

Revised Mandate Timeline

Date (CE)	Years Before Present	Events
2013	1500	<p>Old Earth Era Earth slips toward resource drought, ecological collapse, warfare, and famine. Long-range scans detect dozens of Earth-like worlds across the galaxy.</p>
2100s	1400	<p>Old Earth Era Humanity expands into the solar system, mining the asteroids and establishing colonies on Mars and the moons of Jupiter. This merely prolongs the agony of the dying Earth. However, it gives humanity time to develop the technology necessary for interstellar travel, like better space drives, fusion power, and cryo-hibernation.</p>
2200s	1300	<p>Exodus Era As it becomes clear that Earth will soon be uninhabitable, different groups — the few surviving national governments, corporations, social clades and the like — start making preparations to leave the solar system. They bring asteroids into Earth orbit, hollow them out, and fit them with ion drives and cryo-hibernation vaults, as well as factories and construction gear that those who emerge from them can use to build an industrial base quickly. Only a tiny fraction of the human population can take this escape route. Billions are left to perish on the dying planet.</p> <p>The various colony ships depart in different directions. The crews sleep in the cryo-vaults, watched over by servant machines. Contact with Earth is lost as the Fifth Water War goes nuclear.</p> <p>One particular colony ship, the <i>Romanov</i>, was built by Russian oligarchs.</p>
2200s–2700s	1300	<p>Exodus Era The colony ships cross the void between stars. Some head in groups for nearby systems, while others seek out their own new worlds. The <i>Romanov</i> is part of this second wave of ships,</p>

		traveling for hundreds of years more.
2700s	800	<p>Founding Era After hundreds of years of travel through deep space, the <i>Romanov</i> arrives at an Earth-like world: Novy Petersburg. The <i>Great Ark</i> and <i>Europa</i> also make landfall around this time, and both of them are also blessed in their choice of new homes, for they too settle on worlds that can support human life. They name their new homes Victoria and Starfall respectively.</p> <p>The <i>Black Eagle</i> ships are not so fortunate. Of the six, only two survive the long crossing, and one of those lands on a planet named Kurst that is virtually uninhabitable, forcing the colonists to build orbital habitats. The other Black Eagle world is resource-poor.</p> <p>Most of the other second-wave colony efforts fail to thrive for one reason or another. Some colonists perish in the void between stars due to ship malfunctions. Others crashland or find their target worlds are unable to support human life. Still others survive for a little while but then collapse, leaving barbaric tribes or tomb worlds behind. Only a fraction manage to establish viable colonies.</p> <p>One of those on the borderline is the Osmani civilization. Their colony ship crashes on a hostile world. To survive, they embark on a radical program of cybernetic conversion, adapting themselves to their new home rather than trying to terraform it.</p> <p>There is little communication between the various colonies. Even the closest ones are several light-years apart, so transmissions take years to arrive, and ships would require centuries to make such trips. Humanity is now scattered across dozens of worlds, each growing farther apart in isolation.</p>
3100	404	<p>Expansion Era Novy Petersburg is now a flourishing planet. The descendants of the oligarchs who funded the expedition are the nobility of this new civilization.</p> <p>A scientist working for one of the noble families makes an unlikely discovery. She finds a method of traveling faster than</p>

