

GRIMDARK FUTURE



ONE
PAGE
RULES

WORLD BOOK

GRIMDARK FUTURE

Lost in a galaxy far from our own, humanity struggles to survive amongst the stars.

Earth is but a distant memory for those beneath the grim tapestry of war-torn worlds that form the new constellations of this sector. Looming over them, massive fleets of spaceborne vessels creep over the horizon, blocking out the stars as they slowly approach a Jumpgate.

Beyond this gate, lies the violence and beauty of the wider Sirius Sector. A myriad of systems, none left untouched by the ravages of war. Here, countless battles are constantly fought.

Bullets hiss across once lush worlds stripped bare by the greed of interstellar industry. Serrated claws, honed through genetic engineering, clash against energized plasma blades, as old foes fight bitterly to the death through the wilds of uncharted planets.

Matter is bent and shaped according to the will of powerful minds, whilst forces beyond mortal understanding pour forth from wormholes to wreak havoc and destruction on poor unsuspecting souls.

Vital trade routes are contested along the edge of remote systems by massive battle fleets, while the sector's fate is meted out in dark smoky rooms by political envoys. On the streets of mega cities, zealous preachers and visionaries call out to the masses, hoping to foster their own grim ambitions.

As all this unfolds, dispassionate eyes watch on from a distance, carefully considering the outcome of each clash, as promising commanders and leaders rise and fall throughout the battlefields of the Sirius Sector.

How will you forge your path through this Grimdank Future?



INTRODUCTION

Grimdark Future is a story set in a war-torn sci-fi future, where humanity struggles to survive in a new galaxy. This is a universe filled with epic conflicts, mighty heroes, and daring adventurers, where species and factions face off in a battle for supremacy.

This world book gives you everything you need to know about the Grimdark Future universe, its people, locations, conflicts, and more, and serves as the ultimate guide to the setting.

Make sure to check out our website to get even more lore for all of the factions and the universe, as well as short stories, comics, and more background stories: www.onepagerules.com

ABOUT OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you want to help us in making more awesome content, you can support us on Patreon: patreon.com/onepagerules

Thank you for playing!

CREDITS

Created By: Gaetano Ferrara

Story Writing: Gaetano Ferrara, Robbie McGuinness, Austin McIlisley, Pierre Mortel, Christen Sowards

Illustrations: Samuel Alves, Guilherme Azevedo, Jesus Conde, Martim Cordovil, Daniel Correia, Ricardo Costa, Fran Fernandez, Paul Ferret, Joao Freire, Jesus Gonzalo, Inkognit, Katerina Ladon, Vasco Mariano, Aaron Ming, Artur Mosca, Nuno Nobre, Alexandre Pinto, Loles Romero, Pedro Sena, Israel Teixeira, Tomas Vieira

OPR Games, Unipessoal LDA

Avenida 5 de Outubro 104 r/c, 1050-060 Lisbon, Portugal

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GRIMDARK FUTURE

Far from the familiar stars of our galaxy, humanity has found a new home in a dark and mysterious place.

Desperate to escape a war-torn Earth, refugees fled to distant stars. The fate of our species was forever altered in an instant when a wormhole brought them far beyond known space and into the Sirius Sector. They discovered a tapestry of war-torn stars, a nexus of great opportunity and conflict. Dispersed to dozens of disparate worlds, the survivors have begun to slowly build anew, uncertain of the fate of those left behind on Earth.

No longer alone, humans in Sirius stands among a myriad of alien species. Some of these aliens resemble humanity in many ways, while others are far stranger: Robotic Legions walking among sentient nanite clouds, and living Hive Ships ravenous from a journey spanning light years.

On some worlds, these species have welcomed the scattered seeds of humanity with open arms. On others, survival could only be ensured through battle and bloodshed.

Throughout the sector, bullets hiss as chitinous talons clash with energy glaives while humans and aliens alike struggle to claim their place in this galaxy. Ambitious commanders vie to claim valuable resources and artefacts, while zealots strive to enforce unquestioning obedience over entire worlds.

The greatest threat which humanity faces, however, may still be its own ambitions. Conflicts which refugees had hoped to leave behind on Earth have followed them into the Sirius Sector.

