerating for a jump to the Tischen system, the first leg of a journey back to their base in OFS228, the site of another sathar starship construction center (SCC#10)</li> <li>• PG Meteor arrives back at Minotaur Station (Theseus). They transmit their findings in FS26 back to UPF Headquarters. The crews are given 3 days of shore leave.</li> <li>• The sathar HC and AC from FS30 arrive in OFS168. They begin calculations for a jump to OFS167.</li> </ul>
61.247	Initial jump calculations complete, the two UPF destroyers at Hargut (Gruna Garu) leave the station and begin accelerating for their jump to Prenglar.



FY	Event
	<ul style="list-style-type: none"> <li>Commander Reider arrives back at Snowball with PG Lancet. The CMS Osprey is released to return back to Clarion (White Light). It begins accelerating for a jump back to Waller Nexus.</li> </ul>
61.248	<ul style="list-style-type: none"> <li>Meetings with the saurians complete, Strike Force Nova departs Fortress Redoubt and begins accelerating for a jump to Madderly's Star.</li> <li>Calculations complete, the sathar HC and AC in OFS168 jump into the OFS167 system. The begin decelerating to join the other ships rendezvoused there.</li> </ul>
61.249	<p>PG Meteor in split apart once more. 3 Assault scouts, keeping the PG Meteor designation, leave Minotaur station and begin accelerating for a jump to Clarion (White Light). The frigate and remaining assault scout, designated PG Liberty, start accelerating for a jump to Padda.</p>
61.250	<ul style="list-style-type: none"> <li>The FS30 system, in consultation with the Mhemne population, is named the Liberty system in UPF records.</li> <li>After over a year on patrol, PG Virgo departs the Kazak system to return to the Frontier. It will make a high-speed transit back to Pale (Truane's Star).</li> </ul>
61.251	<p>After a week of ship maintenance and crew leave, the HSS History's Hope emerges from the starship repair facility with a clean bill of health. The crew prepares to depart once again into the Yazira sector to continue their voyage of discovery.</p>
61.252	<p>The CMS Osprey arrives in the Waller Nexus system. They maintain their high velocity and begin calculations for a jump to the Padda system.</p>
61.253	<p>Preparations complete, and fully restocked with food and fuel, the HSS History's Hope, along with three other vessels acting as escorts, leave Hakosaur (Screen Fron) for a jump to OFS224. They plan to make another high-speed transit back to YS07 to continue their exploration.</p>
61.254	<p>PG Liberty arrives in the Padda system where they maintain their high velocity and begin calculations for a jump to the Waller Nexus system.</p>
61.255	<ul style="list-style-type: none"> <li>Sathar SCC#3 (OFS138) completes a heavy cruiser and frigate. These are the last of the ships that will comprise the initial volley of what will come to be known as the Second Sathar War.</li> <li>PG Virgo jumps into the Osak system and begins calculations for the jump to the Capella system.</li> </ul>
61.256	<ul style="list-style-type: none"> <li>The two destroyers designated as part of SF Meteor arrive at Gollwin Station (Morgaine's World, Prenglar).</li> <li>The CMS Osprey arrives in the Padda system and establishes contact with PG Liberty briefing them on the events in the Liberty system. They maintain their high velocity and begin calculations for a jump back to Theseus.</li> </ul>
61.257	<p>SF Nova arrives at the new Fortress Kdikit (Kdikit, Madderly's Star). They begin a series of maneuvers to fine tune the station's tracking systems.</p>
61.258	<ul style="list-style-type: none"> <li>PG Meteor arrives at Fortress Redoubt (Clarion, White Light). UPF High Command decides to station the patrol group there indefinitely while the remainder of the ships for the strike force are completed. They will assemble here as they are finished.</li> <li>The SF Meteor destroyers are dispatched from Gollwin Academy (Morgaine's World, Prenglar) with orders to join up with the other ships in White Light. They begin accelerating for a jump to Timeon.</li> <li>PG Liberty jump into the Waller Nexus system. They begin calculations for their final jump to the Liberty system.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>The CMS Osprey jumps into the Theseus system. Deciding to head straight home, they continue at high velocity across the system and begin calculations for the jump to White Light.</li> <li>The HSS History's Hope and her escorts jump into the OFS224 system. They begin overhauling the ships' engines and calculating their jump to OFS221.</li> </ul>
61.259	After several weeks of intensive work, the first saurian dwellings on Clarion (White Light) are completed and ready to be occupied. They just need the power generator to be finished.
61.260	PG Virgo jump into the Capella system and begins work for the jump back to the Zebulon system.
61.261	PG Liberty jumps into the Liberty system and begins decelerating toward Snowball.
61.262	The first power generator at the saurian settlement is completed and brought on-line. The construction crews can now move into permanent residences and begin working on expanding the settlement.
61.263	<ul style="list-style-type: none"> <li>The CMS Osprey jumps into the White Light system and begins decelerating toward Clarion and home.</li> <li>The HSS History's Hope and her escorts jump into the OFS221 system and begin work on jump calculations for the jump to OFS222 and work on overhauling the ships' engines.</li> </ul>
61.264	A small fleet of sathar ships, consisting of 1 HC, 1 AC, 1 LC, 4 DD, 2 FF, and 8 fighters), designated Sathar Battle Fleet F1 (SBF-F1) arrive at SCC#5 (OFS019) from deeper in sathar controlled space.
61.265	<ul style="list-style-type: none"> <li>After eight days of exercises with the crews of Fortress Kdikit, SF Nova departs Kdikit (Madderly's Star) for a jump to Triad (Cassidine).</li> <li>PG Virgo arrives in the Zebulon system and begins work for the jump back to Pale (Truane's Star).</li> </ul>
61.266	<ul style="list-style-type: none"> <li>Sathar Fleet SBF-C1 (1 HC, 1 LC, 2 DD, &amp; 1 FF) departs SCC#3 (OFS138) and begin accelerating for a jump to the OFS137 system.</li> <li>PG Liberty arrives at Snowball (Liberty) and joins up with PG Lancet. The assault scout in PG Lancet is transferred to PG Liberty, with the UPFS Flying Cloud (frigate), UPFS Eleanor Moraes, and UPF Backdoor (sathar scout ship) remaining attached to PG Lancet.</li> </ul>
61.267	<ul style="list-style-type: none"> <li>The SF Meteor destroyers arrive at Lossend (Timeon).</li> <li>The CMS Osprey arrives back at Clarion. The ship is immediately put into the starship construction center for maintenance, repairs, and refits while the crew is given some much needed leave.</li> </ul>
61.268	<ul style="list-style-type: none"> <li>Sathar Fleet SBF-B1 (1 HC, 1 LC, 2 DD, &amp; 1 FF) departs the rendezvous point in OFS167 and begins accelerating for a jump to the OFS166 system.</li> <li>The HSS History's Hope and escorts jump into the OFS222 system. They begin work on engine overhauls and jump calculations for the YS01 system.</li> </ul>
61.269	<ul style="list-style-type: none"> <li>The SF Meteor destroyers depart Lossend (Timeon) and begin accelerating for a jump to the White Light system.</li> <li>After three days debriefing the commander of PG Liberty and introducing him to the Mhemne contacts, Captain Reider and PG Lancet depart Snowball (Liberty) for a jump back to the Waller Nexus system and a high speed transit to Minotaur (Theseus).</li> </ul>

FY	Event
61.270	<ul style="list-style-type: none"> <li>• Sathar Fleet SBF-A1 (2 HC, 2AC, 1 LC, 4 DD, 2 FF &amp; 14 fighters) departs SCC#1 (OFS203) and begin accelerating for a jump to the FS12 system.</li> <li>• PG Virgo arrives in the Truane's Star system and begins decelerating toward Fortress Pale (Pale, Truane's Star).</li> </ul>
61.271	<ul style="list-style-type: none"> <li>• Sathar Fleets SBF-E1 (1 HC, 1 LC, 2 DD, &amp; 1 FF) and SBF-F1 depart SCC#5 (OFS019) and begin accelerating for a jump to the Kazak system in the Rim.</li> <li>• Sathar fleet SBF-C1 arrives in the OFS137 system. It maintains its high speed and begins calculations for a jump to OFS136.</li> </ul>
61.272	<ul style="list-style-type: none"> <li>• Sathar Fleet SBF-D1 (1 HC, 1 LC, 2 DD, &amp; 1 FF) departs SCC#4 (OFS111) and begins accelerating for a jump to the OFS020 system.</li> <li>• The HSS History's Hope and escorts jump into the YS01 system. They detect transmissions from several other ships in the system. Hoping to avoid a confrontation, they begin work on engine overhauls and jump calculations for the YS02 system.</li> </ul>
61.273	<p>Sathar fleet SBF-B1 arrives in the OFS166 system. It maintains its high speed and begins calculations for a jump to FS33.</p>
61.274	<ul style="list-style-type: none"> <li>• Sathar fleet SBF-C1 arrives in the OFS136 system. It maintains its high speed and begins calculations for a jump to FS56.</li> <li>• Strike Force Nova arrives at Triad (Cassidine). They will spend just 2 days in the system exercising with Task Force Cassidine before heading back to Morgaine's World (Prenglar).</li> <li>• PG Lancet arrives in the Waller Nexus system. They immediately begin work on overhauling the ships' engines and plotting a jump to Padda.</li> </ul>
61.275	<ul style="list-style-type: none"> <li>• Sathar fleet SBF-A1 arrives in the FS12 system. It maintains its high speed and begins calculations for a jump to Prenglar.</li> <li>• Another small fleet of sathar ships, consisting of 2 LC, 3 DD, &amp; 1 FF, designated SBF-F2 arrive at SCC#5 (OFS019) from deeper in sathar controlled space.</li> <li>• PG Virgo arrives at Fortress Pale (Pale, Truane's Star). The crews are given a week of leave while the ships go into the starship construction center for repairs and maintenance.</li> </ul>
61.276	<ul style="list-style-type: none"> <li>• Sathar fleets SBF-E1 and SBF-F1 arrive in the Kazak system. SBF-F1 begins decelerating toward the inner system to engage the Rim forces there. SBF-E1 maintains its high speed and begins calculations for a jump to Zebulon.</li> <li>• Sathar fleet SBF-B1 arrives in the FS33 system. It maintains its high speed and begins calculations for a jump to K'tsa-Kar.</li> <li>• SF Nova leaves Triad (Cassidine) for a jump to Morgaine's World (Prenglar)</li> </ul>
61.277	<ul style="list-style-type: none"> <li>• Sathar fleet SBF-D1 arrives in the OFS020 system. It maintains its high speed and begins calculations for a jump to Fromeltar.</li> <li>• Sathar fleet SBF-C1 arrives in the FS56 system. It maintains its high speed and begins calculations for a jump to Kisk-Kar.</li> <li>• The sathar fleet (SBF-F1) decelerating toward Stenmar (Kazak) are detected by Rim forces in the system (10 F, 3 AS, 2 FF, 2 DD, 1 LC), alerts go out to systems in the Rim and the Frontier</li> <li>• Just hours before the engine overhauls are complete and the HSS History's Hope is ready to jump once again, the ship and her escorts are attacked by three unidentified vessels.</li> <li>• A running battle ensues as the escorts attempt to screen the HSS History's Hope long enough to make the jump. In the ensuing fight, one of the escort vessels is destroyed</li> </ul>

