

Pre-RPG Abwehran History

Total Abwehran Years of Recorded History: 844 AY Total Standard Years (Earth) of Recorded History: approx. 2962 SY ¹⁾

Great Conflict Era

GC 00-46 (BYE 2962-2802)

- Two super-kingdoms rule Abwehr: Kingdom of Oberflache and the Kingdom of Unterwelt.
- All recorded history of before is destroyed in an effort to solidify power.
- Racial and Territorial Tensions lead towards a feud between the two nations.
- Bronze Age Wars (First and Second World Wars)
- An unknown neutral party dedicate themselves to the objective recording of history.
- Second Armistice is signed.
- A blacksmith of the Kingdom of Unterwelt develops the first Iron device.
- Abwehrans enter the Iron Age

GC 47-99 (BYE 2801-2612)

- Iron Age Wars (Third, Fourth, and Five World Wars)
- Smiths of the Unterwelt forge the first steel blade.
- Abwehrans enter the Steel Age
- Fifth Armistice

GC 100-215 (BYE 2611-2204)

- Steel Age Wars (First - Tenth Great Wars)
- Steam-powered Engines are developed by the Kingdom of Oberflache
- Abwehrans enter the Industrial Age
- Fifteenth Armistice

GC 216-319 (BYE 2203-1832)

- Time of Peace
- The Kingdom of Oberflache develops the first combustion engine
- Abwehrans enter Post-Industrial Age
- Brutal War occurs
- Sixteenth Armistice signed after the total casualties equals one billion dead

GC 320-412 (BYE 1831-1486)

- The Kingdom of Unterwelt figures out how to split the atom.
- Abwehrans enter Nuclear Age
- Massive arms race begins with the development and testing of first nuclear weapon
- Increasing tension leads to a skirmish at the small town of Vieh-Stadt
- Detonation of a small terrorist made nuke occurs during this skirmish
- Devastation of Vieh-Stadt results in formal talks about Nuclear Arms
- Tensions continue to mount as talks falter
- With Nuclear War on everyone's mind, the populace rises up with the help of the new Verdienstorden Organization.

After Conflict Era

AC 00 (BYE 1485-1481)

- Two-Month War occurs.
- Verdienstorden comes into power
- First World-United Government in Abwehran History.
- Knowledge of Mutli-stage Nuclear devices lost.

AC 01-20 (BYE 1480-1420)

- Reconstruction and Restructuring Begins.
- Fusion via Heavy Water is discovered.
- The Fusion Age begins.

AC 21-42 (BYE 1419-1346)

- With the Dawn of the Fusion Age comes the yearning for space exploration.
- First man-made satellite deploy in AC 25, Twelfth Month, 4th Day.
- First Manned Orbital Flight occurs AC 30, First Month, 1st Day.
- In an effort to gain more popularity, the Verdienstorden Government approves of a multi-billion Credit Space Program.
- First Permanent Orbital Space Station deployed in AC 42, Fourth-Eighth Month, Second Day.

AC 43-70 (BYE 1345-1249)

- Decades of Space Exploration around the Jaspis System.

AC 71-80 (BYE 1248-1216)

- Gefahr is discovered, the only other habitable world to have been found.
- Talk of colonization begins to occur as missions are sent to the terrestrial moon, but no missions ever return.
- One rescue/survey mission survives to describe a race of horrific insectoids with strange abilities, colonization of Gefahr is called off.
- All travel to Gefahr is banned and a quarantine is placed upon the moon.

AC 81-120 (BYE 1215-1076)

- After exploring the Jaspis System, efforts are put into mining operations and orbital construction.
- During this time, frustration over the lack of rights begins to occur.
- First Rebellion occurs in AC 119, but is viciously put down.
- After the First Rebellion, the Verdienstorden initiated several loyalty-first programs to make sure nothing like that happened again.

AC 121-150 (BYE 1075-972)

- Protests on the lack of basic rights begin to occur
- The Great Circle Massacre occurs in AC 130. A million man march is viciously ended via military means.
- The response to this was the Second Rebellion in AC 131, but is eventually put down in the year 150
- 1% of the population is estimated to have been casualties.

AC 151-170 (BYE 971-903)

- After the Second Rebellion, fear of the Verdienstorden keeps the people under control.
- In AC 163, rumors that the Heir of the Super-Kingdoms of old begin to emerge. These rumors were first ignored, but eventually the rumors grow into a cult following.
- The Cult of the Emperor rises within a few communities, but each are hunted down by Secret Police and annihilated.
- In AC 170, Elisa Rosenthal reveals herself and proclaims she is the descendant of both houses, a rare Surfacers/Nightwalker Hybrid with the royal blood of both Kingdoms.

AC 171-176 (BYE 902-884)

- A World-wide manhunt ensues for Elisa, but she is never caught.
- Meanwhile, Elisa gathers supporters around Abwehr and secretly begins to plot the Third Rebellion.

After Freedom Era

AF 00 (BYE 883-879)

- The Third Rebellion, or “One Week War”, occurs with resulting casualties being only the Verdienstorden Leaders, nicknamed the “Bloodless War”.
- A Transitory Government is formed and people are elected to a Transition Congress.
- The Transitory Congress' purpose to to create a constitution for the true new government.

AF 01-14 (BYE 878-832)

- During the Transitory Government's reign, most funds are used to get the economy and industries back up and running while the Congress develops the new Constitution.

AF 15-120 (BYE 831-459)

- The Abwehran Star Empire is formed, Elisa Rosenthal is placed in the position of Empress and given “presidential” powers.
- Reformation Program begins.
- Abwehran Armed Forces formed in AC 50

AF 121-200 (BYE 458-177)

- Reformation continues.
- Space Program increases dramatically as mining stations and other civilian space stations are built.
- Because of the economic boom in space, pirates make a return as they begin to plague the space ways.

AF 201-250 (BYE 178-04)

- Reformation ends.
- In AF 238, massive pirate attack upon a civilian cargo ship claims 200 lives and over 1.3 billion Credits of damage and lost goods.
- In response, the Abwehran Star Empire declares that the constitution no longer applies to pirates and declares war upon all pirate clans.
- Pirate Wars (AF 240-250)

AF 251-258 (BYE 03 - YE 26)

- Pirate Wars end when the Chief of the Hister Pirate Clan is kill in combat.

- An action to decrease the size of the AAF is called, but ignored into submission in the House of Lords.

AF 259 (YE 27-30)

- [Abwehran RPG Timeline](#)

¹⁾

Note: All times are listed in the three eras: Great Conflict (GC), After Conflict (AC), After Freedom (AF). They are also listed in Yamatai Empire (YE) and Before Yamatai Empire (BYE).

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Last update: **2023/12/21 00:58**