Columns of conscripts are called to trample fields and farmland alongside columns of tanks as the air screams with the sound of artillery fire. They are met in kind by genetically enhanced foes, supported by Anti-Grav tanks, Attack Walkers, and an unwavering belief in their Founder's vision.

Perhaps stranger than any individual species are the myriad of mysteries that define this new galaxy, such as the capacity of the mind to alter the physical world around it. Powerful psychics are able to bend matter to their will.

Some believe these abilities defy rational explanation, placing their faith in greater powers. Others cling to scientific methods, viewing psychics as merely another phenomenon to be studied and mastered through technology.

Wormholes are commonplace, harnessed and stabilized with Jumpgates, allowing travel between distant points in space within an instant.

An intricate web of Jumpgates connects the inhabited systems of Sirius Sector, and the galaxy at large, allowing people to travel from the core of the galaxy out to its still uncharted outer fringes.

These fringes present a bold new frontier for those brave enough to explore it. Daring navigators must face countless dangers; such as hostile wildlife, strange stellar phenomena, and fellow explorers.

Far from the usual network of Jumpgates, travel is unreliable, and rescue is highly unlikely. Those willing to embrace these risks may discover rare and valuable resources, ruins of ancient civilizations lost to time, and species unaware of the wider galaxy.

Far from the conflicts in the outer regions of the galaxy, planets in the core prosper. Hubs filled with glittering starships from thousands of different species are a common sight. The numerous species here have found a way to not only coexist but thrive, turning the region into a centre of learning and culture. It is a beacon of hope for those who yearn for the day that the wider galaxy may find peace.

For those in the Sirius Sector facing an uncertain future, the stars are lit by the fires of war and hope.

Those who have made a home there still must struggle in the name of prosperity, glory, or survival. Desperation breeds bloody battles as conflicting hopes and visions clash to define the sector's future.

How will you forge the destiny of the Sirius Sector?

THE HUMAN CIVIL WAR

Millennia ago, in the basking warmth of a yellow star, the civilization that would one day be known as humanity was born.

They began nestled in an unremarkable stellar system, host to a single habitable planet: Earth. Their culture evolved there, suffering fits and starts, but eventually breaking the bonds of their atmosphere and painstakingly colonizing other planets within the same star system.

This exploration heralded the discovery of a new class of minerals and elements within the swirling gases of this system. Scientific breakthroughs followed quickly, which revolutionised manufacturing and technology.

These were mere footnotes compared to the new discovery of faster-than-light travel.

This development turned the prospect of interstellar travel from a distant dream into a realistic venture, as travel could occur over mere weeks rather than the decades previously projected.

With the resources of Earth gradually depleting, many were eager to reach into the stars. This catapulted humanity into a new age of expansion, as it began to explore and settle in nearby star systems. The lives of the first generations of settlers were often difficult and short, spent in cramped corridors with strict rationing while the colony developed.

These problems were only intensified by the ever-increasing production quotas coming from Earth, desperate to recover the high costs of interstellar expansion. Tension rose drastically as an increasingly desperate populace had their requests for lighter quotas, political freedom and better living conditions dismissed.

Due to their distance, Earth's leaders were able to maintain a wilful ignorance towards the conditions of the colonies. Some settlers turned to rebellion, hoping to seize control of their colonies to force concessions.

Unwilling to concede to the demands of their colonies, Earth began to organize a military response.

An enormous army was raised and a new sort of protective gear, known as Battle Armour, was created for these forces. This Battle Armour gave far more protection to individual infantry than any armour developed before, without sacrificing mobility.

Unable to match their foes, the rebels were driven into hiding. Yet the underlying social problems persisted and some still sought to strike out against Earth's forces, even if they knew they had little hope of success. Earth responded with ever escalating force, relying on military units to enforce peace.

Faced with this rising tension, a prodigious gene-scientist presented a solution through innovation. He created the first gene-mods, which allowed people to tailor their genetics and modified individuals to be stronger, tougher, and capable of withstanding the harshest of environments.

He hoped to uplift all of humanity with these gene-mods, which would give those living on the colonies a far better life than they could have dreamed of previously while also reducing Earth's dependence on the colonies for resources.

Such changes, he insisted, would allow humanity to spread out through the stars as never before and prosper on worlds where their ancestors had struggled to survive.

