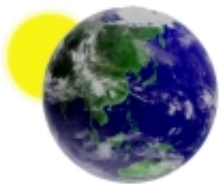
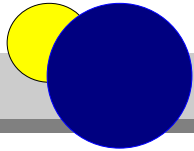


History



Terran Dawn

Sturn Webb



Terran Dawn

HISTORY

This chapter contains a textual and time line history of events important to the Terran Rim (aka Solomani Rim) through 4090 AD, the default campaign "start" date for *Terran Dawn*, about -400 Imperial.

Pg. 2	<u>Textual History</u>
Pg. 15	<u>Time Line of Events</u>
Pg. 20	<u>Resources</u>



A Brief History of the Terran Rim through the Long Night

Ancient Terra

The first civilizations arose on Terra nearly ten millennium ago. These first civilizations warred amongst themselves from their birth, creating the variations in culture and desire for war and expansion that Terrans are known for.

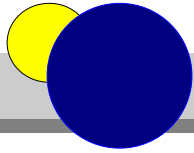
From amongst the warring tribes of Terra arose the warring nations of Terra. After two world wars and the growing threat of a third, the nations of Terra formed a global organization, the United Nations, in 1945 AD. Its founders hoped for a council of nations that would use diplomacy, not war, to end conflicts between the nations of Terra. In it's infancy, the United Nations failed. But, its foundation would lead to a future government that would succeed.

In 2024 AD, the United Nations received the boost it needed in the form of the "Treaty of New York". Signed by the nations of Terra in the city of New York, the treaty formalized the governmental apparatus of the United Nations. The treaty also placed national armies under the control of the world government of the United Nations. In retrospect, the treaty would be seen as the founding of the Terran Confederation.

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No Claim to Canony

Nothing here is meant to be Traveller "canon". That being said, every known source on this campaign period has been researched so as to not contradict anything in the Official Traveller Universe created by Marc Miller and others. This document should not be considered "OTU" at all. That's for Marc and official Traveller publications to determine, not this home-made project.



Terran Dawn



- Ancient symbol of the United Nations of Terra.

Ad Astra Per Aspera

With growing peace and a lack of frontiers, Terran eyes turned towards the heavens. Terrans have always looked for new frontiers. The ancient Terran phrase, "Ad Astra Per Aspera" translates to "To the stars through difficulties". This phrase was not created during Terran's space age, but by an ancient tribal poet. Even the barbarians of Terra yearned for the stars.

In 1961 AD Terrans reached orbit for the first time. Even this activity was inspired by a competition between rival nations of the planet. For years, aspirations to the stars were met by successes mixed with tragic failures.

Dating System

Why AD and not the 3rd Imperium dating system? Because the 3rd Imperium does not yet exist. The 2nd Imperium used Terra's dating system, and that is what is used here.

How do you convert between AD and 3rd Imperium dates? Very carefully. There are contradictions in Traveller dating conversions. Even "canon" sources have contradictions in dates and there is more than one method of converting. The author attempted to avoid these problems by using the dates given in Gurps: Interstellar Wars as a base, since they were already converted to "AD".

As the United Nations would help ensure cooperation between the nations of Terra yearning for peace, another organization would ensure cooperation between the same nations

yearning for space. The United Nations Space Coordinating Agency was formed in 2015 AD.

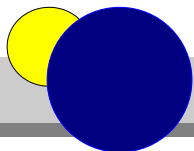
Over the next few decades, the UNSCA would supervise cooperative space technology research and exploration. Terran outposts for research and mining began to spread throughout the solar system. In 2088 AD one of these UNSCA labs would discover rudimentary jump technology.

Jump technology was of little use to Terrans for several years. The first jump drives developed could not bridge the two parsec gap to the closest neighboring star systems. The technology to easily jump into deep space was eons away. A gravity well was needed to bridge the gap.

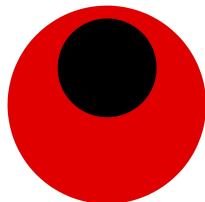
Jumps into Deep Space?

Jumps into deep space have been a debate amongst Traveller fans for years. Some have proposed this is easily possible, others have proposed a gravity point, such as a star, is needed to jump to. Both explanations have their weaknesses. Gurps: Interstellar Wars placed a brown dwarf star between Terra and Barnard as a jump point for their way-station, thus implying a gravity well was needed. Information on future events and areas of Traveller seem to indicate no such gravity well is needed. This author postulates that earlier jump technology finds it impossible or highly dangerous to attempt a jump to deep space. As technology increased to TL 15, the ability to jump to deep space became easier.

Hope came in the form of a brown dwarf nearly half-way between Terra and Barnard (Terran Rim 1926). A Terran people known for wanderlust, the Americans, began construction of a way-station at the brown dwarf. In 2097 AD the exploratory vessel *Starleaper One* bridged the gap to the Barnard system. The Terrans discovered not just a new star system, but a somewhat alien race.



Terran Dawn



- Symbol of the Ziru Sirka,
the "Grand Empire of the Stars"

The Vilani Wars

When *Starleaper One* arrived at Barnard, they found a small mining outpost. The outpost was manned by non-Terrans. But, the Terrans were astonished to find they were not truly alien, but human. The Terrans had contacted another human race, the Vilani. While Terran history should have forecast what would eventually come of this contact, elation and confusion were the first emotions to come to the Terrans.