FY	Event
	<p>along with two of the attacking ships. The last attacker manages to get a hit in on the History's Hopes engines but it is not enough to stop the ship and it slips into the Void.</p> <ul style="list-style-type: none"> <li>• After the HSS History's Hope jumps out of the YS01 system, the remaining escorts ships finish off the final attacker. After the fight, the escorts repair what damage they can and begin heading back to Scree Fron for repairs.</li> </ul>
61.278	<ul style="list-style-type: none"> <li>• Now in the YS02 system, the crew of the HSS History's Hope works on repairing the battle damage to their ship and preparing for the next leg of their journey, a jump to the YS03 system.</li> <li>• The 2 destroyers arrive at Fortress Redoubt (Clarion, White Light). They join with the other ships of PG Meteor which now consists of the two destroyers and 3 assault scouts.</li> <li>• With the alert from the Kazak system, PG Virgo's maintenance is fast tracked and the crews are recalled from leave after only 3 days.</li> </ul>
61.279	<p>PG Lancet makes the jump to the Padda system. Work begins immediately on the engines and calculations for the jump to Minotaur (Theseus).</p>
61.280	<ul style="list-style-type: none"> <li>• Sathar battle fleets appear in five different Frontier system within hours of one another and most begin decelerating towards the inhabited worlds in those systems. SBF-A1 arrives in the Prenglar system, SBF-B1 arrives in K'tsa-Kar, SBF-C1 arrives in Kizk-Kar, SBF-D1 arrives in Fromeltar, and SBF-E1 arrives in Zebulon.</li> <li>• Unlike the other sathar fleets, SBF-E1 doesn't slow down in Zebulon but prepares for a jump to the Truane's Star system.</li> <li>• Due to the alert sent out by forces in the Kazak system, these fleets are detected within hours of their arrival in system. Alerts are broadcast all across the Frontier.</li> <li>• Task Force Cassidine, leaving its minelayer in the Cassidine system, departs on a high-speed risk jump to Dramune.</li> <li>• PG Meteor is dispatched on a high risk run to reinforce the armed station at K'tsa-Kar as there is no militia in that system. The Clarion Royal Marines (1 FF, 4 AS) join PG Meteor.</li> <li>• The two ZKKDA assault scouts, currently in K'aken-Kar also depart on a high risk run to the K'tsa-Kar system per the defense agreement.</li> <li>• Both of the planetary militias of Dramune independently agree to make a high speed risk jump to the Fromeltar system to assist with the defense of that system, hoping to stop the sathar before they can get any further into the Frontier.</li> <li>• Strike Force Nova arrives in the Prenglar system within hours of the sathar fleet appearing. They begin decelerating to engage the sathar fleet simultaneously with Task Force Prenglar.</li> <li>• Sathar Fleet SBF-B2 (1 HC, 1 AC, 3 DD, 1 FF, 7 F) departs the rendezvous point in OFS167 and begins accelerating for a jump to the OFS166 system.</li> </ul>
61.281	<ul style="list-style-type: none"> <li>• Battle of Stenmar (Kazak) between Rim forces (1 LC, 2 DD, 2FF, 3 AS, 10 F &amp; 1 fortified station) and SBF-F1. The sathar forces are completely destroyed and the Rim only lose 1 LC, 2 DD, and 1 AS with the station severely damaged. Word of the victory is broadcast across the Rim and Frontier.</li> <li>• PG Lancet jumps back into the Theseus system and is dissolved. The UPFS Eleanor Moraes and UPFS Backdoor break off from the group and start decelerating toward Minotaur. The UPFS Flying Cloud remains at velocity and starts working on the jump to White Light.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>The last of the ships of PG Virgo emerge from their maintenance in the Streel shipyards (Pale, Truane's Star). The crews go on high alert as they monitor the sathar progress across the Frontier. While cheered by the news of the Flight's victory in Kazak, they mourn the loss of friends made while stationed in that system.</li> </ul>
61.282	<ul style="list-style-type: none"> <li>The sathar forces from the Sauria system arrive back at their base, SCC#10 (OFS228) where they stand down to effect repairs from the recent campaign.</li> <li>Sathar fleet SBF-E1 jumps into the Truane's Star system and begins decelerating toward Pale. The Truane's Star militia, along with PG Virgo, prepare to meet them.</li> <li>Task Force Cassidine successfully jumps into the Dramune system, they maintain the high speed and start working on a risk jump to Fromeltar.</li> <li>The Dramune militias successfully jump into the Fromeltar system and begin decelerating toward Terledrom, the apparent destination of the sathar forces in that system.</li> <li>PG Meteor and the White Light militia successfully jump into the K'tsa-Kar system and begin decelerating toward the planet and sathar forces approaching it.</li> <li>The ZKKDA assault scouts also successfully arrive in the K'tsa-Kar system and race to join the fight.</li> </ul>
61.283	<ul style="list-style-type: none"> <li>Sathar Fleets SBF-E2 (1 HC, 1 AC, 1 LC, 1 DD, 1 FF, &amp; 8 fighters) and SBF-F2 depart SCC#5 (OFS019) and begin accelerating for a jump to the Kazak system in the Rim. After the initial loss in the Kazak system, the sathar commit their 4 new cutters to SBF-F2 to boost the strength of that fleet.</li> <li>Deciding that PG Liberty can provide advanced warning if sathar start to come from that direction, the Theseus militia, together with the remaining saurian forces in Theseus, begin accelerating for a jump to the White Light system.</li> </ul>
61.284	<ul style="list-style-type: none"> <li>The HSS History's Hope jumps to the YS03 system and begins preparations for a jump to YS05.</li> <li>Sathar fleet SBF-B2 arrives in the OFS166 system. It maintains its high speed and begins calculations for a jump to FS33.</li> <li>TF Cassidine makes the jump to the Fromeltar system and begin a hard deceleration. They won't arrive in time for the initial battle but can engage any sathar forces remaining in the system if the militias cannot successfully hold the line.</li> </ul>
61.285	<ul style="list-style-type: none"> <li>Battle of Zik-Kit (Kisk-Kar) - Overwhelmed by the forces of SBF-C1 the two militia assault scouts and the armed station are destroyed with only minimal damage to the sathar vessels.</li> <li>Battle of Terledrom (Fromeltar) - The combined militias of Dramune and Fromeltar quickly overwhelm the sathar forces in an intense 20-minute battle. The only loss is the Inner Reach destroyer with the 2 Outer Reach destroyers sustaining heavy damage.</li> <li>Battle of Kawdl-Kit (K'sta-Kar) With some amazing gunnery by the UPF and militia forces, the sathar fleet is reduced to scrap in just 20 minutes. However, before they are destroyed, they manage to obliterate the armed station orbiting Kawdl-Kit. No UPF or militia forces were lost although the CMS Osprey sustained some hull damage that will require a shipyard to repair.</li> <li>Battle of Gran Quivera (Prenglar) - Approaching cautiously due to the expected minefield, the sathar's slow speed limits their maneuverability and they are overwhelmed by the combined forces of TF Prenglar and SF Nova in less than an hour. The UPF only lose 2 F, 5 AS, 1 DD, and 2 LC in the battle. Several other ships will require shipyard repairs.</li> </ul>

FY	Event
61.286	<ul style="list-style-type: none"> <li>• The UPFS Flying Cloud jumps into the White Light system. It maintains its high speed while performing engine overhauls and jump calculations to get to K'sta-Kar and join up with PG Meteor.</li> <li>• The CMS Osprey leaves Kawdl-Kit and begins accelerating for a jump back to the shipyards orbiting Clarion. The White Light SCC has space for up to a HS 4 ship so space is held for the Osprey.</li> <li>• A HS 8 freighter completes its annual maintenance at the Terledrom SCC giving a total of 12 HS of space in the SCC. The two Outer Reach frigates are immediately admitted for repairs.</li> <li>• Orbiting high above Zik-Kit the sathar ships spend the day rearming but make no move toward the planet. All UPF and militia ships that were in battles the previous day also spend the day rearming and checking that all systems are ready to go.</li> <li>• With the militias in control of the Fromeltar system, Task Force Cassidine immediately starts calculations and acceleration for a jump to the K'izk-Kar system.</li> </ul>
61.287	<ul style="list-style-type: none"> <li>• Sathar fleet SBF-B2 arrives in the FS33 system. It maintains its high speed and begins calculations for a jump to K'tsa-Kar.</li> <li>• Battle of New Pale (Truane's Star) - Sathar target the smaller UPF vessels to great effect destroying 5 fighters, 6 AS, and 1 LC while only losing a DD &amp; LC. While their remaining ships are damaged, so are the remaining UPF vessels which are unable to pursue as the sathar break off the fight.</li> <li>• After finishing what battle repairs they can, the remnants of SBF-E1 start accelerating for a jump to the Zebulon system.</li> <li>• SBF-C1 leaves orbit around Zit-Kit (Kizk-Kar) and begin accelerating for a jump to the Kaken-Kar system.</li> <li>• Spacefleet now has several damaged ships in need of immediate repair and a need to replace ships lost in battles with the sathar. However, there is no space in most SCCs across the Frontier and especially in Prenglar.</li> <li>• Given the state of the Frontier's starship construction centers, and expecting things to get worse, Spacefleet addresses the Council of Worlds and requests that the Wartime Construction Control clause of the UPF charter be invoked. A relic of the original charter, it has never been invoked in the history of the UPF.</li> <li>• Receiving word of the departure of SBF-C1, PG Meteor and the K'aken-Kar militia, now rearmed, begin accelerating for a jump to the K'aken-Kar system to meet the on-coming sathar forces.</li> </ul>
61.288	<ul style="list-style-type: none"> <li>• Sathar fleets SBF-E2 and SBF-F2 arrive in the Kazak system. SBF-F2 begins decelerating toward the inner system to engage the Rim forces there. SBF-E2 maintains its high speed and begins calculations for a jump to Zebulon.</li> <li>• Shortly after their arrival in the Kazak system, the sathar fleets are detected and an alert is sent out. The Rim forces brace for another battle.</li> <li>• Space clears in the Outer Reach (Dramune) SCC and construction starts on a new Destroyer for the Inner Reach militia.</li> <li>• Space clears in the CDC shipyards orbiting Triad (Cassidine), Spacefleet convinces the shipyard managers to start construction of 5 fighters and another assault scout, preempting the regular construction schedule.</li> <li>• One of the Outer Reach frigates completes its repairs in the Terledrom (Fromeltar) shipyard freeing up 5 HS of space.</li> </ul>

FY	Event
61.289	<ul style="list-style-type: none"> <li>• Receiving the alert from Kazak, Spacefleet realize they only have 10-11 days to reinforce Truane's Star. Replenishing SF Nova's order of battle with ships from TF Prenglar, but having to leave the damaged assault carrier and its fighters behind, it begins a high risk jump to Dixon's Star and then on to Truane's Star.</li> <li>• Betting that Cassidine is safe, the third UPF Minelayer is ordered to Fromeltar. It begins accelerating for a jump to Dramune as the first leg of its trip.</li> <li>• Realizing that there is still enough room in the Outer Reach (Dramune) SSC, Spacefleet gets construction started on a new assault scout before anything else can be moved in.</li> <li>• The second Outer Reach frigate completes its repairs in the Terledrom (Fromeltar) shipyard freeing up 5 more HS of space. As HS 10 mining ship is moved in to the shipyard for its annual maintenance.</li> </ul>
61.290	<ul style="list-style-type: none"> <li>• Two-day end of year celebration on Hum begins. With the events currently happening in the Rim and Frontier, the celebrations are more subdued than normal.</li> <li>• The HSS History's Hope arrives in YS05 and begin preparations for the jump to YS06.</li> <li>• Overhauls complete, the UPFS Flying Cloud jumps into the K'sta-Kar system. It remains at high speed working on calculations for a jump to K'aken-Kar with the rest of PG Meteor. It will be just a day behind them.</li> <li>• More space opens up in the CDC shipyards (14 HS worth). However, having just bumped six ships ahead in the queue for Spacefleet, they resist efforts to start more military construction giving the space to a large freighter that has been waiting over a month for its annual maintenance.</li> <li>• Space opens up in the Minotaur (Theseus) shipyards (6 HS worth). The Theseus government starts construction of a new destroyer for the militia although they suspect the hull will be assigned to Spacefleet.</li> <li>• Space opens up (4 HS worth for a total of 6 free) in the Terledrom (Fromeltar) SCC. The Terledrom government alerts Spacefleet of the availability and starts construction on 2 assault scouts, one for Spacefleet and one for the militia.</li> <li>• Space (8 HS) opens up in the PGC shipyard at Gran Quivera (Prenglar) as a freighter completes maintenance. After the recent battle, shipyard owners are more than happy to hold the space for Spacefleet. The damaged assault scout and frigate are moved in immediately and begin repairs.</li> <li>• TF Cassidine jumps into the Kizk-Kar system. They don't slow down but immediately begin working on engine overhauls and calculating a jump to K'aken-Kar.</li> </ul>
61.291	<ul style="list-style-type: none"> <li>• Sathar fleet SBF-E2 arrives in the Zebulon system. They don't slow down but begin immediate calculations for a jump to the Truane's Star system.</li> <li>• Sathar fleet SBF-B2 arrives in the K'tsa-Kar system and starts decelerating toward the White Light Militia ships there. PG Meteor and the K'aken-Kar militia are less than 10 hours from jumping out of the system when the sathar are detected.</li> <li>• Realizing that the K'aken-Kar militia will suffer the same fate as the K'izk-Kar militia if they return to face the sathar alone, PG Meteor continues with them for the jump to K'aken-Kar.</li> <li>• SF Nova jumps into the Dixon's Star system. Working feverishly on overhauls to the assault scouts' engines, they begin calculating the jump to Truane's Star.</li> <li>• The UPF assault scout and frigate complete their hull repairs after a single day in the PGC shipyard (Gran Quivera, Prenglar) and return to active duty.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• Another 6 HS of space open up in the PGC shipyards (Gran Quivera, Prenglar) for a total of 16 HS of space available. The damaged assault carrier is moved into the shipyard to have its engines repaired.</li> <li>• Realizing that they cannot withstand the incoming sathar force, the White Light militia starts plotting a jump back to their home system. They delay departure, however, acting as bait and hoping to draw SBF-B2 deeper into the system so they don't jump immediately after PF Virgo or straight to White Light.</li> </ul>
61.292	<ul style="list-style-type: none"> <li>• SBF-C1 jumps into the K'aken-Kar system and begins decelerating toward the planet.</li> <li>• PG Meteor and the K'aken-Kar militia jump into the K'aken-Kar system and begin decelerating to meet the sathar.</li> <li>• The Theseus militia, along with the second saurian Ark Ship arrive in orbit around Clarion (White Light). The saurians join their sister ships in orbit while the Theseus militia confers with the Clarion Royal Marines and Fortress Redoubt to establish defensive plans.</li> <li>• SBF-E1 jumps into the Zebulon system and establish contact with SBF-E2 relaying full details of their encounter. They start working on a jump to Kazak System and then back to SCC#5 (OFS019) for repairs.</li> <li>• The UPF assault carrier's engines complete their repairs. With 16 HS of space available at the PGC shipyards, Spacefleet begins construction on a fighter, an assault scout, and a light cruiser.</li> </ul>
61.293	<ul style="list-style-type: none"> <li>• Second Battle of Stenmar (Kazak) - seriously out gunned, the Rim forces are nearly all destroyed with only a single fighter surviving. They manage to take out a sathar light cruiser and cutter before being overwhelmed.</li> <li>• The UPFS Flying Cloud jumps into the K'aken-Kar system. It remains at high speed to catch up with the rest of PG Meteor and will execute a hard deceleration to match speed with the group when it does.</li> <li>• Having succeeded in drawing SBF-B2 into the K'sta-Kar system, the White Light militia, reluctant to abandon Kawdl-Kit, begins acceleration for their jump home.</li> <li>• Seeing the White Light militia start to leave the system, SBF-B2 changes course and start accelerating for a jump to K'aken-Kar to join SBF-C1.</li> <li>• The UPF minelayer jumps into the Dramune system. It doesn't slow down but begins calculations for its jump to Fromeltar.</li> <li>• Space (5HS) opens up in the Hentz (Araks) shipyards. It is not immediately filled as there is a larger ship waiting on maintenance.</li> </ul>
61.294	<ul style="list-style-type: none"> <li>• SBF-E2 jumps into the Truane's Star system and begin decelerating toward New Pale.</li> <li>• SF Nova arrives in the Truane's Star system just hours after the sathar. Unfortunately, they arrived much farther out in the system than anticipated. They begin a fast run and hard deceleration toward New Pale in order to arrive before the sathar forces.</li> <li>• Seeing more and more sathar ships arriving in the Frontier, the Council of Worlds stops blocking the activation the Wartime Construction Control (WCC) clause in the UPF Charter. Spacefleet is granted complete control of all starship construction centers in the Frontier.</li> <li>• With the activation of the WCC clause, Spacefleet, with the assistance of Star Law, move to take control of the shipyards. They temporarily suspend any new maintenance work while they sort out the schedule and priorities.</li> </ul>