		<p>light by using stationary jump Gates. These Gates link two points in space-time. The nobles fund the construction of several such Gates, linking Novy Peterburg to these nearby worlds.</p> <p>Novy Petersburg becomes the hub of a small network of Gates, and so becomes the main trading world. It grows in wealth and power, as the majority of traffic flows through its ports.</p> <p>The Romanovs' experiments in altering their genetic code bear fruit, granting them enhanced health and longevity as well as heightened intelligence and empathy. They design their descendants to be ideal rulers and leaders, genetically optimized for wisdom.</p>
3120	384	<p>Expansion Era</p> <p>The Romanovs begin to search for other human colonies. At first, they discover only tomb worlds or marginal colonies on the verge of collapse, but as their reach grows, they find the Europeans on Starfall, and the Arkwrights on Victoria.</p>
3200	304	<p>Expansion Era</p> <p>The Arkwrights and Europeans prosper especially in this era. With its vast natural resources and industry, Victoria benefits immensely from the opening of interstellar trade, and Starfall becomes a center for diplomacy and scientific research.</p> <p>Officially, the growing Concordance network is a trade alliance of equal partners. In practice, Novy Petersburg, Victoria, and Starfall dominate the smaller colonies.</p>
3250	264	<p>Expansion Era</p> <p>The Romanovs share Gate technology with their trading partners. European scientists improve the range and efficiency of the Gates, and Arkwright engineers build them in huge numbers. The network expands at an ever-increasing rate. Hundreds of new systems are added in a headlong rush to connect the stars. Fortunes are won and lost instantly in the wild upheaval. The Romanovs are marginalized, and the Arkwrights are ascendant.</p>
3260	254	<p>Black Eagle Unification</p> <p>The Romanovs discover the Western Wing of the Black Eagles</p>

		and share Gate technology with them. Black Eagle explorers search back along the route followed by their ancestors, and discover the remains of two wrecked colony ships - and the surviving colony of the Eastern Wing. The two Black Eagle colonies reunite and quickly expand their territory, racing to avoid being surrounded by the more established powers.
3300	214	<p>Arkwright Client War</p> <p>During their expansion, the Arkwrights discovered several minor human colonies, and sold them Gate technology as part of a restrictive trade agreement instead of following the Romanov approach of freely sharing the technology. Incensed at being cut off from the wider Gate network, and aided by Black Eagle raiders, these client worlds attack Arkwright shipping. The Arkwrights are joined by their European allies. The war ends in a negotiated settlement after four years of skirmishing. An early form of the Articles of War, governing appropriate behaviour in space warfare, comes from those peace negotiations.</p>
3330	184	<p>Pandora Crisis</p> <p>Arkwright explorers build a Gate leading to another human colony, commonly referred to as Pandora. However, in the years since that world last transmitted a signal, it has fallen to a xenophobic tyrant. When the explorers arrive in the new system, they are attacked and captured. The Pandorans capture Gate technology and prepare for war.</p>
3335	179	<p>Pandoran Crisis</p> <p>The Pandorans launch their attack. The other powers are taken by surprise and are unprepared for an interstellar war. It falls to the Black Eagles to take the brunt of the initial casualties, fighting to buy time for the Arkwrights and Romanovs to construct fleets of heavy warships.</p>
3342	172	<p>Pandoran Crisis</p> <p>The Arkwrights and Romanovs turn the war against the Pandorans. Faced with defeat, the Pandorans release a genetically engineered plague. This plague is virulent, deadly, and compels those infected to seek out others who have not yet been exposed. The plague spreads via the Gate network, infecting dozens of worlds before the first symptoms are seen. Millions die.</p>