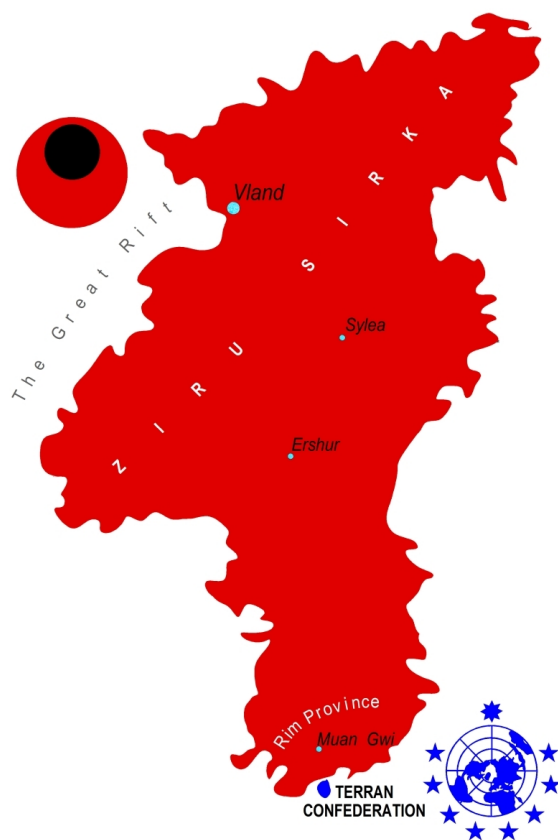
Terran Destiny

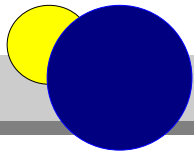
Terrans have an innate wanderlust about them. Throughout their history, they have always sought to see what is over the next hill, next sea, or beyond the next star. This wanderlust became a manifest destiny for the Terrans when they reached for the stars. Having found that others had reached the stars first, the Vilani could not know conflict with the Terrans was inevitable.

The elation of first contact was soon overcome by the mystery and threat of a huge interstellar empire of "Humaniti" in Terra's front yard. The Vilani had attained an empire comprising thousands of star systems coreward of Terra. The Vilani called their empire the "Ziru Sirka", or the "Grand Empire of the Stars" in Anglic. The expansionist spirit of Terrans would make sure history called it only the "First" Imperium.

Terran vs. Solomani

Throughout this document, you will encounter "Terran" used where you may be used to seeing "Solomani". This is due to the perspective of this campaign guide being from the viewpoint of Terrans before the rise of the 3rd Imperium. While the term Solomani was coined during the 2nd Imperium, the author thought it was appropriate that it was not commonly used until the 3rd Imperium, so rarely found here.





Terran Dawn

A series of "Interstellar Wars" began in 2122 AD with the Vilani. These Vilani Wars would last over two centuries.

The power of the Vilani was in their vast number of worlds and thus resources. However, their weakness stemmed from this same power. The 1st Imperium had grown so large that it had become stagnant, decaying, and unable to quickly respond to outside threats. For many years the Vilani failed to see the Terrans as a threat. By the time the far off Vilani capital understood the threat of the growing Terrans, it was too late. On the side of the much smaller civilization of the Terrans was their ingenuity, fighting spirit, and ability to adapt quickly to change. The Terrans not only learned from the technological advances of the Vilani, but expanded upon them.

First Contact?

Were the Vilani truly the first intelligent race Terrans encountered? How could a garden world with a large population of Humaniti be sitting right outside the 1st Imperium and not be noticed by Vilani scouts?

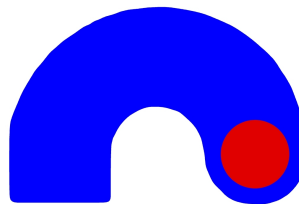
The answer to both questions may be the Vegans. The Vegan Polity may have acted as a buffer to Vilani exploration on its rimward border. The "cloak" of the Vegan Polity may have hidden away a small world in the backwaters of the Imperium.

Speculating further, the Vegans may have discovered the Terrans themselves years before the Vilani did. Ancient Terra is rife with stories of "UFO" sightings, and Vegans may even bare a resemblance to the alien "Grays" of these tall tales. Perhaps the Vegans saw a strength in the Terrans that could one day help them throw off the yoke of the Vilani, and thus helped hide the frontier world from their masters' eyes.

A series of set backs came to the Vilani, foretelling their doom. In 2231 AD, the 1st Imperium's frontier capital for the Rim Province at nearby Dingir (Terran Rim 1222) fell to the

Terrans. This gave heart to an alien race called the Vegans who resided coreward of Terra. Long under the yoke of the Vilani, the Vegans saw hope in the rising Terrans and declared their independence from the Vilani in 2236 AD. Around the same time, Terrans developed jump-3 drives and astoundingly powerful meson weapons that the Vilani had not yet discovered. When the far off 1st Imperium capital finally recognized the threat of the Terrans, they sent their largest and most powerful "core" fleet. It was soundly defeated in 2246 AD by the superior maneuverability and firepower of the smaller Terran fleet.

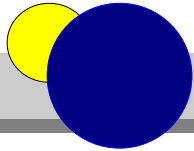
With the strength of the Terrans now evident and the Vilani in decline, the tap was open. The Vegans joined the Terrans in an open alliance. Other subject races, such as the Surerrat, would follow. World after world fell to the Terrans. With the inevitable in sight, even more star systems simply handed over leadership to the Terrans. The 1st Imperium finally, officially, collapsed in 2303 AD. The Terran Confederation was victorious.



- Symbol of the Rule of Man

The Rule of Man

The Terran Confederation was ill prepared to rule the vast number of worlds they had inherited at the end of the Vilani Wars. Suddenly, they were in control of thousands of former Vilani star systems. In response, the Terran Navy dispatched over 100,000 officers across the old 1st Imperium to form what was to be a temporary governmental apparatus. The old noble caste system of the Vilani was ripped away unwisely, replaced almost overnight by military rule.