FY	Event
	<ul style="list-style-type: none"> <li>• More space opens in several SCCs across the Frontier: 2 HS at Hentz (Araks) for a total of 7 HS, 18 HS at Rupert's Hole (Cassidine) emptying that facility, 6 HS at Terledrom (Fromeltar) 12 HS at Gran Quivera (Prenglar), and 5 HS at Minotaur (Theseus)</li> <li>• Working to replenish their immediate losses, Spacefleet takes control of the destroyer construction at Minotaur, and start construction of 2 assault scouts at Hentz, a light cruiser at Gran Quivera, and a fighter and assault scout at Terledrom.</li> <li>• Lacking facilities to construct military vessels, the Rupert's Hole SCC is designated for ship maintenance and two ships are moved in immediately. The other Type III SSCs at Pale &amp; Clarion are given the same designation.</li> <li>• Spacefleet also authorizes the start of construction for two assault scouts to replenish some of the ships lost by the Truane's Star militia with the understanding that they may be deputized by Spacefleet during the conflict. Construction starts in Terledrom and Minotaur</li> </ul>
61.295	<ul style="list-style-type: none"> <li>• The HSS History's Hope safely arrives in YS06 and begin working on a jump to the YS07 system.</li> <li>• The CMS Osprey arrives back at Clarion and is quickly admitted into the shipyards for repair.</li> <li>• TF Cassidine jumps into the K'aken-Kar system and begins decelerating toward Ken'zah-Kit. Once again they won't make the initial engagement arriving a few days too late. However, they are determined to stop the sathar here if PG Meteor and the militia ships cannot.</li> <li>• 15 HS of space opens in the CDC shipyards (Triad, Cassidine). Spacefleet starts construction on another light cruiser to finish filling the holes in their ranks and allows the Truane's Star militia to begin construction of a final assault scout.</li> </ul>
61.296	<ul style="list-style-type: none"> <li>• With the loss of the Liberty system, and the massive losses in the initial foray into the Frontier, sathar forces and production from SCC#10 are committed to war effort against the Frontier. This adds 9 fighters, 3 FF, 5 DD, 3 LC, 2 HC, and 2 AC to the sathar roster in addition to the SCC's production capacity.</li> <li>• The CMS Osprey emerges from the Clarion shipyards fully repaired and ready for action once again. A small HS:4 yacht is moved in the SCC for maintenance.</li> <li>• Battle of Ken'zah-Kit (K'aken-Kar) - The sathar obliterate the station with a single concentrated barrage but then are quickly destroyed by the combined UPF and militia forces. Besides the station, only a single militia assault scout was lost with damage to three other ships that will require time in a shipyard to repair.</li> <li>• Sathar SCC#4 (OFS111) completes construction of a new frigate.</li> <li>• Realizing that SF Nova will reach New Pale in time for the battle, and having a nearly 2:1 hull disadvantage against SF Nova, PG Virgo, and the remaining Truane's Star militia, SBF-E2 reverse course and start plotting a jump back to Zebulon.</li> <li>• 12 HS of space opens up in the CDC SCC (Triad, Cassidine). Construction is begun on two new assault scouts to replace those lost by the Kizk-Kar militia. The remaining space is given over to a HS:6 ship for annual maintenance.</li> <li>• 22 HS of space opens up in the PGC shipyards (Gran Quivera, Prenglar). With Spacefleet's immediate needs being met, they move two HS:11 ships in for maintenance.</li> </ul>
61.297	<ul style="list-style-type: none"> <li>• SF Nova arrives in orbit around New Pale. The crew spends the day resting from their hard trip as they watch the sathar begin to fall back. The remaining ships of PG Virgo are absorbed into the Strike Force.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• The White Light militia jumps back to their home system and begins deceleration toward Clarion.</li> <li>• The UPF minelayer jumps into the Fromeltar system and begins decelerating to join up with the militia forces holding that system.</li> <li>• With the loss of SBF-C1 in the K'aken-Kar system, and recognizing that they are out gunned by the UPF forces there, SBF-B2 does not jump to K'aken-Kar but begins decelerating back toward Kawdl-Kit in the K'sta-Kar system.</li> <li>• With its engines repaired, SF Nova's assault carrier, together with its four surviving fighters, begin a high-speed jump to catch up with the main group. At the same time PG Virgo's carrier, leaving its 3 fighters behind, begins a transit back to Prenglar.</li> <li>• The newly constructed sathar frigate at SCC#4 (OFS111) begins a transit to SCC#5 (OFS019)</li> <li>• SBF-J1 (1 AC, 1 HC, 2 LC, 1 DD, 1FF, &amp; 8 fighters) departs SCC#10 and begins a high-speed transit that will eventually take it to K'sta-Kar.</li> <li>• SBF-J2 (1 HC, 1 LC, 3 DD, 2 FF) departs SCC#10 and begins a high-speed transit to the Liberty system.</li> <li>• 8 HS of space opens in the Hentz (Araks) SCC for a total of 9 HS of open space. A small HS:9 freighter is moved in for maintenance.</li> <li>• SBF-E1 jumps back into the Kazak system. They do not slow down and start plotting a jump back to SSC#5 in the OFS019 system.</li> <li>• An additional 13 HS of space opens in the Hentz (Araks) SCC. A HS 11 mining ship is moved in for annual maintenance.</li> </ul>
61.298	<ul style="list-style-type: none"> <li>• After rearming the ships in the K'aken-Kar system, TF Cassidine and PG Meteor begin accelerating for a jump to the K'sta-Kar system to confront SBF-B2 or drive it out of the system.</li> <li>• The damaged ships (a frigate &amp; assault scout from PG Meteor and the surviving K'aken-Kar assault scout), designated Repair Group (RG) One are ordered to Fromeltar for repairs. They begin accelerating for a jump to Kizk-Kar.</li> <li>• 13 HS of space opens in the PGC shipyards (Gran Quivera, Prenglar). A HS:12 ship is moved in for maintenance.</li> </ul>
61.299	<p>A small group of 8 civilian privateer vessels, hailing from the yazirian worlds of the Frontier and calling themselves the Yazira Squadron, arrive in orbit around Morgaine's World (Prenglar) and request permission to assist Starfleet in the fight against the sathar.</p>
61.300	<ul style="list-style-type: none"> <li>• The HSS History's Hope arrives in the YS07 system and begins decelerating toward the inner system. Back at the last system explored, they plan to spend a few days resting here before starting to chart new routes toward their destination.</li> <li>• SBF-E2 jumps back into the Zebulon system and starts decelerating toward Volturnus.</li> <li>• SBF-B2 settles back into a high orbit around Kawdl-Kit (K'sta-Kar).</li> <li>• SBF-E1 jumps back into the OFS019 system and begins decelerating toward the starship construction center there for repairs.</li> <li>• 8 HS of space opens in the PGC shipyards in Gran Quivera (for a total of 9 HS of space available). A HS:9 ship is moved in for maintenance.</li> </ul>
61.301	<ul style="list-style-type: none"> <li>• Worried that since the sathar have a route into Prenglar they may also have one to Gruna Garu, Spacefleet sends the Yazira Squadron back to Gruna Garu to bolster the defenses there.</li> <li>• With the sathar mostly on the retreat at the moment, and based on the success of the fighters and assault scouts in the recent engagements, Spacefleet announces the</li> </ul>

FY	Event
	<p>creation of the Frontier Fighter Corps with a plan to station multiple squadrons of fighters in every system of the Frontier.</p> <ul style="list-style-type: none"> <li>As the first step of implementing the Frontier Fighter Corps, all currently available space in the Type I and II shipyards around the Frontier are used to start construction of new fighters. At the moment that means 2 are started in Hentz (Araks) and 2 in Minotaur (Theseus).</li> </ul>
61.302	<ul style="list-style-type: none"> <li>The White Light militia arrive back in orbit around Clarion.</li> <li>The UPF minelayer arrives in orbit around Terledrom, joining up with the Fromeltar and Dramune militias.</li> <li>SF Nova's Assault carrier jumps into the Dixon's Star system and starts working on calculations for the jump to Truane's Star. The carrier leaving PG Virgo also arrives in the system and starts working on calculations for the jump to Prenglar.</li> <li>The lone sathar frigate jumps into OFS110 and begins calculations for a jump to OFS022.</li> <li>SBF-J1 jumps into the OFS170 system and begins calculations for a jump to OFS169.</li> <li>SBF-J2 jumps into the OFS177 system and begins calculations for a jump to the Dayzer system (OFS178).</li> <li>Sathar SCC#5 (OFS019) completes construction of a cutter.</li> </ul>
61.303	<ul style="list-style-type: none"> <li>SBF-J1 jumps into the OFS169 system and begins calculations for a jump to the OFS167 system.</li> <li>Task Force Cassidine and PG Meteor jump into the K'sta-Kar system and begin decelerating toward the sathar forces orbiting Kawdl-Kit.</li> <li>RG One arrives in the Kizk-Kar system and begin engine overhauls and plotting a jump to Fromeltar.</li> <li>11 HS of space open up in the Triad (Cassidine) SSC. Work is begun on 11 fighters for the newly formed Frontier Fighter Corps. There are complaints that over half the SCC's capacity are being used for Spacefleet but Spacefleet points out that some of that usage is for planetary militias as well.</li> <li>Deciding not to wait any longer, two HS:6 ships under construction in the Pale SCC (Truane's Star) are moved out of the shipyard by Spacefleet to make room for the damaged light cruiser.</li> </ul>
61.304	<ul style="list-style-type: none"> <li>The crew of the HSS History's Hope start working on the next jump in their journey to a small red dwarf star. It's a long one, just under 12 light years long jumping a big void of stars in this region of space. They designate their target system YS08.</li> <li>Detecting the inbound UPF forces, and recognizing that they are still outgunned, SBF-B2 decides to abandon K'tsa-Kar. They break orbit from Kawdl-Kit and begin accelerating to jump out of the system.</li> <li>13 HS of space opens up in the Hentz (Araks) shipyard. Two HS:5 ships are moved in for maintenance and work begins on constructing 3 new fighters.</li> <li>4 HS of space opens up in the Clarion (White Light) shipyard and a small HS:4 ship is moved in for maintenance.</li> <li>The sathar SCC#10 (OFS174) completes construction of a fighter.</li> </ul>
61.305	<ul style="list-style-type: none"> <li>SF Nova's assault carrier jumps into the Truane's Star system and begin deceleration toward the rest of the Strike Force.</li> <li>The lone sathar frigate jumps into OFS022 and begins calculations for jump to OFS018.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• SBF-E1 arrives back at SCC#5 (OFS019) and is disbanded. The work halts on the heavy cruiser currently under construction and the damaged frigate and destroyer enter the shipyard for repairs.</li> <li>• 6 HS of space opens up in the CDC SCC (Triad, Cassidine), with another 17 HS opening up tomorrow, the space is held to allow some larger ships to move in for maintenance.</li> <li>• 9 HS of space opens in the Terledrom (Fromeltar) SCC. With RG One only a few days away, the space is held for those ships so that battle repairs can begin immediately when they arrive.</li> </ul>
61.306	<ul style="list-style-type: none"> <li>• SBF-J1 jumps into the OFS167 system and begins calculations for a jump to the OFS166 system.</li> <li>• SBF-J2 jumps into the Dayzer system (OFS178) and begins calculations for a jump to the OFS179 system.</li> <li>• 11 HS of space opens in the PGC shipyards (Gran Quivera, Prenglar). Spacefleet begins construction of 8 fighters and an assault scout using the available space.</li> </ul>
61.307	<ul style="list-style-type: none"> <li>• The lone sathar frigate jumps into OFS018 and begins calculations for jump to OFS019</li> <li>• The damaged sathar destroyer under repair at SCC#5 (OFS019) is finished and emerges from the shipyard ready for battle.</li> <li>• SF Nova's assault carrier arrives in orbit around Pale and rejoins the fleet. It collects the fighters left by PG Virgo as part of its compliment.</li> <li>• The assault carrier from PG Virgo arrives back at Morgaine's World (Prenglar). The crew is debriefed on their trip to the Rim and recent battle at New Pale (Truane's Star).</li> <li>• After four days of round-the-clock work by the engineers from the Pale SCC and SF Nova, the light cruiser emerges from the Streel shipyards fully repaired and ready for action. The two ships that were moved out to make room resume construction.</li> </ul>
61.308	<ul style="list-style-type: none"> <li>• SBF-J1 jumps into the OFS166 system. Upon arrival, their orders are changed, and they are ordered to proceed to SCC#3 (OFS138) instead of heading into K'tsa-Kar. They begin plotting a jump to OFS157.</li> <li>• RG One arrives in the Fromeltar system and begins deceleration toward the shipyards at Terledrom.</li> <li>• Task Force Cassidine and PG Meteor arrive in orbit around Kawdl-Kit, much to the relief of the planet's populace.</li> <li>• The damaged sathar frigate under repair at SCC#5 (OFS019) is finished and emerges from the shipyard ready for battle. The damaged heavy cruiser is moved in to begin the extensive hull repairs it needs.</li> </ul>
61.309	<ul style="list-style-type: none"> <li>• SBF-J2 jumps into the OFS179 system and begins calculations for a jump to the Liberty system (FS30).</li> <li>• SBF-B2 jumps into the FS33 system and begins decelerating.</li> <li>• After two days rest, the assault carrier at Morgaine's World (Prenglar) is ordered to Triad (Cassidine) to await completion of the first fighters for the Frontier Fighter Corps and then to shuttle them to the Kizk-Kar system. It is designated Shuttle Group (SG) Alpha.</li> <li>• 18 HS of space opens in the Hentz (Araks) SCC. A HS 14 ship is moved in for maintenance. Another fighter is started for Spacefleet and the remaining space is held for an upcoming ship maintenance.</li> </ul>
61.310	<ul style="list-style-type: none"> <li>• Jump calculations complete and verified, the HSS History's Hop starts accelerating for the jump to YS08.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• Yazira Squadron arrives back in the Gruna Garu system where they join up with the local militia to coordinate the defense of that system.</li> <li>• Strike Force Nova, together with the remaining ships of the Pale militia, leave Fortress Pale and begin accelerating toward the Zebulon system to engage the sathar forces now orbiting Volturnus.</li> </ul>
61.311	<ul style="list-style-type: none"> <li>• The lone sathar frigate jumps into OFS019 and begins decelerating toward SCC#5.</li> <li>• SBF-J1 jumps into the OFS157 system and begin calculations for a jump to the OFS156 system.</li> <li>• With the sathar apparently gone from the system, PG Meteor is ordered to the Kizk-Kar system where they will be supported by the fighters being delivered by SG Alpha and joined by their flagship, the battleship Admiral R'kazk'tar which will be completed in 33 days.</li> </ul>
61.312	<p>SBF-J2 jumps into the Liberty system and begins decelerating toward Snowball.</p>
61.313	<ul style="list-style-type: none"> <li>• PG Liberty and the Mhemne beltlers detect the sathar ships that have arrived in the system. An alert is immediately sent out to Spacefleet alerting them of the sathar presence.</li> <li>• RG One arrives at the Terledrom shipyards (Fromeltar). The militia assault scout and UPF frigate are immediately moved into the shipyard to begin repairs.</li> <li>• SBF-J1 jumps into the OFS156 system and begins calculations for a jump to the OFS155 system.</li> </ul>
61.314	<ul style="list-style-type: none"> <li>• SBF-B2 arrives in the inner system of FS33 where they await orders from the sathar high command.</li> <li>• Recognizing that they are no match for the inbound sathar forces, PG Liberty, with the assistance of the Mhemne beltlers, go into hiding in the Liberty system to watch the sathar's movements. Evacuations begin immediately on the L4 and L5 stations.</li> <li>• Receiving the alert from PG Liberty, the Theseus militia ships in the White Light system depart Fortress Redoubt and begin accelerating for a jump home.</li> </ul>
61.315	<ul style="list-style-type: none"> <li>• The HSS History's Hope successfully jumps into the YS08 system. They begin decelerating toward the inner system and working on engine overhauls.</li> <li>• SBF-J1 jumps into the OFS155 system and begins calculations for a jump to OFS150.</li> <li>• SF Nova and the Pale militia jump into the Zebulon system and begin decelerating toward Volturnus and the sathar forces.</li> <li>• The K'akan-Kar militia assault scout completes its repairs in the Terledrom (Fromeltar) SCC. As it emerges the UPF assault scout is moved into its place.</li> </ul>
61.316	<ul style="list-style-type: none"> <li>• The sathar frigate arrives at SCC#5 (OFS019) joining up with the other ships there.</li> <li>• SBF-J2 arrives in orbit around Snowball and finding the L4 station abandoned settle back into the berths there.</li> <li>• Detecting SF Nova, SBF-E2 decides to avoid engagement and departs Volturnus and begins accelerating for a jump to the Kazak system.</li> <li>• PG Meteor jumps into the K'aken-Kar system and begins working on calculations for the jump to Kizk-Kar.</li> <li>• The UPF frigate and assault scout complete their repairs in the Terledrom shipyard and emerge once again ready for combat. A HS:6 ships is moved in for maintenance and Spacefleet begins construction of 3 fighters.</li> </ul>
61.317	<p>RG One, now fully repaired, departs Terledrom for the Kizk-Kar system. The Spacefleet vessels will remain in that system to await the arrival of the rest of PG Meteor while the militia ship will return to its home system.</p>