3343	171	<p>Pandoran Crisis</p> <p>Humanity teeters on the edge of extinction. Some worlds are still free of the plague, but only by rigorously enforcing quarantine protocols. Others are completely depopulated. The Black Eagle systems are especially hard-hit.</p> <p>The Pandorans are prepared for the plague, and know how to contain it. The tide of the war turns.</p>
3344	170	<p>Pandoran Crisis</p> <p>European scientists develop a vaccine just after the plague breaks through to Starfall.</p>
3345	169	<p>Pandoran Crisis</p> <p>The relief of the Black Eagle worlds. At great cost, a squadron of Romanov ships breaks through Pandoran lines and brings the vaccine to the Black Eagles.</p>
3347	167	<p>Pandoran Crisis</p> <p>The burning of Pandora. A “Grand Fleet” of Arkwright and Romanov ships, partially crewed by vengeful Black Eagle warriors, smashes through the last Pandoran defenses and attacks Pandora, bombing it from orbit.</p>
3348	166	<p>Declaration of the Mandate</p> <p>Determined to prevent future threats of this type — and to solidify their position — Novy Petersburg forces seize control of the Gates in more than two-thirds of the systems in the network. In some systems, control of the Gates goes undisputed. In others, there are skirmishes or even full-scale starship battles. Novy Petersburg’s leader declares that she has a Mandate to protect humanity, and therefore the Gates must be under her direct control. The Black Eagle worlds, remembering the devastation wreaked on them, support the seizure of the Gates.</p>
3348	166	<p>First Interstellar War</p> <p>The Arkwrights refuse to give up their Gates and threaten to defend them with force if necessary. Both sides are still on a wartime footing, and the standoff quickly escalates into full-scale war. On one side sit the Romanovs, Black Eagles, and a few allied minor powers. On the other sit the Arkwrights and other minor powers. The Europeans declare neutrality but refuse to give up their Gates.</p>

3351	163	<p>First Interstellar War</p> <p>After three years of protracted negotiations, the Europeans agree to hand control of their Gates over to the Romanovs. Several Arkwright allies switch sides at the same time, in a move orchestrated by the Europeans.</p>
3355	159	<p>First Interstellar War</p> <p>Exhausted by nearly twenty years of constant warfare, and with every other power in the Mandate arrayed against them, the Arkwrights are forced to submit to the Romanovs' demands.</p>
3356	158	<p>Mandate Era</p> <p>The first Emperor of the Mandate, Katrina Romanova, is crowned. Amongst the declarations made in the first Senate:</p> <ul style="list-style-type: none"> ● The Gate Transit Authority is given control of all Gates, and the construction of new Gates is banned. ● Research into any technology that could pose an existential threat to the species is also banned. ● All member powers are ordered to demobilize the bulk of their armed forces. Many of the mothballed ships are placed in storage caches. ● The Grand Fleet and United Colonial Guard are officially established.
3364	150	<p>Mandate Era</p> <p>After nearly thirty years of conflict and uncertainty, peace finally holds sway in human space. The various powers retrench and rebuild. Trade links are rebuilt, bringing with them the growing danger of piracy. The importance of the Senate grows, as more power is centralized in the hands of the Mandate.</p>
3365	159	<p>Scientific Revolt</p> <p>Researchers at the European Institute for Advanced Science refuse to hand over their research on Gate physics, in defiance of an order from the Gate Control Authority. Emperor Katrina orders the Grand Fleet to seize control of the university. After a brief siege, the academics surrender.</p>
3370	144	<p>Succession Crisis</p> <p>The first Emperor dies after a short illness. The Romanov-dominated Senate nominates her eldest child, Martin, to replace her. The Arkwrights object. Again, the Europeans play</p>

		kingmaker, holding back from supporting either side. They finally choose to support Martin Romanov, and he marries a European noble within the year.
3391	121	Imperator Martin Dies, Succeeded by Imperator Paul
3404	110	<p>Third Section Scandal</p> <p>Rumours that the intelligence branch of the Colonial Guard is engaged in illegal activities spread across the Concordance network. The old Life Guard is given the honour of protecting the Imperator, and the Colonial Guard is reformed into a special forces section.</p> <p>With the Preobrazhensky Life Guard controlling palace and Senate security, the Romanov hold on the throne tightens once more.</p>
3416	99	<p>Paulican Era</p> <p>Imperator Paul reinforces his grandmother's policies on dangerous technologies, banning any research that could imperil humanity and slowing interstellar exploration to a crawl. Throughout his reign, Paul suffers from bouts of madness and paranoia and becomes convinced that tiny machines are spying on him and invading his brain. Removing him from office, though, would risk a succession crisis, so for the last ten years of his reign, his younger sister Ivana quietly acts as regent.</p>
3420	94	<p>Osmani Contact</p> <p>A Grand Fleet exploratory vessel encounters the Osmani. Initially, the explorers believe they have discovered alien life, but it soon becomes clear the Osmani are human despite their radical changes. The Osmani have colonized several other systems using slower-than-light drives and are on the verge of developing Gate technology for themselves.</p> <p>Regent Ivana begins negotiations with the Osmani Sultana.</p>
3424	90	<p>Second Interstellar War</p> <p>While the Sultana permits the Mandate to remain in the Osmani home system, the Osmani colonies are outside her direct control. When Mandate vessels trespass in those systems, they are attacked and fire back.</p> <p>The Osmani manage to capture Gates from the Grand Fleet, so</p>