Terran Dawn

The failure of the Terran Confederation's administration of the Vilani worlds would soon become strikingly evident. The Confederation's government at far off Terra began over-riding local administration of the distant Vilani worlds as spoils of war. Resources were stripped from Vilani worlds and sent across the vastness of space to Terra. This proved a phenomenal boom to Terra, but disastrous to the conquered worlds ruled by Terran naval officers.

In 2318 AD, open revolt came to the Terran Confederation from within its own Navy. Led by the Terran Navy's own commander, Admiral Hiroshi Estigarribia, a coup was initiated. With Terran Naval officers directly ruling local worlds throughout the Confederation (and most being loyal to Admiral Estigarribia, a hero of the Vilani Wars), the coup easily replaced the government of the Terran Confederation. The Admiral declared himself Protector of Terra and Regent of the newly conquered Vilani worlds. Admiral Hiroshi Estigarribia transferred the capital from Terra to Dingir (Solomani Rim 1222), the former headquarters of the Terran fleet.

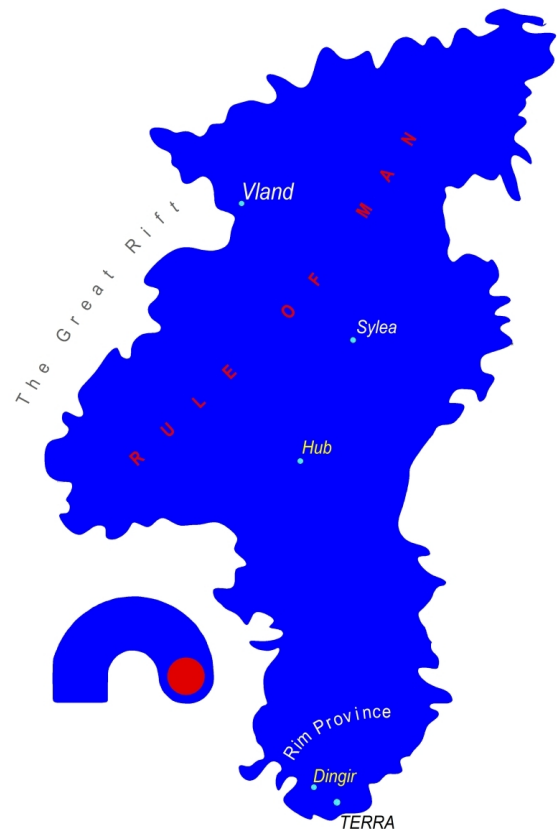
The warrior-hero Hiroshi Estigarribia ruled from Dingir for over two decades, but died in 2340 AD. He was succeeded by his chief of staff, who immediately crowned himself "Emperor" Hiroshi II, as if the direct descendant of a king. A few years later, Emperor Hiroshi II moved the now Imperial capital to the far off world of Hub, deep in the former Vilani Imperium.

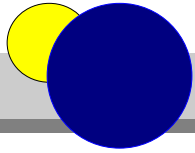
Thus began a noble system of government within the 2nd Imperium. Admiral Hiroshi Estigarribia would in retrospect become known as Emperor Hiroshi I. Following the pattern set by his heir Emperor Hiroshi II, local naval officers throughout the Imperium passed their positions to their descendants. The vastness of the Imperium did not allow for distant rulership anyhow; local leadership was the only government from the viewpoint of most citizens.

The transformation from the Terran Confederation into the 2nd Imperium helped fill the hole created by the fall of the Vilani Imperium. But, the decay of the old Imperium was too deep and the Rule of Man would go too far. Through the next two centuries, the Rule of Man would slowly remove the deep rooted Vilani caste system. The Terrans were even slower in replacing this system with one of their own. Later historians would see the last 2500's AD as the beginning of the decline of the 2nd Imperium.

Terran Twilight

Many systems were put in place to stop the decay throughout the Imperium. New institutions were put in place alongside old ones. The public lacked confidence in both. The decay ran too deep for too long.





Terran Dawn

In the late 2600's AD, governments lost efficiency due to lack of trust caused by the removal of old Vilani social systems, poor responsiveness to problems, and lack of communication throughout the Rule of Man. Trade and business soon followed suit. A recession spread throughout the Imperium as trade became more and more localized.

Twilight was coming to the 2nd Imperium. After the capital of the Imperium moved to Hub, Dingir remained a naval fleet base and local capital of the Rim Province. Dingir officially ruled the area, but nearby Terra was a large unofficial influence on the province. In the 2670's AD, the usual dispatches to Dingir from the Imperial capital at far off Hub became less and less frequent. The last few Imperial couriers to arrive at Dingir spoke of the dying communication and trade lines becoming more and more dangerous. When the Imperial communiques stopped completely, Dingir continued to rule the Rim Province in the name of the Emperor, waiting for a an end to the recession. The end would not come, as Twilight came with the collapse of the 2nd Imperium.

By the late 2820's AD, Dingir could no longer afford to maintain its Imperial fleet. Patrols of the Rim Province came to an end. Remaining naval forces were called back to Dingir or distributed to various worlds of the Rim including Terra. Dingir knowingly isolated itself from the coming darkness.

On Terra itself, a reduction in imported resources and less markets to export to had an affect, but not as noticeable as in other parts of the shattered Imperium. Terra responded by maintaining a small trading community in the local vicinity. This community became a splinter state with Terra as its capital in 2832 AD.

The Terran Mercantile Community had been organized around 150 years earlier as a merchants' organization only. The TMC was created during the Rule of Man to circumvent laws against local navies by organizing a system of armed merchant vessels. The TMC

became more and more important to the worlds near Terra until it finally became the government of the local splinter state in 2832 AD. Trade outside the TMC was hindered by rampant piracy. The TMC provided a unified trading and defense community against this piracy. With the fall of the provincial capital, the TMC would for a time even try to fill the gap left behind, stepping up naval patrols in throughout the Rim Province.