<b>FY</b>	<b>Event</b>
<b>61.318</b>	<ul style="list-style-type: none"> <li>• SBF-J1 jumps into the OFS156 system and begins calculations for a jump to the OFS146 system.</li> <li>• SG Alpha arrives in orbit around Triad (Cassidine) just in time to pick up the five fighters completed in the CDC shipyards. The fighters are taken aboard the assault carrier which prepares to depart for the Kizk-Kar system the next day. Construction begins on five more fighters.</li> <li>• After two days in the Liberty system, with no indication of any UPF presence, the heavy cruiser and 3 destroyers of SBF-J2 split off (now SBF-J3) and begin accelerating for a jump back to OFS179 leaving the light cruiser and 2 frigates in the system.</li> </ul>
<b>61.319</b>	<ul style="list-style-type: none"> <li>• Arriving at the inner system of YS08, the crew of the HSS History's Hope begin working on calculations for the return jump to YS07.</li> <li>• Taking several days longer than expected, the damaged sathar heavy cruiser emerges from SCC#5 (OFS019) fully functional once again. The hull of the heavy cruiser whose work was paused is moved back into the shipyard to resume construction.</li> </ul>
<b>61.320</b>	<ul style="list-style-type: none"> <li>• SBF-J1 jumps into the OFS146 system and begins calculations for a jump to SCC#3 (OFS138).</li> <li>• SF Nova arrives and settles into orbit around Voltarnus (Zebulon).</li> <li>• PG Meteor arrives in the Kizk-Kar system and begins decelerating toward Zik-Kit.</li> <li>• SBF-E3 (1 C, 1 FF, 1 DD, 1 HC) departs SCC#5 (OFS019) for a jump to Kazak to join up with SBF-E2.</li> </ul>
<b>61.321</b>	SBF-E2 jumps into the Kazak system and begins decelerating toward Stenmar.
<b>61.322</b>	<ul style="list-style-type: none"> <li>• RG One arrives in the Kizk-Kar system and the Spacefleet vessels start decelerating toward Zik-Kit while the militia assault scouts remains at speed and prepares for a jump back to its home system of K'aken-Kar.</li> <li>• A fighter for the Frontier Fighter Corp is completed in the PGC shipyards (Gran Quivera, Prenglar) and construction begins immediately on another.</li> </ul>
<b>61.323</b>	<ul style="list-style-type: none"> <li>• The Theseus militia arrive back in orbit around Minotaur.</li> <li>• SG Alpha jumps into the Dramune system and begins calculations for a jump to Fromeltar.</li> <li>• SBF-J3 jumps into the OFS179 system and begins calculations for a jump to the OFS168 system.</li> <li>• One of the sathar frigates in the Liberty system begins accelerating out from the inner system and appears to be on a course to jump to the Waller Nexus system. It is designated EG-1. PG Meteor could intercept from their hiding place in 2 days.</li> <li>• Detecting the outbound sathar frigate, PG Liberty notifies Spacefleet and are told to let it pass but take it out if it returns to the system.</li> </ul>
<b>61.324</b>	<ul style="list-style-type: none"> <li>• SBF-J1 jumps into the OFS138 system and begins deceleration toward SCC#3.</li> <li>• PG Meteor arrives in orbit around Zik-Kit (Kizk-Kar).</li> <li>• A UPF fighter is completed in the Terledrom (Fromeltar) shipyards and construction begins immediately on another.</li> </ul>
<b>61.325</b>	<ul style="list-style-type: none"> <li>• Calculations complete, the HSS History's Hope stars accelerating for the jump back to YS07.</li> <li>• SBF-E2 arrives in orbit around Stenmar (Kazak).</li> <li>• SBF-E3 jumps into the Kazak system and begins decelerating toward Stenmar and SBF-E2.</li> </ul>
<b>61.326</b>	<ul style="list-style-type: none"> <li>• Sathar SCC#4 (OFS111) completes 5 fighters.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• The K'aken-Kar assault scout jumps into its home system and begins decelerating toward Ken'zah-Kit.</li> <li>• RG One settles into orbit around Zik-kit and joins up with the rest of PG Meteor already in orbit.</li> </ul>
<b>61.327</b>	SG Alpha jumps into the Fromeltar system and begins calculations for the jump to the Kizk-Kar system. The pilot of the recently completed fighter takes on extra life support and begins boosting to join SG Alpha as it transits the system.
<b>61.328</b>	<ul style="list-style-type: none"> <li>• SBF-J1 arrives at SCC#3 (OFS138). After a rapid reprovisioning, during which orders are issued to all existing sathar vessels, SBF-J1 departs the SCC and begins accelerating for a jump to the OFS137 system.</li> <li>• Sathar EG-1 jumps out of the Liberty system but does not end up in the Waller Nexus system as expected. Rather it overshoots and arrives in the Padda (FS11) system instead. The astrogators begin working out where they are at.</li> </ul>
<b>61.329</b>	<ul style="list-style-type: none"> <li>• SBF-J3 jumps into the OFS168 system and begins calculations for a jump to the OFS167 system.</li> <li>• SBF-E3 arrives at Stenmar (Kazak) and merges with SBF-E2.</li> <li>• The fighter in the Fromeltar system joins up with RG Alpha as it crosses the system for its jump to Kizk-Kar.</li> </ul>
<b>61.330</b>	<ul style="list-style-type: none"> <li>• The HSS History's Hope makes the jump and ends up in a binary system but it is not the two stars of YS07. While the engineers start to work on the engine overhauls, the astrogators try to figure out where they are.</li> <li>• The lone K'aken-Kar militia assault scout arrives back in its home system and the crew stands down for some leave but remain on alert for rapid recall if needed.</li> </ul>
<b>61.331</b>	<ul style="list-style-type: none"> <li>• SG Alpha jumps into the Kizk-Kar system and begins deceleration toward Zik-Kit and PG Meteor.</li> <li>• SBF-J3 jumps into the OFS167 system and begins calculations for a jump to OFS166.</li> <li>• 2 UPF fighters are completed at both the Minotaur (Theseus) and Hentz (Arak) SCC and 2 more go into production in each location. The fighters are temporarily manned by the local militias until UPF pilots and be dispatched to the system.</li> </ul>
<b>61.332</b>	Realizing that they need pilots for all the new fighters being produced, the current cadets at Gollwin academy are polled for volunteers for the Frontier Fighter Corps. Those that volunteer are put on a fast completion track to get their Pilot and Rocket Weapons certifications.
<b>61.333</b>	<ul style="list-style-type: none"> <li>• SBF-J1 jumps into the OFS137 system and begins calculations for a jump to the OFS136 system.</li> <li>• SBF-J3 jumps into the OFS166 system and begins calculations for the jump to FS33 to join up with SBF-B2.</li> <li>• 11 UPF fighters are completed at the CDC shipyards (Triad, Cassidine). With no pilots ready, they are put into storage and Spacefleet temporarily gives the space over for commercial ship maintenance.</li> </ul>
<b>61.334</b>	<ul style="list-style-type: none"> <li>• A fighter and assault carrier are completed at SCC#10 (OFS174). Instead of starting another AC and fighter, construction begins on 2 destroyers and a frigate.</li> <li>• The new sathar assault carrier at SCC#10 (OFS174) collects the 3 fighters in the system and begins a transit to SCC#4 (OFS111). The ships are designated Transit Group (TG) 1.</li> <li>• Astrogators aboard the HSS History's Hope work out their position and discover that they went nearly twice as far as they intended. The system is designated YS09 and they</li> </ul>