		<p>the war spreads quickly to Mandate systems. The Sultana orders a ceasefire, but some of the colonies are slow to obey.</p>
3434	80	<p>Provincial Expansion</p> <p>There are many worlds in Mandate space that cannot be settled by humans due to their harsh environmental conditions. The cybernetic Osmani, however, can endure much more than ordinary humans. They quickly establish dozens of small outposts on previously uninhabitable worlds.</p> <p>The other members of the Mandate, led by the Arkwrights, object to this. The restriction on exploration means that they cannot expand, unlike the Osmani. They argue that, left unchecked, the Osmani will quickly become an unbalancing, hegemonic force within the Mandate.</p> <p>Under pressure, the Mandate agrees to a temporary lifting of the ban on expansion and allows the construction of new colonies outside its present borders.</p> <p>Unlike the previous colony efforts, which used huge sleeper ships that took centuries to cross the gaps between star systems, these new colonies are connected by Gates to their mother worlds. Arkwright and Europa worlds sponsor the bulk of these colonies. While this rush of colonization revitalizes the flagging Mandate, it also creates a new halo of Fringe worlds that chafe under Mandate rule.</p> <p>Worse, as Novy Petersburg is not directly connected to these new worlds, it sees little benefit from the influx of resources and wealth from them. Instead, the mother worlds of the new colonies grow stronger from this expansion. Emboldened by their new strength, these worlds push back against the power of the Romanovs. Many of the new colonies are treated poorly by their mother worlds, adding to the rumbling dissent.</p>
3436	78	<p>Crowning of Emperor Ivana</p> <p>Emperor Paul dies without any children, and the throne officially passes on to his sister Ivana. This is the last time the Senate is called upon to approve an Emperor. All future Emperors inherit the title without any questions being raised in the Senate.</p>

3440	74	<p>Crowning of Emperor Stefan</p> <p>His reign is marked by growing tensions between the houses of the Mandate. The official histories claim his title of ‘the builder’ refers to the many new colonies established in his name; in truth, the sobriquet came from his expansion of the Grand Fleet.</p>
3454	60	<p>The Separatist Movement Grows</p> <p>Emperor Stefan — the great grandfather of the present Emperor — responds to the demands of the Fringe worlds by launching a series of punitive wars to force the rebellious worlds back into line. In doing so, he underlines the great weakness of Novy Petersburg: the fact that the core worlds of the Mandate have become little more than parasites, bullies that siphon resources from the vibrant worlds of the Fringe.</p> <p>Using pirate shipyards and stolen ships, the Separatists manage to deploy a fleet of warships. Skirmishes between Separatist and Grand Fleet ships continue for years.</p>
3459	55	<p>Crowning of Emperor Piotr</p>
3464	50	<p>The Tagesha Offensive</p> <p>Admiral Suvarov traps the bulk of the Separatist ships in the Tagesha system. He blocks their line of retreat through the Gate and defeats them in an infamously hard-fought battle, the biggest military engagement since the First Interstellar War. The Separatist movement is effectively destroyed.</p> <p>Emperor Piotr hoped that this grand gesture would be effective on two levels. It would both show the Grand Dukes and other nobles that he was willing to use the Mandate’s force to solve their problems and it would put an end to troubles in the Fringe.</p> <p>It failed on both counts. The Dukes and other nobles saw the Tagesha offensive as a threat. If the Emperor was willing to use such force on a minor threat like the rebels, what would he do to them if they stepped out of line? They began to build up their own fleets, and they stopped sending their best young officers to join the Grand Fleet.</p> <p>Meanwhile, the events of Tagesha convinces more Fringe colonists that the inner worlds will never grant them independence. Support for the rebels grows.</p>