Earth's leadership, however, was interested primarily in its military applications. They ensured that the early gene-mods were offered exclusively to Earth's armies. This resulted in the first Battle Brothers, soldiers unmatched among their unmodified peers.

Further refinements allowed for specialization of Battle Brothers into various Detachments, each tuned for optimal combat prowess on their specific worlds.

Over the course of a few short years, this gene-scientist became a political leader and innovator, branding himself as the Founder to his supporters. He pushed against Earth's authorities for additional funding and support for his research and wider distribution of his gene-mods. Instead, Earth's authorities sought to bring him to heel and curtail his influence.



THE HUMAN CIVIL WAR

Frustrated with the limitations and delays imposed on him by Earth's colonial authorities, the Founder presented his vision to the public. He spoke of an augmented and united humanity, capable of thriving throughout the galaxy. This vision won him support, both from those struggling to survive in the far-flung colonies desperate for a better life and, critically, many Battle Brothers who felt as though they were the living embodiment of the human potential that the Founder sought to develop.

Using this newfound control and the loyalty of the Battle Brothers he created, the Founder swept into power.

He appointed himself as the supreme leader of humanity. Earth's former leaders were forced into hiding as the Founder took control.

His vision was not unopposed, as many distrusted this self-proclaimed Founder. A massive civil war erupted, with Battle Brothers at its core. Those siding with the Founder referred to themselves as "Loyalists," while their enemies, united only by their opposition to the Founder, were called "Traitors".

Many former rebels, bureaucrats, and soldiers found themselves suddenly fighting on either side of the conflict.

To many in the colonies, the Founder's vision embodied the first real hope for a better life. Others viewed him as a tyrant, with some rebels finding new common cause with their former enemies, trading their expertise for access to gene-mods and promises of future independence.

Seeing the situation unfold, the Founder recognized that the conflict would be more costly and drawn out than first anticipated. He moved to establish fail-safes to ensure his vision could be achieved as he had foreseen it.

To do this, he established an order of Custodians, elite Battle Brothers, to serve as his bodyguards and ensure his will was carried out on even the most remote colonies. He also began work on the Conduit Program on-board his flagship.

Once completed, the program would allow the Custodians to transfer the Founder's consciousness into a clone in the event of his demise, thus ensuring that the Founder would be able to personally guide humanity towards his envisioned future, however long it took to achieve.

The Civil War rapidly escalated, as both sides began to expand their ranks and use increasingly devastating weaponry. Some colonies were evacuated or lost entirely, while vast regions of Earth itself were left uninhabitable.

Despite this destruction, neither side was able to claim a decisive advantage. Instead, an increasingly large number of civilians caught in the crossfire became refugees, desperate to escape the massive conflict.

While the civil governments of both Loyalists and Traitors began to collapse from neglect as ever more resources were poured into the conflict, these civilians had to fend for themselves.

Gradually, organizations began to form around these refugees to try to take care of those recently displaced and establish safe zones for those who wished to escape the conflict.



Many of these groups recognized that this was not enough as a long-term solution as the conflict continued to extend and grow. Some began to fear that Earth and many other worlds might be left uninhabitable due to the devastating weapons.

Desiring peace and lacking the resources to oppose the Battle Brother armies of either faction, these refugees sought a means to escape the conflict entirely.

A plan was made to flee to a remote system with as many refugees as possible. Quietly, conversions were made to old civilian crafts, but even then, only a fraction of individuals would be able to escape. They would have to take more ships to bring everyone. Maintenance crews of Earth's shipyards agreed to a desperate plan to steal the ships stationed there, including the Founder's newly launched flagship.

The refugees worked quickly to retrofit the ships into colony ships, working around the clock to ensure that they could bring as many people as possible. Their dedication and coordination allowed them to organize a massive exodus, leaving mainly from Earth, but joined by a number of smaller fleets from other worlds as well. Rumours of the evacuation spread quickly, however, and news of his stolen Flagship reached the Founder long before the refugees were prepared to launch.

THE HUMAN CIVIL WAR

The Founder's forces were spread thin over a number of war zones, locked in their stalemate with the opposing Traitors. This forced him to act slowly and carefully. He began recalling a number of individual warships in order to capture the fleet as it launched. The Refugees were able to move first, rallying around the flagship as their ships assembled together in deep space before the Founder could intercept them.