FY	Event
	<p>decide to take two smaller jumps to get back to YS07 to reduce the chance of error. They begin working on jump calculations for an 8 ly jump to the next system.</p> <ul style="list-style-type: none"> <li>3 more fighters are completed at the Hentz (Araks) SCC for the Frontier Fighter Corps, 2 more go into production, the other slot being given over to commercial ship maintenance for now.</li> </ul>
<b>61.335</b>	Initial calculations complete, the HSS History's Hope begins accelerating for a jump to the first system on their way back to YS07, another binary system 8 light years away.
<b>61.336</b>	<ul style="list-style-type: none"> <li>SBF-J1 jumps into the OFS136 system and begins calculations for a jump to the FS56 system.</li> <li>SG Alpha arrives at Zit-Kit (Kizk-Kar). The fighters are stationed on the planet's surface while the assault carrier begins preparations for a trip back to Prenglar to pick up more fighters.</li> <li>SBF-J3 jumps into the FS33 system and begins decelerating to join up with SBF-B2</li> <li>8 fighters are complete for the Frontier Fighter Corps at the PGC shipyard (Gran Quivera, Prenglar). They are shuttled over to Gollwin academy to serve as trainers for the accelerated pilot classes. Construction begins on 8 more.</li> </ul>
<b>61.337</b>	<ul style="list-style-type: none"> <li>The astrogators in sathar EG-1 are able to localize their position. Being only a single jump from Theseus, they begin calculating a jump to that system first.</li> <li>SBF-E2 leaves orbit around Stenmar (Kazak) and begins accelerating for a jump to the Zebulon system and Strike Force Nova.</li> <li>SBF-B2 leaves orbit in the inner FS33 system and begins accelerating for a jump to the K'sta-Kar and Task Force Cassidine. SBF-J3 changes course to meet them enroute.</li> </ul>
<b>61.338</b>	<ul style="list-style-type: none"> <li>After another 100 days of exploiting their secret jump route between Truane's Star and Cassidine, Obar Enterprises has grossed another 1.47 million credits. In the year since charting the route they have grossed over 6.8 million and paid off the loan on their new freighter. Given the current crisis, they turn over the details of the jump route to Spacefleet.</li> <li>Initial jump calculations complete, sathar EG-1 starts accelerating for a jump to the Theseus system.</li> </ul>
<b>61.339</b>	<ul style="list-style-type: none"> <li>SBF-J1 jumps into the FS56 system and begins calculations for a jump to the Kizk-Kar system.</li> <li>SBF-J3 meets up with SBF-B2 enroute to K'sta-Kar and merges into that battle group.</li> <li>Another UPF fighter is completed at the Hentz (Araks) shipyard. The extra capacity in the shipyard will be used for the next six days to accelerate construction on two of the other fighters to get all four fighters on the same schedule.</li> </ul>
<b>61.340</b>	<ul style="list-style-type: none"> <li>The HSS History's Hope successfully jumps into their target system which they designate YS10. They immediately begin working on engine overhauls and calculations for the 6 ly jump to return to YS07.</li> <li>The initial group of more advanced students at the Gollwin Academy (Morgaine's World, Prenglar) complete their fast-track certification for the Frontier Fighter Corps. The ten of them are dispatched to Triad to take command of some of the fighters there.</li> </ul>
<b>61.341</b>	SG Alpha jumps back into the Fromeltar system and begins calculations for a jump to Dramune.
<b>61.342</b>	<ul style="list-style-type: none"> <li>SBF-J1 jumps into the Kisk-Kar system and begins decelerating to engage PG Meteor.</li> <li>SBF-E2 jumps into the Zebulon system and begins decelerating to engage Strike Force Nova.</li> </ul>



FY	Event
	<ul style="list-style-type: none"> <li>• SBF-B2 jumps into the K'sta-Kar system and begins decelerating to engage Task Force Cassidine.</li> <li>• The sathar battle fleets are detected within hours of their arrival in their respective systems and alerts go out across the Frontier. Spacefleet is out gunned in nearly every case but is determined to stop the worms.</li> <li>• Sathar EG-1 jumps into the Theseus system. They immediately begin decelerating to stay in the outer system and begin working on calculations for a jump back to the Padda system.</li> </ul>
61.343	<ul style="list-style-type: none"> <li>• Construction of the Spacefleet battleship, Admiral Dooltan, at the Pan Galactic starship construction center orbiting Gran Quivera (Prenglar) complete. With the new sathar offensive, Spacefleet starts construction of a light cruiser, frigate, and assault scout.</li> <li>• 2 assault scouts of the Theseus militia detect the sathar frigate of EG-1 and immediately begin boosting to intercept the ship. An alert goes out and the other ships of the militia boost to intercept as well although they will be two days behind.</li> <li>• Suspecting FS33 to be the origin of the sathar fleets jumping into the K'sta-Kar system, the K'aken-Kar militia assault scout starts working on calculations to chart a jump route to that system.</li> </ul>
61.344	<ul style="list-style-type: none"> <li>• Construction of the Spacefleet battleship, the Admiral R'kazk'tar, at the Cassidine Development Corporation starship construction center orbiting Triad (Cassidine) completed. The crew takes command of the ship and begins a short shakedown cruise in the system as they await the arrival of the fighter pilots and SG Alpha.</li> <li>• With the completion of the Admiral R'kazk'tar, Spacefleet uses the space in the shipyard to begin construction of two destroyers and two assault scouts.</li> <li>• With plans to send the Admiral R'kazk'tar to Truane's Star, the Admiral Dooltan is ordered to the Fromeltar system and then on to Kisk-Kar to take command of Task Force Meteor if the patrol group survives the coming attack.</li> <li>• Detecting the incoming militia assault scouts, sathar EG-1 change their deceleration profile to try to avoid the ships while they change direction for the return jump to Padda.</li> <li>• Realizing that they have an opportunity to exploit the new jump route provided by Obar Enterprises, Spacefleet HQ orders Strike Force Nova and supporting militia ships to fall back to the Truane's Star system and expect reinforcements.</li> </ul>
61.345	<ul style="list-style-type: none"> <li>• The HSS History's Hope successfully jumps back into the YS07 system. They begin working on engine overhauls and calculations for a jump to return to YS08.</li> <li>• SG Alpha jumps into the Dramune system and begins calculations for a jump to the Cassidine system.</li> <li>• SBF-E2, detecting the departure of SF Nova, vector to follow them to the Truane's Star system.</li> </ul>
61.346	<ul style="list-style-type: none"> <li>• Unable to avoid intercept by the 2 Theseus assault scouts, the sathar frigate turns to engage them. They transmit all their jump data back to SBF-J2 before engaging.</li> <li>• Battle of Theseus - In a short, 20-minute battle, the sathar frigate managed to damage one of the assault scouts before being destroyed by a single volley of assault rockets and laser batteries from the 2 militia ships. The damaged assault scout heads to Minotaur for repairs.</li> <li>• Calculations complete, the K'aken-Kar assault scout begins accelerating for a jump to FS33.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• Three more fighters for the Frontier Fighter Corp are completed in Theseus. Construction begins on 3 more.</li> </ul>
61.347	<ul style="list-style-type: none"> <li>• Second Battle of Kwadl-Kit - Though outgunned by the sathar, Task Force Cassidine put up an amazing defense and over the course of 1.5 hours completely destroys the sathar fleet. While almost no ship goes unscathed, they only lose 3 fighters and 3 assault scouts.</li> <li>• SG Alpha jumps into the Cassidine system and begins vectoring for a jump to the Truane's Star system using coordinates provided by battleship Admiral R'kazk'tar.</li> <li>• After a detailed assessment of the strength of SFB-J1, PG Meteor and Spacefleet command decided that they cannot hold the Kizk-Kar system and the jump capable ships start accelerating for a jump to the Fromeltar system. The fighters go into hiding on the planet's surface.</li> <li>• Seeing PG Meteor departing, the sathar forces vector to intercept but the acceleration of the UPF ships is such that only the smaller sathar vessels could intercept which would give the advantage to Spacefleet. After a few hours of pursuit, they reverse course and settle into orbit once again around Zit-Kit.</li> </ul>
61.348	<ul style="list-style-type: none"> <li>• Sathar SCC#1 (OFS203) completes construction of a light cruiser.</li> <li>• Arriving back at Minotaur (Theseus), the damaged militia assault scout is immediately put into the shipyard. A HS:7 ship under construction is moved out to make room.</li> <li>• 5 fighters are completed at the CDC shipyards (Triad, Cassidine). Work begins on five more. These fighters are put in storage until crews can be obtained for them.</li> </ul>
61.349	<ul style="list-style-type: none"> <li>• SF Nova and its supporting militia ships jump into the Truane's Star system and begin decelerating toward Pale.</li> <li>• The group of 10 FFC pilots arrive at Triad (Cassidine) and take command of their fighters. They immediately take on extra life support and begin a high-g boost, together with the battleship Admiral R'kazk'tar, to join SG Alpha.</li> <li>• After a day rearming, Task Force Cassidine begins acceleration for a jump to the K'aken-Kar system and then on to Kizk-Kar to engage the sathar forces there.</li> <li>• The Theseus militia assault scout completes its repairs and the HS:7 ship is moved back in to resume work.</li> <li>• The battleship Admiral Dooltan jumps into the Cassidine system, it remains at high speed to transit to Dramune.</li> </ul>
61.350	<ul style="list-style-type: none"> <li>• Joining up with SG Alpha, the fighters are quickly taken aboard the carrier and stowed for jump. The battleship, assault carrier, and fighters are designated Task Force Relief and prepare for level 2 risk jump to the Truane's Star system.</li> <li>• SBF-E2 jumps into the Truane's Star system and begins decelerating toward New Pale. SF Nova and the local militia begin maneuvering to intercept.</li> <li>• SBF-J1 departs orbit around Zit-Kit (Kisk-Kar) and begins accelerating for a jump to the K'aken-Kar system to intercept TF Cassidine.</li> <li>• Detecting the departure of SBF-J1, PG Meteor puts its jump on hold and drifts in the outer system to observe.</li> <li>• The UPF minelayer, currently in the Fromeltar system, begins accelerating for a jump to the Kisk-Kar system. It will join up with the Admiral Dooltan as it transits the Fromeltar system before making the jump.</li> </ul>
61.351	<ul style="list-style-type: none"> <li>• TF Relief jumps into the Truane's Star system and begins a hard deceleration toward New Pale.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>The K'aken-Kar militia assault scout misjumps and instead of reaching FS33 ends up in an unknown star system (OFS169). They begin working on determining their location.</li> <li>With a HS:12 ship completing maintenance in the CDC (Triad, Cassidine) shipyards, Spacefleet starts work on 3 new assault scouts to replace those lost by Task Force Cassidine. The remaining space is used for civilian ship maintenance.</li> <li>The battleship Admiral Dooltan jumps into the Fromeltar system. It begins vectoring and performing jump calculations to take it to Kisk-Kar.</li> </ul>
61.352	<ul style="list-style-type: none"> <li>The HSS History's Hope makes the return jump to YS08 and begin decelerating toward the inner system as they once again overhaul engines and try to plot the route back to YS07.</li> <li>Seeing that SBF-J1 seems to be committed to jumping out of the Kisk-Kar system, PG Meteor changes course and starts to decelerate back toward Zit-Kit.</li> <li>A fighter is completed at the PGC shipyards (Gran Quivera, Prenglar). It is transferred to Gollwin Academy (Morgaine's World, Prenglar) for use in training the accelerated cadets.</li> <li>Detecting TF Relief, the sathar reassess their position and despite being out gunned nearly two to one, press on toward New Pale and the UPF forces.</li> </ul>
61.353	<ul style="list-style-type: none"> <li>Strike Force Nova and the Truane's Star militia ships arrive back at the armed station orbiting New Pale (Truane's Star). Just hours later, they are joined by TF Relief. The incoming sathar ships are only a day away.</li> <li>The UPF minelayer in the Fromeltar system joins up with the Admiral Dooltan and then continue on their way to the Kisk-Kar system to join with PG Meteor.</li> </ul>
61.354	<ul style="list-style-type: none"> <li>Second Battle of New Pale - The UPF destroy or drive off most of SBF-E2 but both battleships, including the newly constructed Admiral R'kazk'tar, are destroyed in the fighting.</li> <li>The fleeing sathar ships accelerate for a jump back to the Zebulon system.</li> <li>The UPF destroyer damaged in the Second Battle of New Pale heads to the starship construction center on Pale for repairs.</li> <li>TF Cassidine jumps into the K'aken-Kar system. Alerted that SBF-J1 is headed their way, they begin decelerating toward the inner system instead of continuing on the Kisk-Kar.</li> <li>Another UPF fighter is completed at the Terledrom (Fromeltar) shipyard. It is temporarily manned by militia forces until Spacefleet can get fighter pilots to the system.</li> </ul>
61.355	<ul style="list-style-type: none"> <li>SBF-J1 jumps into the K'aken-Kar system and begins decelerating to intercept TF Cassidine.</li> <li>The UPF battleship and minelayer jump into the Kisk-Kar system and start decelerating toward Zit-kit.</li> <li>The damaged UPF destroyer arrives at the Streel shipyard (Pale, Truane's Star). A HS:6 ship under construction but nearly complete is temporarily moved out to provide priority access for the Spacefleet vessel.</li> </ul>
61.356	<ul style="list-style-type: none"> <li>PG Meteor arrives back in orbit around Zit-Kit (Kisk-Kar).</li> <li>A HS:5 ships complete maintenance in the CDC shipyard (Triad, Cassidine). Spacefleet holds the space in anticipation of more ships finishing and beginning construction on a new battleship.</li> </ul>
61.357	<ul style="list-style-type: none"> <li>Ten more pilots complete their fast-tracked certifications for the Frontier Fighter Corps. They immediately depart for Hentz (Araks).</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• SBF-J2 (Liberty system) begin calculations for a jump to the Waller Nexus system.Spacefleet holds the space in anticipation of more ships finishing and beginning construction on a new battleship.</li> </ul>
61.358	<ul style="list-style-type: none"> <li>• Second Battle of Ken'zah-Kit (K'aken-Kar) - After nearly 2.5 hours of fighting TF Cassidine defeats SBF-J1 losing only a single fighter while the sathar only have a fighter and heavy cruiser surviving. Most of the UPF ships have damage requiring a shipyard to repair.</li> <li>• The surviving sathar heavy cruiser and fighter from SBF-J1 accelerate for a jump to the K'sta-Kar system.</li> <li>• The damaged UPF destroyer completes repairs in the Streel shipyards (Pale, Truane's Star) and the ship that was moved out to make room resumes construction (it will be done in 23 days).</li> <li>• SBF-E2 jumps into the Zebulon system. It remains at high speed and begins calculations for jump to Kazak.</li> <li>• A HS:8 ship completes maintenance in the PGC shipyards (Gran Quivera, Prenglar). Spacefleet moves a couple of small ships in for maintenance to coordinate their completion with more ships finishing and beginning construction on a new battleship.</li> </ul>
61.359	<ul style="list-style-type: none"> <li>• Calculations for the jump back to YS07 complete, the HSS History's Hope begins accelerating for the jump while the astrogators get a day of rest before double checking the figures on the way out.</li> <li>• Sathar TG-1 jumps into the OFS136 system where SCC#3 is located as they continue on their journey to SCC#4 (OFS111)</li> <li>• The battleship Admiral Dooltan and accompanying minelayer arrive at Zit-kit (Kisk-Kar) and join up with PG Meteor. With the addition of the battleship and minelayer, the fleet is now designated Task Force Meteor.</li> <li>• After spending a day rearming, Task Force Cassidine splits up with the undamaged heavy and light cruiser, now designated Patrol Group Vigilant, departing in pursuit of the sathar heavy cruiser which is headed toward K'tsa-Kar.</li> <li>• The main force of TF Cassidine, all needing time in a shipyard to fully repair, begin accelerating for a jump to the Kizk-Kar system and then on to Fromeltar. The Terledrom (Fromeltar) shipyard is notified that they will arrive on FY61.375 and begins making preparations to receive them.</li> <li>• The Clarion (White Light) militia, at the request of Spacefleet, depart for a jump to K'sta-Kar to join up with PG Vigilant and patrol that system. The saurians send 3 of their 6 Battle Rays to assist.</li> </ul>
61.360	<ul style="list-style-type: none"> <li>• Calculations complete, SBF-J2 (LC &amp; FF) begin accelerating from the Liberty system for a jump to the Waller Nexus system. PG Liberty detects the departure almost immediately and subspace radio the intel back to Spacefleet.</li> <li>• Stationing 8 of the fighters at Fortress Pale as the first official squadron of the Frontier Fighter Corps, the second assault carrier currently with Strike Force Nova is designated as Shuttle Group Alpha and departs back to Triad (Cassidine) to start moving more fighters around the Frontier.</li> </ul>
61.361	<ul style="list-style-type: none"> <li>• PG Liberty are authorized to engage the outbound SBF-J2 if conditions are favorable. Several Mhemne Belter ships offer to assist although their outdated engines mean that they will only be able to make a single pass at the sathar vessels. The ships all boost for intercept.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• Four fighters are completed at the Hentz (Araks) shipyard. They are put into storage awaiting the arrival of the Spacefleet pilots. Construction beings on four more fighters.</li> <li>• Two fighters are completed at the Minotaur (Theseus) shipyards for the Frontier Fighter Corps but are currently manned by the militia. Construction begins on two more fighters.</li> </ul>
61.362	<ul style="list-style-type: none"> <li>• SBF-E2 jumps into the Kazak system and begins calculations for a jump to OFS019 and SCC#5.</li> <li>• Battle of Liberty - PG Liberty, augmented by Mhemne ships, engage the sathar in the outer system. The fight does not go well for the UPF who lose their frigate and an assault scout although they do manage to destroy the sathar frigate.</li> <li>• After fighting the UPF in the Liberty system, the surviving sathar light cruiser of SBF-J2 continues on its course to jump to the Waller Nexus system.</li> </ul>
61.363	<ul style="list-style-type: none"> <li>• CDC staff arrive back on Alcazzar (Rhianna) in anticipation of the new mining season. (SF4)</li> <li>• SBF-J1 jumps into the K'sta-Kar system. They remain at speed and begin calculations for a jump to FS33.</li> </ul>
61.364	<ul style="list-style-type: none"> <li>• The HSS History's Hope successfully jumps back into the YS07 jump completely charting that route. They begin decelerating to turn around and jump back to YS08 to continue their journey forward.</li> <li>• PG Vigilant and the Clarion militia both jump into the K'sta-Kar system from opposite directions. Keeping an eye on the retreating SBF-J1, they start deceleration toward Kwadl-Kit.</li> <li>• TF Cassidine jumps into the Kizk-Kar system and begin calculations for the jump to Fromeltar. They transmit details of their recent battles to TF Meteor to share their experiences.</li> </ul>
61.365	<ul style="list-style-type: none"> <li>• SBF-E2 jumps back into the OFS019 system and begins decelerating toward SCC#5.</li> <li>• SBF-J2 enters the Void and like the frigate before it, misjumps, this time ending up in the OFS196 system.</li> <li>• Enough space has cleared in the CDC shipyard (Triad, Cassidine) to allow Spacefleet to begin construction on another battleship to replace one of the two lost in the Second Battle of New Pale.</li> </ul>
61.366	<ul style="list-style-type: none"> <li>• SBF-J1 jumps into the FS33 system and begins calculations for a jump to OFS166.</li> <li>• Eight more fighters are completed at the PGC shipyards (Gran Quivera, Prenglar) and shuttled to Gollwin Academy. Spacefleet delays the start of construction of more fighters as production of the ships is outpacing training of pilots and they want to use the space for construction of another battleship.</li> </ul>
61.367	<ul style="list-style-type: none"> <li>• As OFS196 is a system in the sathar charts, being on the route to OFS203 and SCC#1, SBF-J2 determines it position after just two days. It decides to take the known route back to Liberty and try again.</li> <li>• Enough space opens up in the PGC shipyards (Gran Quivera, Prenglar) for Spacefleet to begin construction on the second battleship to replace the second one lost in the Second Battle of New Pale.</li> </ul>
61.368	<ul style="list-style-type: none"> <li>• The HSS History's Hope arrives in the inner system of YS07 where they will rest for a day before they begin accelerating for the jump back to YS08.</li> <li>• Task Force Cassidine jumps into the Fromeltar system and begins a slow deceleration toward Terledrom and the shipyard there. They radio ahead that they are a few days early.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>Spacefleet resumes fighter construction in the PGC shipyards (Gran Quivera, Prenglar) but only producing five at a time instead of eight. The other 3 HS worth of space is dedicated to constructing an assault scout. Additionally, 3 more assault scouts are started in the CDC shipyards (Triad, Cassidine).</li> </ul>
<b>61.369</b>	<ul style="list-style-type: none"> <li>PG Vigilant and the Clarion militia, together with the saurian battle rays, arrive in orbit around Kwadl-Kit (K'sta-Kar). They set up a patrol schedule to watch for new sathar threats.</li> <li>SBF-J1 jumps into the OFS166 system and begins calculations for a jump to OFS167.</li> <li>SG Alpha arrives back at the CDC shipyards (Triad, Cassidine). The fighters in storage are transferred to the carrier while they await the arrival of their pilots, scheduled to graduate from Gollwin Academy tomorrow.</li> </ul>
<b>61.370</b>	<ul style="list-style-type: none"> <li>SBF-E2 arrives back at SSC#5 (OFS019). The heavy cruiser under construction is moved out of the shipyard to make room for the damaged one to receive the necessary repairs.</li> <li>Nine more pilots graduate in the accelerated cadet class at Gollwin Academy. They immediately depart to take command of the fighters currently sitting in storage at Triad (Cassidine).</li> </ul>
<b>61.371</b>	SBF-J1 jumps into the OFS167 system and begins calculations for a jump to OFS169.
<b>61.372</b>	An attempt to explode a bomb at the Council of Worlds building while the council is in session is foiled by Star Law agents and local law enforcement. Unfortunately, none of the perpetrators survived. An investigation is launched immediately to track down the origin of the plot.
<b>61.373</b>	TF Cassidine arrives in orbit around Terledrom. There is currently 6 HS of open space in the shipyard and the heavily damaged frigate and fighter are moved in for repairs.
<b>61.374</b>	<ul style="list-style-type: none"> <li>The HSS History's Hope jumps back to the YS08 system. They begin decelerating and working on the jump calculations for the next system, a binary system 5 ly away.</li> <li>SBF-J1 jumps into the OFS169 system and begins calculations for a jump to the OFS170 system.</li> <li>The K'aken-Kar militia assault scout, also in OFS169, happens to detect the heavy cruiser just hours after it jumps into the system. Realizing they are in sathar controlled space, the ship goes into as stealthy a mode as possible to avoid detection as they monitor the sathar vessel.</li> <li>SBF-J2 jumps back into the Liberty system.</li> <li>The TF Cassidine fighter in the Terledrom (Fromeltar) shipyard completes its repairs. The space is held in reserve for the larger ships needing repairs.</li> </ul>
<b>61.375</b>	<ul style="list-style-type: none"> <li>Princess Leotia's 35th birthday. Major celebrations are held all over Clarion (White Light) in commemoration of her coming of age. While her father had planned to step down and hand the government over to her during the ceremonies, this has been delayed due to the ongoing sathar conflict.</li> <li>SBF-J1 jumps into the OFS170 system and begins calculations for the final leg of their jump back to SSC#10 in the OFS228 system.</li> <li>PG Liberty detects the returning light cruiser and radios its presence back to Spacefleet.</li> <li>The damaged sathar heavy cruiser at SCC#5 (OFS019) completes repairs and construction is resumed on the new heavy cruiser.</li> </ul>
<b>61.376</b>	Three UPF fighters are completed at the Terledrom (Fromeltar) shipyards. They are transferred to Task Force Cassidine. The shipyard space is held in reserve to fit the larger ships needing repair.