3469	45	<p>Punitive Expeditions</p> <p>Despite the victory at Tagesha, both the Mandate and the colonial powers continue to punish the outer colonies. Conditions on many colony worlds worsen as the Mandate tries to force them into submission.</p>
3470	44	<p>Death of Emperor Piotr, Crowning of Emperor Nikolai</p> <p>Imperator Nikolai takes the throne. He dismisses his father's military advisors, including Admiral Suvarov, and takes a more conciliatory approach to the Fringe worlds.</p>
3479	35	<p>Summit of Albemar</p> <p>Eight years of diplomacy lays the groundwork for the Summit of Albemar. Nikolai hails this summit as a vindication of his diplomatic efforts, but in reality, it gives the increasingly powerful inner worlds freedom to act. The older Fringe worlds are given some meaningless but impressive-sounding concessions with regards to self-governance, but they're still puppets of the inner worlds. More importantly, the inner worlds are permitted to establish more colonies and expand their fleets. The Fringe becomes even more of a wild frontier, with new colonies, clashes between Rebels and inner-world ships, and less policing by the Mandate.</p>
3484	30	<p>Rebels Rally Support</p> <p>The resurgent Rebels grow in strength and numbers. They recruit unexpected allies from the uncharted space beyond the Mandate, and they establish closer ties with the Pirates — and, according to some rumors, the Osmani. With larger, better-equipped ships, the Rebels are able to challenge the Mandate and the colonial powers in space as well as on the ground.</p>
3494	20	<p>Siege of Feduykin</p> <p>Feduykin was one of the most powerful Fringe worlds. When it declares independence, the Arkwright worlds dispatch a fleet to reconquer the rebellious colony. Nicolai deploys the Grand Fleet to support the Arkwright offensive, but also to ensure that the Articles of War are obeyed. In the confusion, a Grand Fleet ship fires on an Arkwright vessel, and the siege explodes into a three-way war between Arkwright, Mandate, and rebel factions.</p> <p>Little remains of the Feduykin colony after the attack. The</p>

		<p>Arkwrights blame the Grand Fleet for allowing the situation to spin out of control, and the Emperor demands that the Arkwright captains who fired on Grand Fleet vessels be arrested. The dispute drives a huge gulf between the Mandate government and its vassal states.</p>
3494	20	<p>The Steel Purges Begin The Romanov dukes tighten their control of the Grand Fleet, moving their sons and daughters into positions of power and cashiering out older officers.</p>
3499	15	<p>Departure of the Bloody Squadron More than two dozen captains who were involved in the Siege of Feduykin incident, most of them Arkwright, flee Mandate space with their ships, crews, and support vessels and vanish into the Fringe worlds. The Emperor declares them criminals and traitors, but the Bloody Captains are seen as persecuted victims, blamed for mistakes made by coddled Grand Fleet officers.</p>
3502	12	<p>Renewed Rebel Assault War breaks out again. On one side stands the Mandate, determined to keep all humanity under a single unifying authority. On the other side stands the Fringe worlds, eager to break away from the yoke of the older colonies. Meanwhile, Arkwright and Europa — the old rivals of the Romanovs — play both sides against each other, hoping to profit from any rebalancing of power within the Mandate.</p>
3504	10	<p>The Betrayal of Penrose The Arkwright Duchy of Penrose changes sides, becoming the rebel Commonwealth of Penrose to avoid a damaging invasion.</p>
3509	5	<p>Razen the Raider The Black Eagle warrior Razen leads a strike force into Rebel-held space. His ships sneak past enemy lines and attack the Rebel homeworlds. This act of daring wins great acclaim in parts of the Mandate, although it is technically in contravention of the Articles of War.</p>
3511	3	<p>Retreat from Alzar In a humiliating failure, the Grand Fleet is forced to withdraw from its strongpoint at Alzar when a rebel fleet arrives in the</p>