They hoped that the Founder would not be willing to draw a significant portion of his forces from the war to hunt them at the edge of charted space.

The Founder proved far more determined than anticipated, however. Unbeknownst to the Refugees, the Conduit program had been established on the ship and the Founder considered the recovery of his research to be a top priority.

The Founder's battle-fleet began their pursuit as soon as the Founder deemed them prepared, setting out to hunt the fleeing ships. The Founder's warships proved more than capable of outpacing the colony ships, many of which had not been designed for more than commercial shipping.

As the Founder's fleet drew close, the refugees prepared for the encounter. They were, with few exceptions, untrained civilians who had little hope of defeating the Founder's forces. Some wished to surrender immediately, while others began to build up their defences; gathering whatever supplies, weapons, and armour for the fleet.

Recognizing that he was dealing with a civilian militia, rather than an opposing military, the Founder sought to capture and reclaim the ships rather than destroy them. He also hoped that this action might conceal the true intent of his mission, the recovery of the Conduit program, which he suspected that the refugees might attempt to use as leverage if discovered.

The Founder ordered a series of boarding actions, with the Battle Brothers ordered to reclaim a number of key ships, while the Founder himself would lead the Custodian Brothers to seize control of his flagship.

Initially, this conflict was one sided, with Battle Brothers easily overwhelming their untrained foes. Many of the refugees were quick to surrender, believing that they faced insurmountable odds and that resistance would only result in worse retaliation.

This changed when victories against the Battle Brothers began to be reported. One civilian woman rallied the crew of her ship to fight back. Expecting an easy victory, many Battle Brothers were caught off guard by the sudden and determined resistance that had emerged on the ship. News of these unexpected victories spread quickly and inspired many more refugees to join the fight, regardless of the odds.

The Battle Brothers were soon faced with ambushes, traps and desperate ferocity from civilians whom they had expected to quickly surrender, and so decided to fall back and regroup, in order to avoid over-extension. The woman who rallied the refugees managed to reach out to the rest of the fleet directly over the comms, inspiring the refugees and giving them an opportunity to organize their defences.

The Custodians fell silent as the Battle Brothers retreated, leaving the Founder's forces divided and confused. The Battle Brothers began to prepare themselves for a second attack, which would be better suited for the resistance that they had encountered.

Without any word from the Founder or his Custodians, the Detachment commanders communicated directly with each other in order to coordinate this next wave of attack.

Battle Brothers and Refugees alike awaited the second wave, preparing for a final confrontation. As the fleets continued forward, crews waiting for hostilities to start again, an anomaly emerged around the fleet.

Crews on both fleets hurried to react to the blaring sensors around them, but before any action could be taken, a wormhole formed which engulfed both fleets.

In an instant, the ships emerged in an unfamiliar stretch of stars. Transmissions fell silent, and the crews searched for any clue that could help them find their current location.

They soon realized that they were now stranded in a previously unknown galaxy.

The most fortunate ships were able to reach out to each other, regrouping where they could. Both fleets had been scattered hundreds of light years apart, over a new region of space which they would come to know as the Sirius Sector.

Without any clear means of return, the remaining ships sought out habitable worlds in order to regain their bearings in this strange new galaxy.



HUMANITY ARRIVES IN SIRIUS



Humanity's fleets were scattered over a vast region of space as they arrived in the Sirius Sector. Survivors spread in all directions, seeking out nearby habitable planets to settle in order to assess their losses and get their bearings in this new galaxy. While some would struggle, many were quickly able to find nearby planets suitable for settlement.

Shockingly to these first settlers, many of these planets already had complex forms of natural life far beyond anything previously encountered outside of Earth. These made the colonization process far easier than the laborious terraforming process that had been standard in the Milky Way. Soon, these first settlers encountered evidence of intelligent life.

Some would discover strange artefacts or even recently abandoned cities, whilst others encountered the aliens themselves, either hidden survivors, or scout ships who soon explained that the Humans had arrived in the wake of a devastating event which they referred to as the Radiance Cascade. Many of these planets had lost their former inhabitants either during the initial disaster or in the evacuations which followed.

Early Human settlements were scattered, largely founded by refugees seeking out the nearest habitable world. These fledgling societies faced many dangers, ranging from strange diseases to alien raiders seeking to reclaim lost territories.