FY	Event
61.377	<ul style="list-style-type: none"> <li>• SBF-J1 jumps back into the OFS228 system and begins decelerating toward SSC#10</li> <li>• An assault scout is completed in the Outer Reach (Dramune) shipyards. It sets off immediately for the Fromeltar system to join TF Cassidine. Construction begins on a new assault scout.</li> </ul>
61.378	<ul style="list-style-type: none"> <li>• SBF-J2 arrives back in orbit around Snowball. After rearming, it sets off once again to try to jump to the Waller Nexus system.</li> <li>• Calculations complete, the HSS History's Hope begins accelerating to the next system on their route, which they designate as YS11.</li> <li>• A UPF assault scout is completed at the CDC shipyards (Triad, Cassidine). This is the first of the replacement ships larger than a fighter to come out of the shipyards since the conflict began. 5 fighters are also completed and work begins on another AS and 5 fighters. The completed ships join SG Alpha.</li> <li>• The first damaged frigate from TF Cassidine emerges from the shipyard at Terledrom (Fromeltar) fully repaired. The other frigate enters and work begins on it.</li> </ul>
61.379	<ul style="list-style-type: none"> <li>• The Frontier Fighter Corps pilots arrive at Hentz (Araks) to take command of their fighters there. There is some initial tension between the UPF and militia forces as the latter do not want to turn over control of the ships.</li> <li>• The Spacefleet pilots arrive at Triad (Cassidine). They are immediately transferred to the carrier in SG Alpha where their ships are awaiting them. SG Alpha departs immediately for a jump to Dramune and then on to Fromeltar where the fighters are to be delivered.</li> <li>• The Yazira Dome completes its second year of operation. With the on-going sathar conflict, travel has been curtailed and off-world yazirian visitors diminished but the Dome is still wildly popular with on-planet visitors.</li> <li>• Detecting SBF-J2 outbound once again, PG Liberty sends a subspace message informing Spacefleet and continues to monitor the sathar ship.</li> <li>• Calculations complete and checked, the HSS History's Hope begins accelerating for the jump to the next system on their route, designated YS11.</li> </ul>
61.380	<ul style="list-style-type: none"> <li>• Sathar TG-1 arrives at SCC#4 (OFS111), joining the other ships there.</li> <li>• After several back-and-forth communications, including a threat by Spacefleet to dispatch TF Prenglar to the Araks system to eliminate or take control of the militia, the Hentz militia turns over control of the Frontier Fighter Corps fighters to the UPF crews.</li> <li>• The second damaged frigate from TF Cassidine completes repairs at the Terledrom (Fromeltar) shipyards. A new UPF assault scout, along with an assault scout for the local militia are also completed. This frees up enough space that TF Cassidine's assault carrier can move in for repairs.</li> </ul>
61.381	<p>TF Cassidine's assault carrier completes repairs at the Terledrom (Fromeltar) shipyards. There is not enough free space to move the battleship in, but that space will free up in three days. With 30% of the shipyard empty, the work crews can each get a full day off to rest over the next few days.</p>
61.382	<ul style="list-style-type: none"> <li>• SBF-J1 arrives back at SSC#10 (OFS228). The heavy cruiser under construction is moved out of the shipyard to make room for the damaged cruiser from the battle fleet.</li> <li>• Work is completed on a UPF assault scout at the PGC shipyards (Gran Quivera, Prenglar) and it joins TF Prenglar at Morgaine's World. Construction begins on another UPF assault scout.</li> </ul>
61.383	<p>SBF-J2 successfully jumps into the Waller Nexus system. It remains near void speed as the astrogators begin calculating the 7 light year jump to the Padda system.</p>