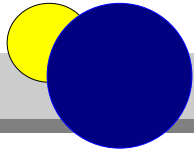
Terra was not the only world to gather local systems to ride out the Long Night. The alien Vegan Polity reduced its borders due to faltering technology, but remained relatively intact. To coreward, Easter (Terran Rim 1802) began lending assistance to nearby star systems towards the end of the 3rd millennium AD.

But, Deep Night approached.

Terran Night

At the brink of the 3rd Millennium, Twilight had slipped into Deep Night. While there were torches in the darkness (Dingir, Terra, Easter), outside the civilized pockets was danger in the form of falling civilizations and piracy. Some refugees were lucky enough to get passage to safety on the last star craft operating outside the new pocket empires. Other refugees were forced to remain on failing worlds. Some survived, some did not.

The splinter states arising around a few worlds such as Dingir, Easter, Terra, and the Vegan Polity attempted to trade and communicate between themselves, but this became increasingly difficult. Crews of merchant ships become more reluctant to accept the high pay of inter-splinter state trading for the safer local trade lines. Technology faltered due to economic recession and faltering civilizations. Advanced technologies became too expensive, even for the governments that were experiencing economic depressions. Since only



Terran Dawn

the most advanced jump drives could leap across the many three parsec gaps in the Terran Rim, communication and trade were further hindered.

Languages

Anglic is the language of trade and interstellar communication on the Terran Rim. A descendant of English, Anglic was the official language of the Rule of Man.

While Anglic is widespread, there is still a plethora of local dialects and languages. On Terra itself, for example, there are still hundreds of local dialects, but most citizens of the planet still know Anglic.

Vilani is spoken on many worlds, especially those that were originally settled by the 1st Imperium.

With shrinking trade and increased piracy, the Terran Mercantile Community began isolating itself in the early 3300's AD. Distant ports of call in the Rim Province and even closer to home were abandoned to their own fates. Trade with nearby Dingir and the Vegan Polity slipped away.

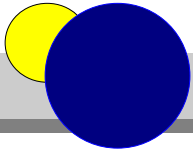
While sporadic piracy was found throughout the darkness of the Terran Rim, the Reaver's Alliance grew into an organized effort to spinward. The Alliance of pirates was not an official government, but simply organized piracy. The Reavers followed unofficial "hunting" rules and set up a network to handle their ill-gained booty. The Reaver's Alliance raided as far as the Vegan Polity, the Terran Mercantile Community, and most commonly the systems nearby Dingir.

Around 3400 AD, Dingir was able to re-contact nearby worlds to form a defense league against the hindrance of the Reaver's Alliance. The descendants of the naval headquarters at Dingir were able to organize a united naval defense against these pirates. Once they were able to hold off the pirate attacks, the Dingir League was then able to administer trade between its member worlds.

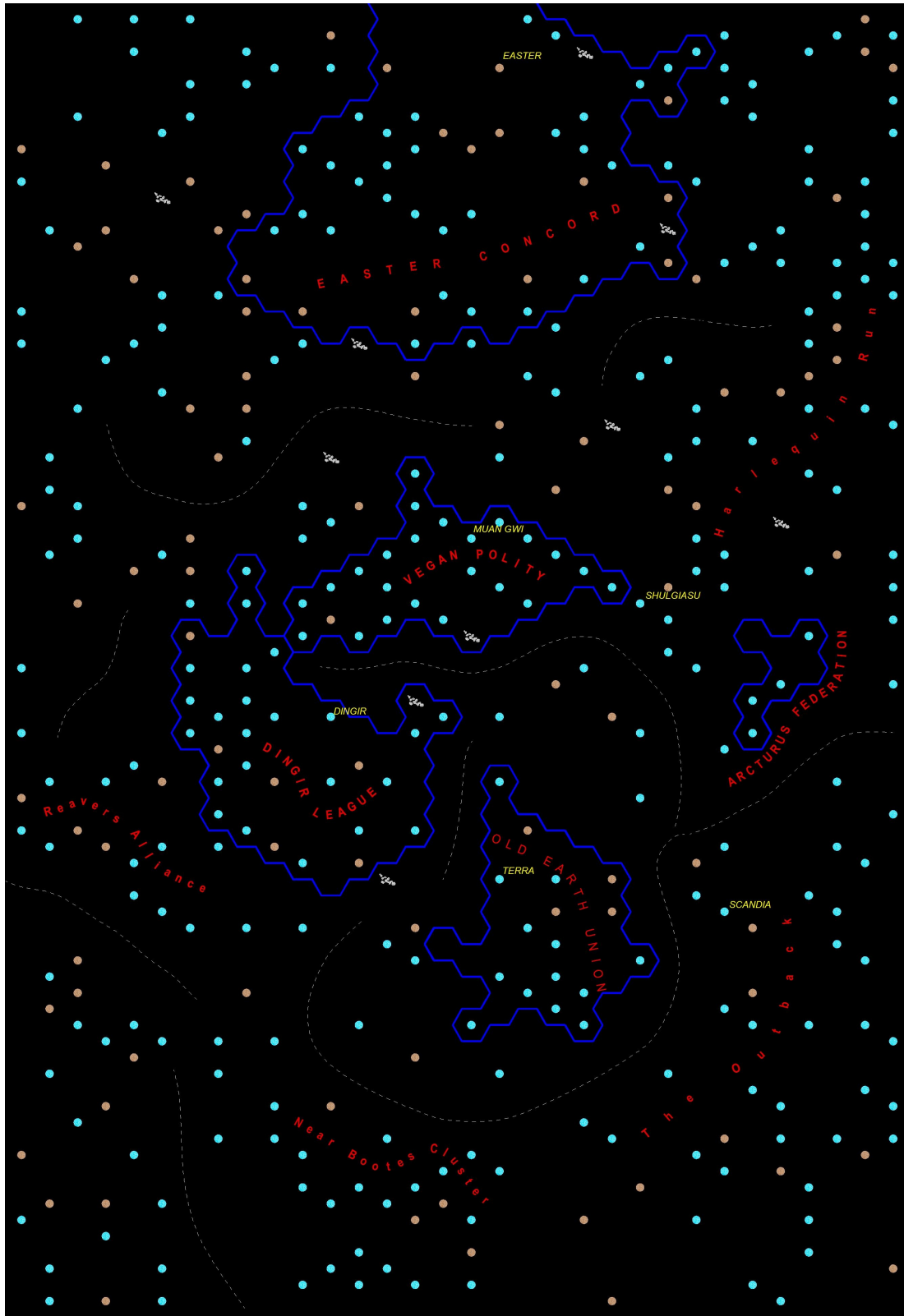
The early efficiency of the pirates was self-defeating. As interstellar trade became more and more dangerous due to pirate attacks, the pirates found themselves with fewer and tougher targets. Trade ceased except within organized, defended splinter states such as the Vegan Polity, Dingir League, and Terran Mercantile Community. With lack of trade came lack of targets. Most pirates weren't able to strike at the defended trade lines within the splinter states of the Terran Rim. Only the Reaver's Alliance was able to muster enough force to raid the states from time to time. In fact, the Reaver's Alliance was formed from the start due to the dwindling of easy trade lines to target. Other pirates ceased to exist in any noticeable numbers.