These colonies formed the Great Human Alliance, a collective that organised local militias into the Human Defense Force, a vast army that could match in quantity what the quality of forces brought by Battle Brothers or alien powers.

As the survivors of the Founder's fleet regrouped, the Custodians relayed the solemn news that the Founder had perished before arriving in Sirius, and that his consciousness would be passed into the Conduit as programmed. The first Succession Ceremony was held to show the Founder's rebirth.

In his new cloned body, the Conduit gave his first decree to the Battle Brothers: they were to rebuild and re-establish order in this region of space, which they named the Protectorates, with each Detachment establishing their own planetary colony.

One group of Battle Brothers discovered a dark temple of the Havoc gods on the remote planet where they were marooned. Swayed by the promises of the boons which the Havoc gods could provide, the survivors renounced the Founder's ideals. They fully embraced the Havoc Gods, becoming the first Havoc Brothers and an eventual scourge to the entire sector.

On a world in the midst of the constellation of Alliance systems, the heroine of the refugee fleet began to amass a number of acolytes, seeking to help those in need. Their numbers grew as she developed powerful psychic abilities, and some began to whisper that she was not a mere mortal, but a God-Queen.

She sought isolation, creating a refuge for her most trusted confidants, who became known as the Blessed Sisters. Pilgrims who sought out her wisdom were welcomed and trained to defend those in need. Gradually, many of her followers grew from respect and devotion to genuine worship towards their mentor.

Meanwhile, the newly forged Havoc Brothers, having been content to garner power in the shadows via raids on isolated and vulnerable worlds, emerged to fight the followers of the Founder in open battle.

Echoes of the calamitous Civil War could be felt in these campaigns, as gene-mod enhanced humans clashed once more in the stars. Now, however, the whispers of the Havoc Gods guided the Conduit's foes. While the Battle Brothers managed to blunt the initial assault, entire systems burning in its wake.

The emergence of the Havoc Brothers also saw a surge of Wormhole Demon activity as the Havoc Gods took advantage of the chaos across the sector.

Following an unrelenting siege of her convent-world by the daemons of the Havoc Gods, the God-Queen martyred herself in battle to defend a refugee settlement. Many followers believed that this marked her ascension to Godhood, and rededicated her home as a convent. Soon, inspired by her example, dozens of convents were established scattered throughout Human space.

HUMANITY ARRIVES IN SIRIUS

Beyond these fledgling Human colonies, much of the Sirius Sector was in chaos. Still reeling from the initial disaster brought about by the Radiance Cascade, many factions were struggling to find their place in its wake.

It was Dwarven technology which had brought about the Radiance Cascade and dragged humanity into the Sirius Sector. Their ruling Guilds, motivated by their endless desire for minerals and fuel, tried to extend their reach into distant galaxies. This drive resulted in a failed experiment which destroyed their own home world and much of Sirius with it, leaving a lingering scar which cut through much of the sector, known as the Radiance Zone.

Only those stationed in distant mining colonies remained to greet humanity. These stubborn survivors moved quickly to stake their claim on any systems which were once claimed by their Guilds. Even now, their fleets loom over broken planets at the edge of this devastation, mining deep into the crust of asteroid fields which their people once called home.

The Radiance Cascade did not affect only Dwarven settlements, however. Orcs saw their leadership, army, and many of their worlds obliterated in an instant. When humanity encountered them, only a handful of scattered planets remained which had previously been border territories.

Now, the remaining Orcs struggle to rebuild. Some still strive for conquest, reuniting the clans under a single banner to claim back the systems which they were forced to abandon in the initial disaster. Others still hold out hope that they might find those lost and return their people to a new golden age.

Prior to Humanity's arrival, the High Elves were experiencing a millennia-long Golden Age, having spread through much of the Sirius Sector. This ended when their Robot servants became sentient in the wake of the Radiance Cascade, in an event now known as the Spark. The Elves reacted with fear and attempted to destroy their own creations, only to be driven into exile. On the abandoned Elven worlds, the Robots formed into a number of autonomous Legions each with their own philosophies and goals.

Humanity were not the only upstarts within Sirius however, as the DAO Union emerged from their home world to expand into the wider sector guided by an Artificial Intelligence network.