FY	Event
61.384	<ul style="list-style-type: none"> <li>• The HSS History's Hope successfully jumps into the YS11 system. However, just minutes after the jump is completed and confirmed, a short circuit causes a fire to break out onboard. The fire is put out but not before it severely damages the hull reducing it to only 25% integrity.</li> <li>• With its serious hull damage, the HSS History's Hope begins to drift while the crew attempts repairs. After an hour and a half, the hull is patched and the ship resumes deceleration while the crew cleans up the ship. They begin calculations for the return jump to YS08.</li> <li>• SG Alpha jumps into the Dramune system. It remains near jump speed and begin calculations for a jump to Fromeltar.</li> <li>• Two UPF assault scouts are completed at the Hentz (Araks) shipyards. Their crews, having arrived with the FFC pilots take command of the ships immediately. They are given orders to remain in the Araks system for now and together with the FFC fighters are designated PG Tranquility. Work begins on two more assault scouts.</li> <li>• A UPF fighter and assault scout, as well as the replacement assault scout for the Pale militia is completed at the Terledrom (Fromeltar) shipyards. The UPF battleship is moved into the shipyard for repairs and work begins on two more fighters.</li> <li>• The second Pale assault scout is completed in the Minotaur (Theseus) shipyards and work begins on another assault scout for Spacefleet. The Pale assault scouts both depart immediately on high-speed transits to their home system.</li> </ul>
61.385	<p>The third assault scout for the Pale militia is completed at the CDC shipyards (Triad, Cassidine). With the new classified route linking Cassidine and Truane's star the ship will be home after a single jump instead of the usual three. Spacefleet begins work on another assault scout</p>
61.386	<ul style="list-style-type: none"> <li>• After four days of work the damaged heavy cruiser emerges from sathar SCC#10 (OFS228) fully repaired and work resumes on the partially completed heavy cruiser that was moved out to make room.</li> <li>• The assault scout from Dramune arrives and joins TF Cassidine.</li> </ul>
61.387	<p>Two assault scouts, replacements for the Zik-kit (Kizk-Kar) militia, emerge from the CDC shipyards (Triad, Cassidine) and begin a high-speed transit to their home system where they will join up with SF Meteor. Spacefleet begins work on a new destroyer.</p>
61.388	<p>SG Alpha jumps into the Fromeltar system and begins decelerating toward Terledrom to deliver the ships to Task Force Cassidine.</p>
61.389	<ul style="list-style-type: none"> <li>• Deceleration and jump calculations, along with as much damage clean-up as possible complete, the HSS History's Hope begins accelerating for the return jump to YS08.</li> <li>• Another group of 8 pilots graduate in the accelerated program at Gollwin Academy. They immediately depart for the Theseus system to take command of the fighters waiting there.</li> </ul>
61.390	<p>Calculations complete, SBF-J2 slips into the Void and successfully jumps to the Padda system. With the next jump being Theseus, they begin decelerating and work on calculations for a return jump to the Waller Nexus system.</p>
61.391	<ul style="list-style-type: none"> <li>• Four more fighters are completed at the Hentz (Araks) shipyards and their pilots take command of them, filling out FFC Squadron Beta.</li> <li>• Two more fighters are completed at the Minotaur (Theseus) shipyards. They are crewed by militia pilots until the pilots en route from Gollwin Academy arrive.</li> </ul>
61.392	<ul style="list-style-type: none"> <li>• SG Alpha arrives at Terledrom (Fromeltar). Three of the fighters are transferred to TF Cassidine, while the other 8 are formed into FFC Squadron Gamma.</li> </ul>



FY	Event
	<ul style="list-style-type: none"> <li>A light cruiser is completed at Sathar SCC#5 (OFS19).</li> </ul>
61.393	<ul style="list-style-type: none"> <li>After 40 days of operation, the CDC compound on Alcazzar (Rhianna), which had been producing at levels even higher than the previous season, suddenly goes silent. (SF4)</li> <li>SF Alpha departs for Prenglar to pick up more fighters.</li> </ul>
61.394	<ul style="list-style-type: none"> <li>The HSS History's Hope successfully jumps back to the YS08 system, completely mapping that route. Despite the recent fire, the crew decides to press on toward their target and begin decelerating and working on calculations for the jump back to YS11</li> <li>The Pale militia assault scout arriving from Cassidine docks at Pale station. The crew is debriefed and the ship begins duties immediately.</li> <li>The UPF Battleship of TF Cassidine emerges from the Terledrom (Fromeltar) shipyards fully repaired. Work begins on 2 destroyers, a frigate and an assault scout.</li> </ul>
61.395	Deceleration and calculations complete, SBF-J2 begins to accelerate for the jump back to the Waller Nexus system.
61.396	A UPF assault scout is completed at the Gran Quivera (Prenglar) shipyard and joins TF Prenglar. Work begins on another assault scout.
61.397	After months of negotiations, many energy suppliers on Terledrom (Fromeltar) and Inner Reach (Dramune) agree to join the Consolidated Nebula Energy Group. CNE begins major infrastructure rollouts on Groth (Terledrom).
61.398	Five fighters are completed in the PGC shipyards (Gran Quivera, Prenglar) and transferred to Gollwin Academy. Work begins on five more.
61.399	Successfully jumping in the Waller Nexus system, the sathar have fully plotted the jump route between Waller Nexus and Padda. SBF-J2 remains near jump speed and works on the jump back to the Liberty system.
61.400	Seven more pilots graduate in the accelerated cadet class at Gollwin Academy. They take command of fighters at the Academy, and together with the surviving fighter assigned to TF Prenglar form FFC Squadron Delta base out Morgaine's World (Prenglar).
62.001	A strike team is assembled by CDC on Triad (Cassidine) and briefed on the Alcazzar project. They depart immediately for the Rhianna system to investigate. (SF4)
62.002	An attempt to sabotage the Inner Reach militia destroyer under construction at the Outer Reach (Dramune) shipyards is thwarted due to a last-minute tip off to the shipyard management. Star Law is called in to investigate.
62.003	<ul style="list-style-type: none"> <li>HSS History's Hope successfully jumps back in YS11. They begin decelerating and begin work on jump calculations for the next leg of their journey, a 9 light year jump.</li> <li>The militia assault scout coming from Fromeltar arrives back at Pale station. The crew is debriefed the ship immediately resumes duties.</li> </ul>
62.004	The sabotage attempt on the Inner Reach destroyer is quickly traced to agents tied to criminal organizations based on Outer Reach. However, the exact organization responsible is still unknown.
62.005	A frigate is completed at Sathar SCC#3 (OFS138)
62.006	<ul style="list-style-type: none"> <li>SBF-J2 successfully jumps back in the Liberty system completely charting the route between Liberty and Waller Nexus. They begin decelerating back toward Snowball.</li> <li>The Zik-Kit militia assault scouts arrive at their home station. After a day of debriefing, they begin patrol duties with SF Meteor.</li> <li>Sathar commit a portion of the production capacity of Sathar SCC#6 (OFS117) to the war effort and start ramping up production of frigates and destroyers at that center.</li> </ul>

FY	Event
62.007	An inside source provides a tip to Star Law indicating that Malthar Enterprises, thought to be mostly destroyed after the events known as the "Dramune Run," are connected with the recent sabotage attempt of the Inner Reach destroyer.
62.008	<ul style="list-style-type: none"> <li>• The militia assault scout coming from Theseus arrives back at Pale station. The crew is debriefed, and the ship immediately begins duties.</li> <li>• SG Alpha arrives at Gollwin Academy to pick up a shipment of fighters to be delivered to K'sta-Kar.</li> <li>• Five fighters are completed at the Triad (Cassidine) SCC and work begins on five more.</li> </ul>
62.009	After loading 8 fighters at Gollwin Academy, SG Alpha departs for K'sta-Kar.
62.010	<ul style="list-style-type: none"> <li>• PG Liberty does not detect the return of SBF-J2 until they are nearly back to Snowball being tipped off by some of their Mhemne contacts. They radio the news of the fleet's return back to Spacefleet.</li> <li>• Construction is completed at the Minotaur (Theseus) shipyard of a HS: 7 civilian freighter. This is the first civilian ship completed since the beginning of the conflict. It was started before the conflict began.</li> </ul>
62.011	<ul style="list-style-type: none"> <li>• Arriving back at Snowball (Liberty) SBF-J2 spends a day replenishing supplies before heading back out of the system to complete charting the route to Theseus.</li> <li>• Eight Academy pilots arrive at Theseus and take control of the waiting fighters. They form FFC Squadron Epsilon.</li> </ul>
62.012	Jump calculations for the next leg complete, the HSS History's Hope begins accelerating toward Void speed.
62.013	An assault scout is completed in the PGC (Gran Quivera, Prenglar) shipyards and joins TF Prenglar. Work begins on another assault scout.
62.014	<ul style="list-style-type: none"> <li>• Two UPF assault scouts are completed at the CDC (Triad, Cassidine) shipyards. They are designated Patrol Group Probe Alpha and depart for the Fromeltar system to explore outward an attempt to find the sathar route into that system. Work begins on two more assault scouts.</li> <li>• Two fighters are completed at the Minotaur (Theseus) station. One rounds out FFC Squadron Epsilon bringing it up to full strength and the other is manned by the militia supporting the FFC. Work begins on two more fighters.</li> <li>• The CDC team arrives on Alcazzar. Within minutes of their landing, their transport, the Nightrunner, is attacked and forced to flee the system, stranding them on the planet. (SF4)</li> </ul>
62.015	<ul style="list-style-type: none"> <li>• After securing the CDC compound on Alcazzar, the strike team realizes that their only option for off-world communication will be at the Streel compound about 120 km away. As they prepare to depart, they are attacked by an aircar with Streel markings. (SF4)</li> <li>• A UPF light cruiser, part of Task Force Meteor, is completed at the CDC shipyards (Triad, Cassidine). It departs immediately to join up with TF Cassidine in the Fromeltar system. Work is started on another light cruiser.</li> <li>• After a day of travel over rugged terrain, and several encounters with the mega-fauna of Alcazzar, the CDC set up camp for the night. (SF4)</li> </ul>
62.016	As the CDC team sets out to continue its journey to the Streel compound, they are attacked by a large armed force of Streel vehicles. After an intense battle, the Streel forces are destroyed but the CDC team is down to a single vehicle. (SF4)

FY	Event
	<ul style="list-style-type: none"> <li>The HSS History's Hope successfully make the jump into the system they are now designating YS12. They begin deceleration and start calculations for the return jump to YS11.</li> <li>Entering the forest east of the Streel compound, the CDC explorer is bombarded by fruit pits from unseen assailants for a few seconds before the bombardment ends with chittering echoing through the forest. (SF4)</li> <li>A few hours after the fruit pit bombardment, the CDC team's path is blocked by six individuals that they recognize as members of the planet's sentient species. Recognizing the opportunity for allies against Streel, the team attempts to communicate with the natives. (SF4)</li> </ul>
62.017	<ul style="list-style-type: none"> <li>Having established friendly relations with the natives of Alcazzar, the CDC team works with the natives to plan an attack on the Streel compound where over a hundred of the natives are being held and used as slave labor. (SF4)</li> <li>After nearly 70 days, the astrogator on the K'aken-Kar militia assault scout finally determines the ship's location and discovers that they are well outside the Frontier. They begin plotting a jump to OFS167 to start the trek home.</li> </ul>
62.018	An unauthorized aircar attempts to approach Spacefleet headquarters on Morgaine's World. Refusing to divert, it is engaged and shot down but detonates upon impact causing considerable damage and several civilian casualties. The driver is incinerated in the blast.
62.019	With jump calculations about halfway done, the crew of the K'aken-Kar militia assault scout begin accelerating toward jump speed for the jump to OFS167, 5 light years away.
62.020	<ul style="list-style-type: none"> <li>After 3 days of planning and resting, the CDC team, together with the Alcazzar natives, launch an attack on the Streel mining compound. (SF4)</li> <li>The attacking CDC team manages to fuse the reactor of the Streel compound and get a message to the Nightrunner to pick them up back at the CDC compound in ten days. (SF4)</li> <li>Nine more pilots graduate from the accelerated training program. Eight depart for Triad (Cassidine) while the remaining pilot joins Task Force Prenglar.</li> </ul>
62.021	<ul style="list-style-type: none"> <li>Deceleration into YS12 complete, the HSS History's Hope begins accelerating for its jump back to YS11 while jump calculation continue.</li> <li>Four fighters are completed at the Hentz (Araks) shipyards. They are temporarily crewed by militia pilots under the supervision of PG Tranquility. Work begins on four more.</li> <li>Two fighters are completed at the Minotaur (Theseus) shipyards and work begins on two more.</li> </ul>
62.022	A cutter is completed at sathar SCC#5 (OFS19)
62.023	An attempt is made to sabotage the starship construction center at Rupert's Hole (Cassidine) but is thwarted by security personnel. The saboteur, a human, kills himself before he can be captured.
62.024	<ul style="list-style-type: none"> <li>SBF-J2 arrives in the Padda system and begins working on jump calculations to chart a route to the Theseus system.</li> <li>The K'aken-Kar militia assault scout successfully jumps into the OFS167 system. As the engineers start working on their engine overhauls, the astrogator gets to work plotting a jump to the neutron star in OFS166.</li> <li>A frigate is completed at sathar SCC#10 (OFS174)</li> </ul>