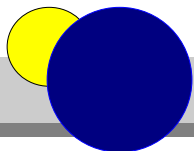
One small exception to interstellar trade within the fallen Imperium were the Aslan. Many Aslan were adventurers and wanderers at heart. Aslan traders saw not just profit, but adventure amongst the ruins of the Rule of Man. While there was no organized trade with Humaniti during the Long Night, many Aslan traders wandered into the rimward regions of the Rule of Man, including the Terran Rim. Some of these Aslan even stayed, founding small enclaves or colonies.

Needs artwork



Terran Dawn





Terran Dawn

Terran Dawn

In the early 3400-3500's AD, the "torches" of the Terran Rim began providing some light to the darkness of the Long Night.



Old Earth Union

Brought on by the continued economic recession, in 3412 AD the Terran Mercantile Community was transformed into the Old Earth Union based upon ancient Terra. The old mercantile community was relegated to a merchant's corps within the military of the Old Earth Union. The governmental apparatus of the TMC was transformed into a more official one based upon the systems of the old Terran Confederation.



Dingir League

Dingir's naval tradition had helped immensely with forming a fleet to combat the Reaver's Alliance to spinward. Worlds seeking safety from the terror of the Reavers flocked to the protection of Dingir's fleets. Soon Dingir controlled a very regimented pocket of worlds.



Easter Concord

Easter's helping hand to many coreward worlds developed officially into the Easter Concord in 3422 AD. While not an official capital of this defense and trade alliance, Easter (Terran Rim 1802) was its center point. The noble system of government that ruled upon Easter spread, somewhat forcibly, to those worlds who joined the Concord. The Easter Concord would grow into a bastion of safety amongst the coreward star systems of the Terran Rim.

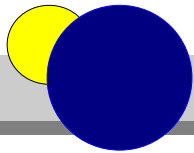
Nobility on the Rim

The Terran Dawn campaign is set before the noble system of the 3rd Imperium, but after the 2nd Imperium, who created the system of nobility the later Imperium's was based upon. There are a variety of "nobles" encountered in the Terran Rim.