In the wake of the Radiance Cascade, this AI began to replace more and more workers with automated routines, designating them as redundant. Only after attempting to replace the ruling DAO was the AI finally dismantled. After this, the DAO began to expand more rapidly into the wider Sirius Sector, brokering agreements with Elves and Orcs to settle a number of their abandoned systems.

Faced with strange new alien life and organized resistance from the Human Defence Force, the followers of the Conduit began fresh research into the Battle Brothers' gene-mods.

Under the Conduit's guidance, this research resulted in the creation of the Prime Brothers, with capacities enhanced beyond those of their predecessors. While these modifications were highly effective at augmenting combat abilities, they proved detrimental to the long-term health of those who received them.

Yet, even when these dangers were revealed, new recruits still flocked to join the Prime Brothers Detachments for a chance at glory before death from genetic decay.

Gradually, an uneasy balance of power began to emerge between the various human factions and their immediate neighbours. This balance shattered soon after with the arrival of what appeared to be a new wide-ranging threat.

The Alien Hives had emerged into the Outer Sphere, with enormous living ships requiring massive amounts of resources which the Hives would harvest from planets. Utterly unfamiliar and seemingly impossible to placate or communicate with, the Alien Hives were met with force. Soon, a long and bitter war ignited between the Hives and many of the factions within Sirius.



HUMANITY ARRIVES IN SIRIUS



The conflict between the recently arrived Alien Hives and the other species within the Sirius Sector was initially believed to be an existential fight between incompatible forms of life.

A brutal war ensued as the Alien Hives migratory fleets were met with vicious resistance wherever they were encountered, and little quarter was given to foes.

Despite their fear of the threat that these new arrivals posed, the factions of Sirius found themselves unable to properly coordinate.

Alliances formed between factions to defend particular fronts, but cooperation usually proved short-lived as old rivalries and mutual distrust soon put an end to any effort to form a united front against the invaders. As a result, the Hives were able to fight on relatively equal footing with the individual factions of Sirius, who could not press far beyond their own territories for fear of retaliation from their neighbours.

Though the Hives themselves had little understanding of the existing borders within Sirius, they soon learnt to weave their migrations between the systems of different species. This allowed them to take what they needed from vulnerable worlds, and retreat before their foes could fully respond.

It was only when frustration with their neighbours drove them to seek an unorthodox solution that the DAO Union discovered a means of communicating with the Alien Hives directly. Exhausted from the long war, there were many in both the Alien Hives and the Sirius Sector, who were eager to begin formal peace talks.

Since then, the situation in Sirius has only become more complex with the emergence of new voices, all seeking recognition and respect from their spacefaring peers.

Some, such as the Jackals, have recently emerged from their home worlds onto the galactic stage, and must now use their wit and ingenuity to survive while surrounded by powerful and often aggressive neighbours.

Others come from farther away, bringing unique technologies and large armies, such as the Eternal Dynasty, who have expanded into Sirius from the neighbouring Kusari sector.

This has resulted in an ever-shifting web of alliances and opportunism, as factions remain locked in a long stalemate, trading border systems while carefully avoiding leaving themselves vulnerable to invasion by other neighbours.

Since then, humanity has managed to grow and prosper in Sirius. The first fledgling colonies founded by marooned refugees and soldiers have slowly grown into sprawling cities, supported by nearby mining and farming worlds.

Despite the many challenges and great losses faced by their ancestors, humanity in Sirius has managed to not only survive, but flourish. Human fleets and armies have adapted to match the forces of their alien neighbours, adapting technology and tactics discovered in this new galaxy into their own.

While some factions still officially claim systems abandoned during the Radiance Cascade, most have come to recognize Humanity's place in the Sirius. Humanity is no longer a newcomer to Sirius, but rather one of the many species to call the sector home.

The Sirius Sector is still rife with minor warlords seeking to take territory by force. However, the prospect of total warfare between entire factions has largely been avoided since then. If humanity is to thrive within their new home sector, they will need to pick and nurture any newfound allies carefully.



Col. Silva watched uneasily as the Tlaxsathii vessel descended.

After years of attacking any vessel near their systems, the reclusive species had agreed to a meeting.

Soldiers all around him stood to attention. His aide came close, eager to see the mysterious arrivals.

Slowly, the ship's hangar door opened wide enough to fit a tank through. Col. Silva braced himself, clutching the holopad that he intended to present to their dignity.