<b>FY</b>	<b>Event</b>
<b>62.025</b>	SG Alpha arrives at K'sta-Kar delivering 8 fighters which become Frontier Fighter Corps Squadron Zeta. The crew is given 2 days of R&R before heading out for the Araks system. The assault scout joins PG Vigilant.
<b>62.026</b>	The HSS History's Hope successfully jumps back to YS11 and begins deceleration and starts calculations for the jump back to YS12.
<b>62.027</b>	<ul style="list-style-type: none"> <li>PG Probe Alpha arrives at Terledrom (Fromeltar) and confers with leader from TF Cassidine and the local militia about the sathar incursion into the system. They decide to attempt to chart the route through the nebula to the double star system OFS020 a 6 light year jump.</li> <li>With their jump calculations nearly complete, the K'aken-Kar militia assault scout begins acceleration for the jump to OFS166.</li> </ul>
<b>62.028</b>	<ul style="list-style-type: none"> <li>Jump calculations complete, sathar SBF-J2 begins accelerating for the jump into the Theseus system.</li> <li>A destroyer is completed at sathar SCC#1 (OFS203).</li> <li>Deciding to try a different tactic, the sathar begin a major fleet reshuffling. The ships (1 F, 1 FF, 1 HC, &amp; 1 AC) at SCC#10 (OFS228), designated TG1 depart for SCC#3 (OFS138).</li> <li>Five fighters are completed at the PGC shipyards (Gran Quivera, Prenglar) and are transferred to Gollwin Academy while work begins on five more.</li> </ul>
<b>62.029</b>	The 8 FFC pilots arrive at Cassidine and take command of the fighters stored there forming FFC Squadron Eta.
<b>62.030</b>	<ul style="list-style-type: none"> <li>The Nightrunner arrives back at Alcazzar and retrieves the CDC team. They slip out of the system avoiding Streel forces and return to Triad (Cassidine). (SF4)</li> <li>With assistance from the TF Cassidine astrogators, PG Probe Alpha completes jump calculations and begins accelerating for a jump to the OFS020 system.</li> </ul>
<b>62.031</b>	SBF-A2 (1 LC) departs SSC#1 (OFS203) to attempt to chart a route to Gruna Garu.
<b>62.032</b>	The K'aken-Kar militia assault scouts misjumps once again and ends up in another unknown star system (FS33). They begin working on finding their location.
<b>62.033</b>	SBF-J2 successfully jumps into the Theseus system. It begins deceleration to turn around and jump back to the Padda system.
<b>62.034</b>	Eight more pilots graduate from the accelerated fighter training program at Gollwin Academy. They are to join SG Alpha as it passes through the system in 10 days to take control of the new fighters at Hentz (Araks).
<b>62.035</b>	<ul style="list-style-type: none"> <li>The HSS History's Hope jumps back into the YS12 system and begins calculations for the next jump, a small star system 8 light years away. They remain near jump speed as the next system is in nearly a direct line to their current line of travel.</li> <li>PG Probe Alpha successfully jumps into the OFS020 system. They remain near jump speed and monitor the system for sathar presence while work begins on engine overhauls and calculations for the return jump to Fromeltar.</li> <li>A heavy cruiser is completed at sathar SCC#3 (OFS138).</li> </ul>
<b>62.036</b>	<ul style="list-style-type: none"> <li>SBF-J2 is detected by a patrol of two assault scouts of the Theseus militia and detects them in return. It immediately begins altering its flight path to attempt to avoid an engagement.</li> <li>Loath to engage the light cruiser of SBF-J2 by themselves, the two Theseus assault scouts radio for backup and begin to trail the sathar ship. The rest of the militia immediately boosts to attempt to intercept the sathar.</li> <li>SBF-A2 successfully jumps into the Gruna Garu system. It begins deceleration out of the system plane to attempt to avoid detection while it plots the return jump.</li> </ul>

<b>FY</b>	<b>Event</b>
<b>62.037</b>	After 2 days of no sathar detection, PG Probe Alpha begins deceleration in preparation for the return jump to Fromeltar.
<b>62.038</b>	Five fighters are completed at the CDC shipyards (Triad, Cassidine) and work begins on five more. Three of the fighters are immediately assigned to fill out FFC Squadron Eta while the other two are placed in storage.
<b>62.039</b>	The Second Battle of Theseus. The Theseus militia intercepts SFB-J2 and destroys, only suffering minimal damage.
<b>62.040</b>	<ul style="list-style-type: none"> <li>• Jump calculations complete, the HSS History's Hope begins the final accelerations and alignment for their next jump.</li> <li>• Deceleration complete, SBF-A2 begins accelerating for the return jump to OFS203.</li> </ul>
<b>62.041</b>	<ul style="list-style-type: none"> <li>• Deceleration complete and with still no sign of sathar presence in the OFS020 system, PG Probe Alpha begins acceleration for a return jump to the Fromeltar system.</li> <li>• The militia ships arrive back at Minotaur (Theseus) after the battle with the sathar and the damaged assault scout is immediately moved into the shipyard for repairs, bumping out a HS 5 ship undergoing maintenance.</li> <li>• SG Alpha jumps into the Prenglar system. A ship carrying the new fighter pilot graduates boosts to meet up with carrier as work begins on calculations for the jump to Athor.</li> <li>• A heavy cruiser is completed at SCC#5 (OFS19) and joins SBF-E2. The battle group, consisting of 2 C, 1 FF, 1 DD, 1 LC, &amp; 2 HC depart for SCC#4 (OFS111).</li> <li>• Three assault scouts are completed at the PGC shipyards (Gran Quivera, Prenglar) and join TF Prenglar. The shipyard space is released by Spacefleet back for pubic ship maintenance work.</li> </ul>
<b>62.042</b>	The HSS History's Hope successfully jumps into the new system which they are designation YS13. They begin deceleration an jump calculations for the return trip to YS12.
<b>62.043</b>	SBF-A2 is detected in the outer reaches of the Gruna Garu system but is too far away to be identified and just recorded as an unidentified vessel. Due to the on-going conflict, it is reported immediately to Spacefleet.
<b>62.044</b>	Two fighters completed at the Minotaur (Theseus) shipyards and join those manned by the militia under the direction of FFC Squadron Epsilon.
<b>62.045</b>	<ul style="list-style-type: none"> <li>• After 13 days, the astrogator on the K'aken-Kar assault scout establishes that they are in FS33, the original destination for their first misjump. They begin work on calculations to jump back to their home system.</li> <li>• SBF-A2 slips into the void but misjumps, overshooting its target and ending up in OFS198.</li> <li>• Given the reports from the Gruna Garu system of unidentified vessels in the outer system, Spacefleet orders SG Alpha to deliver the fighters waiting at Hentz (Araks) to the Gruna Garu system.</li> </ul>
<b>62.046</b>	<ul style="list-style-type: none"> <li>• PG Probe Alpha slips into the Void but misjumps and doesn't end up in the Fromeltar system. However, their comm systems light up almost immediately and they realize they have overshot their target and ended up in the Dramune system. They immediately begin decelerating and plotting a return jump to Fromeltar.</li> <li>• SBF-A2 determines its location and begins plotting a jump back to OFS203.</li> <li>• A light cruiser is completed at sathar SCC#4 (OFS111)</li> </ul>
<b>62.047</b>	Starfleet puts out a Frontier-wide announcement looking for high level astrogators to participate in a high-paying, adventurous, but possibly dangerous classified project.

FY	Event
62.048	With CNE Group's infrastructure rollout on Groth (Fromeltar) plagued by constant sabotage, the consortium brings in a large MercCo contingent as additional security and several investigative teams.
62.049	Despite the vagueness of the advertisement, Starfleet's call for high level astrogators garners dozens of applicants in just two days. Screening of applicants begins immediately.
62.050	Three more pilots complete the accelerated training at Gollwin Academy. They are temporarily assigned to fighters at the Academy and start training with TF Prenglar while awaiting permanent assignment.
62.051	<ul style="list-style-type: none"> <li>• The HSS History's Hope misjumps and instead of ending up in YS12 are in an unknown system which they designate YS14. They begin immediately working on finding their position.</li> <li>• The K'aken-Kar militia assault scout begins accelerating for the jump back to its home system.</li> <li>• Four fighters are completed at the Hentz (Araks) shipyard and FFC Squadron Beta takes control of them and the other four fighters currently manned by the militia in preparation for the arrive of SG Alpha in a few days.</li> <li>• Two fighters are completed at the Minotaur (Theseus) shipyards and join the partial squadron manned by the militia under the command of FFC Squadron Epsilon.</li> <li>• SG Alpha jumps into the Araks system and begins deceleration towards Hentz to pick up the fighter stored there.</li> </ul>
62.052	Sathar agents succeed in sabotaging the Hentz (Araks) starship construction center almost completely destroying it. Pieces of the SCC rain down on the planet. All ships in the center, including 4 civilian vessels, 2 assault scouts, & 4 fighters are destroyed. It will be years before the facility is back to full capacity.
62.053	In wake of the near total loss of the Hentz (Araks) SCC, Star Law launches an investigation into the Family of One's management of the facility and their security measures. Security is tightened at all other SCCs.
62.054	<ul style="list-style-type: none"> <li>• Sathar fleet TG1 jumps into the OFS138 system containing sathar SCC#3. It is joined by the frigate and heavy cruiser there and continues on toward OFS020.</li> <li>• A destroyer is completed at sathar SCC#10 (OFS174).</li> <li>• A HS:5 ship completes maintenance at the Minotaur (Theseus) SCC and the militia uses the space to begin construction of another frigate.</li> </ul>
62.055	<ul style="list-style-type: none"> <li>• After a full assessment of the damage to the Hentz (Araks) SCC, it is determined that existing center is effectively a total loss (98% damaged) and the decision is made to build a completely new structure. The limited capacity of the surviving center is dedicated to that work.</li> <li>• SG Alpha arrives at the Hentz station and the eight pilots take control of their fighters and begin loading them onto the assault carrier for transport to Gruna Garu.</li> </ul>
62.056	<ul style="list-style-type: none"> <li>• The K'aken-Kar militia assault scout successfully jumps back into the K'aken-Kar system and begins decelerating toward home. All data from its travel are immediately transmitted to Spacefleet.</li> <li>• With the fighters loaded, SG Alpha departs for Gruna Garu.</li> <li>• The crew of the HSS History's Hope detects a faint, intermittent radio signal emanating from somewhere in the YS14 system. While the astrogators continue to work on locating their position, other crew work on finding the source of the signal and understanding it.</li> </ul>

FY	Event
62.057	<ul style="list-style-type: none"> <li>• SBF-E2 arrives at SCC#4 (OFS111). The AC, LC, and 8 fighters are attached to the battle fleet and preparations are made for them to join TG1 in OFS020.</li> <li>• An assault scout is completed at the PGC shipyards (Gran Quivera, Prenglar) and joins TF Prenglar.</li> </ul>
62.058	<ul style="list-style-type: none"> <li>• A heavy cruiser is completed at sathar SCC#10 (OFS174). Together with the destroyer completed four days earlier, they are designated TG2, and immediately departs for SCC#1 (OFS203).</li> <li>• Three assault scouts are completed at the CDC shipyards (Triad, Cassidine). Designated Shuttle Group Beta, they depart immediately for Prenglar.</li> <li>• 5 fighters are completed at the PGC shipyards (Gran Quivera, Prenglar) and are transferred to Gollwin Academy.</li> </ul>
62.059	<p>PG Probe Alpha arrives back at Terledrom (Fromeltar). Two high level astrogators from TF Cassidine are transferred to the ships of PG Probe Alpha and it sets out once again to OFS020 to try to chart the jump back.</p>
62.060	<ul style="list-style-type: none"> <li>• SBF-A2 successfully arrives back at sathar SCC#1 (OFS203).</li> <li>• The astrogators on the HSS History's Hope identify their location as a system 9 light years from YS12 and begin plotting a jump back to the YS12 system.</li> <li>• A Spacefleet destroyer is completed at the Minotaur (Theseus) shipyards. It departs to joint PG Vigilant in the K'sta-Kar system.</li> </ul>
62.061	<ul style="list-style-type: none"> <li>• With the screening of the initial astrogator candidates complete, Spacefleet organizes three new patrol groups, Probe Beta, Gamma, &amp; Delta, each consisting of two assault scouts (drawn from TF Prenglar) with a level six astrogator on board.</li> <li>• After a final briefing, the newly formed patrol groups are dispatched to try to discover the jump routes the sathar are using to enter the Frontier.</li> </ul>
62.062	<p>With more resources available now that their position has been determined, the crew of the HSS History's Hope localizes the source of the mysterious signal to a planet in the inter system. It appears to be a FM radio signal and work begins on decoding it.</p>
62.063	<p>Security for CNE Group on Groth capture saboteurs attempting to disrupt their infrastructure rollout. As suspected the saboteurs were hired by the Groth Energy Corporation.</p>
62.064	<p>PG Probe Alpha jumps into the OFS020 system and immediately begins deceleration and jump calculations for the return to Fromeltar.</p>
62.065	<ul style="list-style-type: none"> <li>• Jump calculations complete, the HSS History's Hope begins acceleration for the jump back to YS12.</li> <li>• SBF-E2 departs sathar SCC#4 (OFS111) for a jump into the OFS020 system to join up with TG1.</li> <li>• SG Alpha arrives at Hargut (Gruna Garu) delivering the fighters from Hentz which are formed into FFC Squadron Theta. The assault carrier departs to return to Prenglar.</li> </ul>
62.066	<ul style="list-style-type: none"> <li>• The crew of the HSS History's Hope finally have a breakthrough on the signals from the inner system of YS14. To their surprise, it is a garbled mayday message in a very old Yazirian dialect.</li> <li>• The old yazirian mayday identifies the ship as the Yazirian Ark Ship (YAS) Royal Cloud. The HSS History's Hope immediately aborts the jump back to YS12 and starts heading to the inner system.</li> </ul>
62.067	<ul style="list-style-type: none"> <li>• Now 500 days since hatching, the Eorna young are still growing and thriving. The problems seem to have been all with the rogue Eorna and a new batch of eggs are prepared for hatching and plans begin to accelerate the population growth program.</li> </ul>

FY	Event
	<ul style="list-style-type: none"> <li>• An assault scout is complete at the Outer Reach (Dramune) shipyard and departs for Morgaine's World (Prenglar) to join TF Prenglar.</li> <li>• All attempts at communication with the YAS Royal Cloud by the crew of the HSS History's Hope receive no response.</li> </ul>
62.068	<ul style="list-style-type: none"> <li>• SG Beta arrives at Gollwin Academy and joins up with TF Prenglar, replacing several of the assault scouts that departed as part of the new patrol groups.</li> <li>• The replacement destroyer for the Inner Reach (Dramune) militia is completed at the Outer Reach shipyards and departs across the system to Inner Reach. Outer Reach begins construction of a destroyer for themselves.</li> <li>• Five more fighters and an assault scout are completed at the CDC (Cassidine, Triad) shipyards. The fighters are temporarily attached to FCC Squadron Eta while the assault scouts depart to join PG Vigilant.</li> </ul>



## 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

SFKH4 – The War Machine

SFMan – Star Frontiersman fan magazine

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