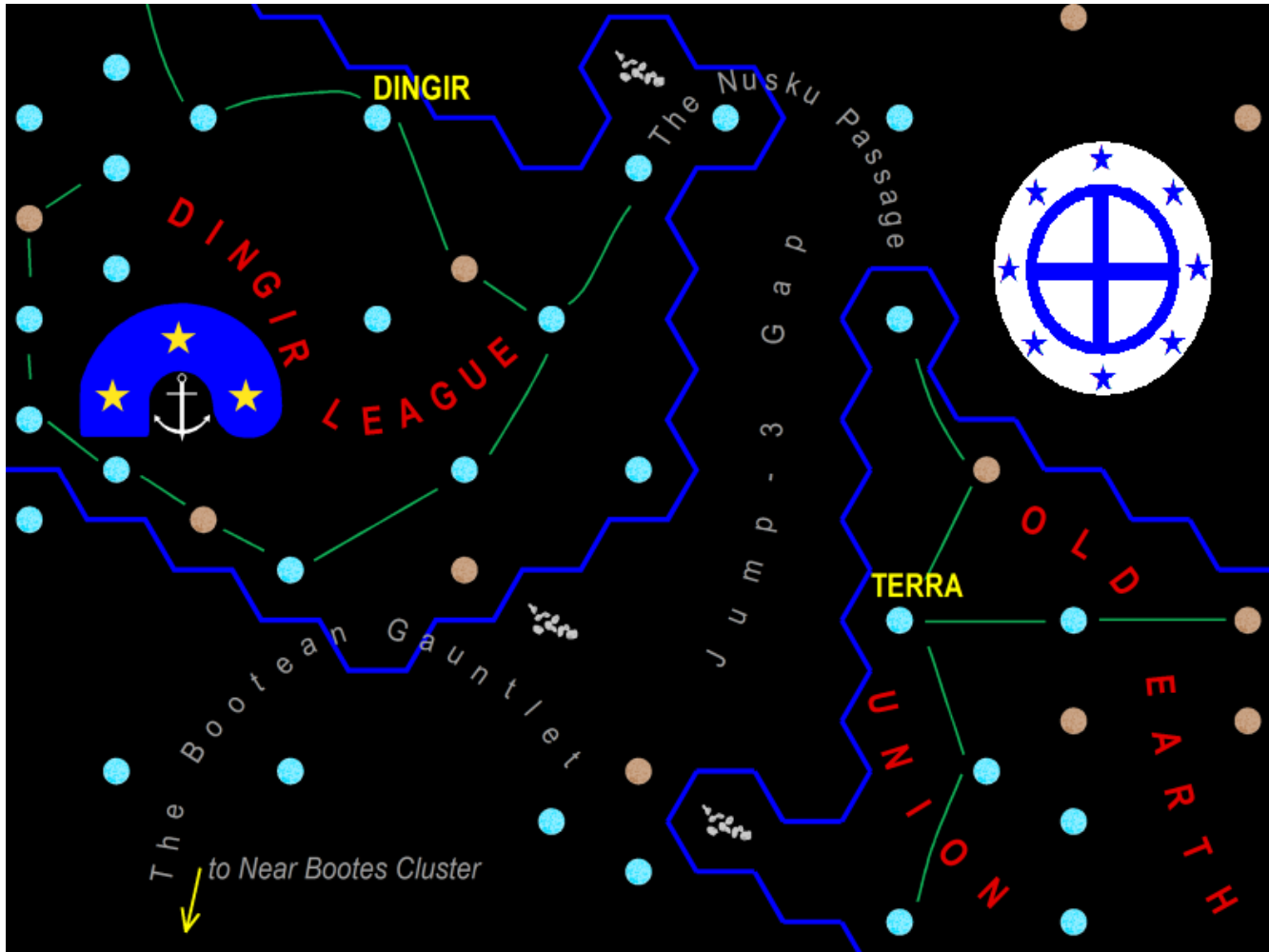
Within the Old Earth Union, the "nobles" are wealthy corporate leaders and politicians.

In the Dingir League, "nobles" are high-ranking military leaders.

Only the Easter Concord has nobles that are similar to those most Traveller players are used to.



Terran Dawn



Union-League Conflicts

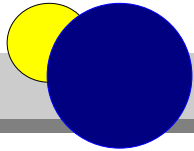
Conflicts between the Dingir League and Old Earth Union would be a hindrance to the Dawn now coming to the Terran Rim.

In 3418 AD, a trade war erupted along the League-Union border. This war would last for eight years. While providing a temporary economic boon for both states in the form of increased war-time manufacturing, the loss of trade routes and communication between the two states would last for centuries.

An expansionist sect began growing within the new government of the Old Earth Union. This cabal of senators preached an awakening of the

spirit of Terran exploration and settlement from the days of the old Confederation. The League would view this new expansionist vision of the Union with suspicion.

With the Dingir League to spinward and untraversable gaps to core and trailing, the scouts of the Old Earth Union turned rimward. A gap from trailing through rimward forced the Union to move spinward along the border of the Dingir League before turning rimward into the fertile Near Bootes Cluster. After a border incident with the Dingir League that would have future ramifications, Union scout vessels were recontacting worlds of the Cluster by 4000 AD. But, the Cluster did not respond with open arms as the expansionists in the Assembly of



Terran Dawn

the Union had planned. Instead, the Cluster resisted incorporation into the Union and even began forming a defense alliance against possible future Terran aggression. In response to what some saw as poor decisions by the expansionist Loyalist Party, several opposing senators banded together to form a counter political stance in 3974 AD. The new faction called themselves the Reformers' Party, but they would also become known as Isolationists, which was somewhat of a misnomer.

Adventures on the Terran Rim

The Terran Rim at Dawn is ripe with adventure opportunities:

Military: Dingir-Old Earth Union border disputes, mercenary actions in the area. Possibility of a civil war growing in the Union.

Political Intrigue: Expansionists vs. Isolationists in the Union, court intrigue within the Easter Concord.

Corporate Intrigue: Cutting edge TL 12 in the Union – theft, assassination, kidnapping of scientists.

Exploration: Trips to the far parts of the Terran Rim, the Outback, many worlds not contacted since the fall of the Long Night.

Trade: Free trading across interstellar borders, making runs to far off nations, the profits of the Harlequin Run, contacting isolated worlds and turning profits.

The Reformers called for an end to attempts at expanding the Union's borders so that attention could be turned towards developing the technology and trade base of their own worlds. For this, the growing party were called Isolationists. But, the Reformers did wish to contact nearby worlds to re-establish trade with them, just not conquer them or incorporate them into the Union. This put them on a collision course with the Expansionists of the Loyalist Party as senators rushed to take sides in the first century of the 4th millennium.

Terra

4085 AD

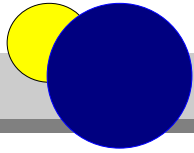
The UNN reporter glanced out the window as the urban sprawl slid by outside her taxi. Recognizing the street she blurted, "Cut through the Leawood District, it's safe anymore". With a quick frown in the rear-view mirror, the driver obeyed by turning the wheeled taxi down a side avenue. The buildings fluttering past soon changed into ancient steel and stone edifices with a glimpse of shiny new construction from time to time. Leawood did seem to be benefiting from a wartime economy, she thought.

After the buildings morphed again into government halls, the taxi abruptly stopped. Slapping her hand on the palm-reader for payment, the reporter jumped out of the taxi to meet a huddle of suits walking down a majestic stone stairway towards a crowd of microphones and cameras.