		<p>system. While the Grand Fleet forces in the Alzar system outgun their foes, the cost of replacing the Grand Fleet vessels is so great that the Admiral chooses to retreat in the face of the smaller, cheaper, more numerous foes.</p> <p>The Fleet is kept in reserve while other fleets hold the line against the Rebel advance. The Emperor's military advisers are convinced the Rebels will overextend their supply lines and leave themselves open to a counterstrike.</p>
3513	1	<p>Death of Prince Theodore Stung by the defeat at Alzar, Prince Theodore takes personal command of a squadron and vows to put down the Rebels. His ship is ambushed and boarded. The prince is taken captive and murdered before he can be rescued or ransomed.</p>
3514	0	<p>Death of Emperor Nikolai The Emperor dies unexpectedly of a previously undiagnosed genetic condition. His physicians suspect that the loss of his son precipitated his decline, but rumors of Rebel assassins and palace intrigue continue to circulate.</p>
3514	0	<p>Abdication of Prince Andrei Prince Andrei is diagnosed with the same genetic degradation as his father. Physicians speculate that it may be a side-effect of the extensive modification of the Romanov genome. Andrei withdraws his candidacy for Emperor.</p>
3514	0	<p>Crowning of Emperor Anastasia Anastasia is crowned Emperor of the Stars, Holder of the Mandate, Protector of Humanity, Captain-General Romanova, Grand Duchess of Novy Petersburg, etc, etc. She returns Lord High Admiral Suvarov to his place as military advisor.</p>
3514	0	<p>Investiture of the Black Eagles The Black Eagles elect Razen as their new leader. By tradition, the Emperor of the Mandate blesses the Black Eagle champion. Not wishing her first act as Emperor to be the endorsement of a butcher, Anastasia chooses to ignore this tradition. The Black Eagles take this as a grievous insult.</p>
3514	0	<p>Rebel Assault Rebel forces punch through the Mandate's defenses and</p>

		advance toward the core worlds.
3514	0	<p>Loss of Grand Fleet Panicked by the approaching Rebel armada, the Romanov dukes order the Grand Fleet to attack. As they control the fleet in the aftermath of the Steel Purges, Anastasia is unable to effectively countermand this order.</p> <p>The Grand Fleet flies into a Gate — and vanishes. Confused reports claim that the Gate somehow malfunctioned and, instead of sending the entire fleet to the target system, it projected different ships to dozens of different systems. The Grand Fleet lies scattered and broken.</p>
3514	0	<p>Creation of the Corsairs Anastasia orders the old supply caches opened and the old ships from the War of Unification taken out of mothballs and prepared for war. To lead this new fleet, she needs experienced captains. She is forced to grant conditional pardons to several notorious criminals. She calls this new fighting force of redeemed villains and disgraced heroes the Corsairs.</p>

Imperial Line

Imperator	Reign
Katrina “The Founder”	3356–3370 (14 years)
Martin “The Scholar”	3370–3391 (21 years)
Paul “The Old”	3391–3436 (45 years)
Ivana “The Conciliator”	3436–3440 (4 years)
Stefan “The Builder”	3440–3459 (19 years)
Piotr “The Bold”	3459–3484 (25 years)
Nikolai	3484–3514 (30 years)
Anastasia	3514–present

Piotr's Family

(Listed ages as of game's launch in 3514.)

Piotr (D)

Nikolai (D) (69) = Marie (European) (60)

Theodore (D) (32) Andrei (27) Anastasia (25) Piotr the Younger (12)