He watched in awe as the Tlaxsathii diplomat stepped into view, causing the ground to shake. The titanic visitor looked down to him, and bowed in greeting.

Col. Silva smiled graciously and presented the Tlaxsathii with his gift before whispering to his aide, "We're going to need a bigger conference room."

HISTORICAL TIMELINE



2440 - DISCOVERY OF FTL TRAVEL

Exploration of the outer solar system results in a number of scientific breakthroughs, most notably, the discovery of faster-than-light travel.

2468 - ALPHA CENTAURI COLONY ESTABLISHED

Humanity establishes their first inhabited colony in another stellar system. Terraforming is a slow process and early settlers must live in cramped, airtight quarters.

2592 - EXPANSION CONTINUES

After decades of work, colonies on Alpha Centauri begin to prosper and pay dividends to investors on Earth. This inspires a massive race for the stars, as newly built fleets are dispatched to settle nearby systems.

2725 - FIRST SIGN OF TENSIONS

As the costs of this colonization mount, so too does pressure for rapid returns on investment. Promises of a prosperous new life in the stars are broken, as many are forced to live in poverty in order to meet production quotas assigned from Earth.

2889 - NEW TYRE UPRISING

On the remote colony of New Tyre, tensions spill over into open rebellion. Rebels seize the colony and declare independence. Others begin to organize, following their example.

2896 - BATTLE ARMOUR DEPLOYED

Battle Armoured units are deployed for the first time by Earth. These units quickly bring New Connecticut and other colonies to heel, forcing rebels into hiding.

2912 - GENE-MODS INVENTED

A gene-scientist, soon to be known as the Founder, rises from obscurity with the invention of Gene-mods. He plans to uplift humanity, but instead, this invention is kept for the military.

2920 - DEPLOYMENT OF DETACHMENTS

Gene-mod enhanced soldiers are organized and deployed throughout Earth's colonies. These new "Battle Brothers" are divided into Detachments, specialized for combat on their respective worlds.

2940 - FOUNDER SEIZES CONTROL

The Founder presents his vision of an uplifted humanity to the public, promising a brighter future. Many Battle Brothers side with him and the Founder sweeps into power with a coup, forcing Earth's government into exile.

2941 - BATTLE OF YINWEI MOON

A Battle Brother detachment on the Yinwei Moon colony offers safe haven to the representatives of Earth's former government. As a result, the Founder declares these Battle Brothers Traitors, and a Civil War soon ensues.

2943 - TRAITOR COALITION FORMS

Those opposed to the Founder begin to organize, establishing a loose alliance between former Rebels and Battle Brothers still loyal to Earth's former government. This alliance becomes known as the Traitor Coalition.

2948 - CONDUIT PROGRAM ESTABLISHED

The Founder establishes both the Conduit Program and an order to Custodians to assist with managing it.

2953 - BATTLE OF NEW LISBON

A major confrontation between the Founder and Traitor forces on Earth, near the city of New Lisbon. Destruction from this battle leaves large parts of Iberian Peninsula uninhabitable, resulting in millions of refugees.

2955 - REFUGEES ORGANIZE

As the number of refugees continue mounting, they begin to organize themselves. This group of civilian officials and refugee leaders side with neither faction of the civil war, instead seeking to escape the conflict.

2959 - THEFT OF THE FLAGSHIP

The Refugee Alliance commits to a desperate plan, stealing ships from Earth's shipyards, including the Founder's flagship. They convert these into colony ships, departing for deep space while taking as many people as they can.

2960 - BATTLE AT THE EDGE OF SPACE

The Founder's fleet pursues the refugees. The Battle Brothers' assaults are repelled by a heroic woman, who would become known as the God-Queen. The Founder falls in battle, but Custodians are able to recover the Conduit Program.

2960 - ARRIVAL IN SIRIUS

A wormhole forms around the fighting fleets during the battle, scattering both through the Sirius Sector. Survivors regroup and seek out new worlds to settle in this strange new galaxy.

- FIRST CONTACT -

Naya held the case close to her side as she approached the laboratory gate. It contained precious samples of complex plant life native to this new world; far more complex than anything else that had evolved off of Earth. Her mind reeled as she considered how astronomically unlikely it had been that their damaged colony ship had found such a hospitable world.