Spotting a recognizable fellow amongst the suits, the reporter called out amongst the buzz of questions, "Senator Toll, your bid to defeat plans for construction of the new Hiroshi-class battleships has failed. The Loyalist Party seems to have thwarted your moves. Does the Isolationist Party have any comments?"

Stopping to peer over the cameras, the Senator replied, "It's the Reformers' Party Miss. I think no statement is needed. The people of the Union don't need to be reminded how the Expansionist regime has been throwing away the workers' hard-earned credits on projects that only serve the pockets of a few at the top. Prosperity for all, not the few, we say. But, our fight will continue. The fight of the Reformers, the Leawood Labor Union, and all patriots of Terra.

The reporter glanced at the faces around her. Fight? Leawood Labor Union? My job could be getting very interesting soon.



Terran Dawn

The Loyalists still held a small majority in the secretariat of the Old Earth Union towards the close of the 40th century. But, they saw their power slowly being sapped by the Reformers, so they pushed for many new laws and programs while they could. This was most evident in the technological and military industries. The Union began to replace some of its aging fleet by building naval and scout vessels using newly re-discovered early tech level 12 advances. The Loyalists hoped that as Terra moved towards re-obtaining old Rule of Man technologies, the advantages would allow the Union to expand its borders before the Reformers won a majority in the Union Assembly.

Thus, military actions on the Union-League border once again became more common in the late 4080's AD. A "warm" war became evident for the next decade as border systems exchanged hands several times.

The result was not a stronger, larger Old Earth Union as hoped for by the Loyalists. As the 41st century arrived, the hope for colonies in the Near Bootes Cluster dwindled as the worlds brokered for an alliance against the Union's intrusions. The border disputes and failures at expansion further closed the gap between the two largest parties in the Assembly. Media networks began speculating that the disputes in the Assembly could spill over into the public sector.

Was a civil war looming?

Adventures in Technology

The Old Earth Union is on the verge of re-obtaining TL 12. Other states are, at the most, at TL 11. Several key technologies arise at TL 12, notably jump 3 drives.

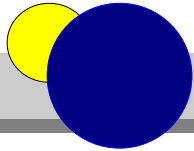
The Terran Rim has many small gaps that may only be traversed by a jump 3 drive. This makes the map very interesting since nearly everyone, private citizens and governments, are using jump 2 drives.

Terra thus is on the verge of a great advantage, but has not yet been able to benefit from it. Terra is still TL 11, but a few "prototype" TL 12 items are available at greater expense and less efficiency.

The Old Earth Union has fielded a very small number of jump 3 ships. Their new flagship has a large, crude jump 3 drive. Two scout "motherships" have been built to traverse the gaps to rimward and trailing of Terra.

A few other military items are coming in to production by the Old Earth Union. There are rumors of commando "jump" infantry units which have some limited grav capability, just not full flight. The Union is also fielding crude, large fusion guns and experimental powered combat armor, a precursor of battledress.

TL 12 has many ground-breaking technologies. A society on the verge of obtaining these technologies provides a background for adventures centered on technological espionage.



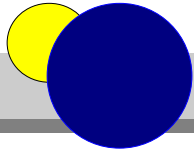
Terran Dawn

Important Events: 1945 AD to Present

Estimated or rough dates are in italic.

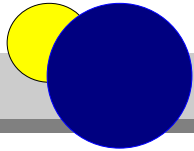
- 1945 AD Formation of the United Nations on Terra (Terran Rim 1827) due to a world-wide war. In the next few decades this confederation of world governments has little respect or power over the balkanized nations of Terra.
- 1961 AD Terra's first space flight begins as a cold-war competition between rival nations states.
- 2015 AD The United Nations Space Coordinating Agency (UNSCA) is formed on Terra after national rivalries are set aside.
- 2024 AD The nations of Terra sign the "Treaty of New York" greatly bolstering the power of the United Nations. The treaty places national armies under control of the global government and formalizes changes in the United Nations government. In later years, this date will become known as the founding of the Terran Confederation.
- 2065 AD Over the past century, several nations of Terra, under the supervision of the UNSCA, have founded scientific bases and colonies on Mercury, Luna, Mars, the asteroid belt, and Ceres. These bases help develop early gravitics and reactionless thrusters.
- 2088 AD A UNSCA lab within the asteroid belt of Terra discovers jump drive accidentally while researching new thruster plate designs. Terra is at TL-9.

- 2090 AD Having discovered jump-1, the technology is only used in-system due to no star systems being within jump-1 of Terra.
- 2093 AD In a move independent of the UNSCA, the Terran nation of America begins construction of a deep-space way-station coreward of Terra in order to use it as a stepping stone towards Barnard (Terran Rim 1926). *Note: Until the higher TL's of the 3rd Imperium, a gravity well is needed to jump to easily and safely. A brown dwarf is discovered and used at 1826.*
- 2097 AD An American exploration ship, *Starleaper One*, arrives at Barnard and makes first contact with a Vilani mining outpost.
- 2114 AD First Vilani War breaks out on the Rim Province between national squadrons under UNSCA command from Terra (Terran Rim 1827) and Vilani border forces after the Barnard Incident; Terrans at TL 10.
- 2122 AD End of the first of a long series of "Interstellar Wars" between the Vilani "First" Imperium and the Terrans. The Vilani Empire is huge in comparison, but decadent, and Terrans learn to adapt to and adopt new technology more quickly over the next two centuries.
- 2122 AD The United Nations of Terra admits Luna and Prometheus (Terran Rim 2027) as member states and promptly changes its name to the United Worlds Organization. Within two years, this temporary name is changed to the Terran Confederation. From this point forward, Terrans begin referring to