She was greeted by two of the soldiers assigned to guard the laboratory. One of them, Ivan, was casually chewing on a ration bar while the other, Ryan, waved her through.

"You know, we've cleared some of the native plants as okay to eat and they're quite tasty," Naya said, "You don't need to eat that flavourless paste."

"If it's all the same to you," Ivan replied with a shrug, "I'll keep to these until they've started growing some proper Earth plants."

Naya sighed and touched her badge to the gate, only to hear a siren begin blaring. She pulled back in shock, but Ryan smiled back at her reassuringly.

"It's the proximity alarm," he explained, "It's probably nothing for us to worry about."

"Still," Ivan grunted, "You're coming with us. It's possible some Battle Brothers managed to find this world before we did."

"We left that war behind on Earth," Naya replied, "Let me get my samples to the lab."

"The Founder might not see it that way," Ivan said, "Come with us."

After nearly ten minutes of tedious searching, they found a small breach cut into the fence.

"Must be some local wildlife," Ryan shrugged.

"I don't think so," Naya replied, looking at the fence, "The metal here is melted."

As they approached to investigate, the soldiers' communicators flared to life. "Help! There's something in h-" the message was cut off by a scream.

"Red Alert. This is not a drill," another voice spoke into his comm, "Scientists get to the nearest secure location. Soldiers, report in."

Ivan sent in confirmation over his comm, and was instructed to gather up with his squad. He turned to Ryan and Naya and armed his rifle, "Let's get to the lab!"

As they got close, they saw the body of another soldier. Ryan averted his eyes, but Ivan knelt closer, "These wounds didn't come from a Battle Brother weapon, at least not any that I've seen."

An explosion sounded from inside the base.

Confused shouts and muddled reports echoed over the comms.

"...attacking from the vents..."

"... some kind of laser..."

"... heavy fire..."

"...order... evacuation..."

Voices overlapped each other, as panic overtook the soldiers and scientists alike in the base. The sound of gunfire rang out from inside, as smoke poured out of the building.

The soldiers started moving to the lab entrance, but Naya stopped them, "We should get to the garage, it'll be better for us to bring an armoured truck for support rather than charging in blindly."

Reluctantly, the soldiers agreed, and the team hurried towards the garage's main entrance. Naya entered the code, and the door began to slowly raise. Ryan walked in first, only for a beam of light to cut through him. He was dead by the time he hit the ground.

It was a strange weapon, unlike anything that they had seen from the Founder's forces before. Naya and Ivan hit the ground, and Ivan returned fire. The lasers heated the walls as the unknown enemy laid down suppressive fire.

Without a word, Naya moved away from the entrance, retreating from the battle. Ivan gestured to stop her, but another volley of laser fire kept him from moving.

"We've got a hostile in the garage," he shouted into his comm, "Requesting backup."

The comm line was disturbingly silent, though he could still faintly hear gunfire coming from the building.

He poured another clip into the garage, trying to scan for any sign of his enemy as he looked. He caught only a fleeting glimpse of some inhuman silhouette before he was forced to duck back into cover by incoming fire.

The laser cut dangerously close to him before he heard a loud smash and saw it suddenly veer up and away.

He turned his head to see Naya standing in the garage, the side door still open behind her. She was panting as she looked down behind some crates, where the attacker had been hiding, her samples scattered over the floor. Cautiously, she moved closer as she tried to take the attacker's weapon.

Just as she was getting close, Ivan saw a flash of motion.

He squeezed his trigger tight, firing a burst at the blur on the floor as Naya leapt back. This shot seemed to find its mark, sending his foe back to the ground.

Cautiously, Ivan began to rise. He took one last look at Ryan, before moving towards the armoured truck. Naya stood up slowly, as though she expected the attacker to get up again.

"Are you coming or not?" Ivan said as he came to the vehicle door.

Naya paused as she took a closer look at the body.

"Ivan, I don't know who is attacking us, but whoever they are... they're not human."



HAVOC BROTHERS

PROTECTORATES

DWARF GUILDS

RATMEN

THE ZONE

FORMER ELF EMPIRE

ROBOT LEGIONS

JACKALS

HUMAN CLUSTER

ORCS

DAO UNION

SAURIAN STARHOST

ALIEN HIVES

ETERNAL DYNASTY