Terran Dawn

- their homeworld more as "Terra" instead of "Earth".
- 2124 AD Terrans discover jump-2 technology; Terran Confederation at TL 11 and thus equal with the 1st Imperium.
- 2157 AD A series of plagues begin spreading through Vilani populations having contact with Terrans. At first thought to be Terran biological agents, the plagues are found to be simple germs carried by Terrans that were deadly to Vilani. Both Vilani and Terran scientists eventually put an end to the plagues saving countless Vilani lives.
- 2228 AD Anglic, a descendant of Terran English, becomes the official language of the Terran Confederation.
- 2231 AD Dingir (Terran Rim 1222), a frontier provincial capital of the Vilani Imperium, falls to the Terran Confederation as the Vilani Wars continue.
- 2236 AD Rising in revolt during the Interstellar Wars, Vegans gain independence from the Vilani Imperium.
- 2240 AD The Terran Confederation develops jump-3 technology and early meson weapons. The Terrans are at early TL 12, surpassing the Vilani Imperium.
- 2246 AD Using superior jump-3 and meson technology, the Vilani Core Fleet is defeated by a smaller Terran force, foretelling the doom of the Vilani Imperium.
- 2247 AD Formation of an alliance between the Terrans and Vegans.
- 2298 AD The Suerrat minor race declare their independence and shift alliance from the Vilani to the Terran Confederation.
- 2303 AD The Vilani Imperium collapses at the end of the last of the Vilani Wars. Terrans only directly control a portion of the Vilani Empire. Over 100,000 Terran naval officers are dispatched across the former Empire to provide a governmental apparatus.
- 2318 AD When the Terran Confederation Assembly transfers control of Vilani territories directly to Terra to be used as spoils of war, a revolt comes from within the Terran Navy. Admiral Hiroshi Estigarribia, commander of the Terran Navy, initiates a coup and declares himself Regent of the Vilani Imperium and Protector of Terra. The Rule of Man, or 2nd Imperium, begins. The new capital is moved to Dingir (Terran Rim 1222), former headquarters of the Terran fleet.
- 2322 AD In a holocrystal recorded by Admiral Estigarribia in the Vilani language, he uses for the first time ever the new term "Solomani", probably to mean "all men". Amongst Vilani speakers, the word became more popular as meaning "Men of Sol". Terrans would still more commonly call themselves Terrans for centuries to come, but with time even the term Solomani would replace Terran on the Rim.
- 2340 AD Admiral Hiroshi Estigarribia dies. He is succeeded by his chief of staff, who crowns himself Emperor Hiroshi II. A few years later, Emperor Hiroshi II transfers the capital from Dingir to Hub (Massila 0402).



Terran Dawn

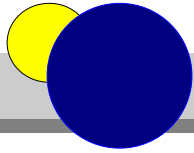
- 2514 AD First Terran-K'kree contact results in border engagements between Terran scouts and K'kree naval forces.
- 2542 AD First true Aslan-Terran contact by a Terran colony ship, but the message is surprisingly given little attention.
- 2567 AD The Rule of Man removes remnants of the Vilani caste system, but fail to replace it with their own social system. Later historians see this as the beginning of the decline of the 2nd Imperium.
- 2670's AD Lack of trade and communication between member worlds of the Rule of Man becomes more common.
- 2670's AD The provincial government at Dingir (Terran Rim 1222), capital of the Rim Province, stops receiving communiques from the Imperial government, but continues to rule on in the Emperor's name.
- 2720 AD First Terran-Hiver contact.
- 2746 AD Twilight begins as the destruction of trade, banking, and communication causes the collapse of the 2nd Imperium. Historians label 2746 AD as the official date that the Central Treasury at Hub first refused monetary issue to a provincial treasury.
- 2820's AD Having held on for years after the collapse of the Rule of Man, the Rim Province government at Dingir (Terran Rim 1222) is unable to maintain a far-reaching fleet without monetary support from Hub. Remaining Imperial naval forces of the Rim Province are recalled to Dingir or distributed to other worlds such as Terra.
- 2832 AD Near-Terran worlds re-organize the Terran Mercantile Community into a local government to help cope with the collapse.
- 2970's AD Easter (Terran Rim 1802) lends assistance to nearby star systems, rising as a center of relief for worlds less able to cope with the collapse of the Rule of Man.
- 3000 AD Twilight slips deeper into the Long Night. Trade and courier ships are frequently attacked.
- 3320's AD The Terran Mercantile Community shrinks and isolates itself due to lack of trade spurred on by pirate attacks.
- Tonopah Junior Academy**

4075 AD

Fifteen year old Junior Cadet Ann Singha quickly raised her hand to the question posed by Instructor 3rd Class Wilhem. After a nod, she answered confidently, "The Battle of Jaroslav was won before the naval action even took place. Scouts had relayed information to Dingir allowing the reserve fleet to respond and thus be waiting for the known attack from the Opljiok Defense League".

"Very good Cadet. Correct information, intelligence, can be more important then physical might. But let's remember to call them Reavers, not this 'Defense League' garble."

"Yes Instructor", Singha promptly replied, wondering at the contradictory information she had just received. If correct information is so important, why am I being scolded over use of a proper, historical name?
- 3400 AD Dingir (Terran Rim 1222) re-contacts nearby worlds to form the Dingir League. Descendants of



Terran Dawn

the 2nd Imperium fleet
administer a trade and defense
alliance from Dingir.

3404 AD A fleet of the Opljiok Defense League (a member of the Reaver's Alliance) attacks Jaroslav and is soundly defeated, losing two-thirds of the fleet due to a superb Dingir League naval action. Some later historians will name the Battle of Jaroslav as the beginning of the end of the Reaver Era. Reaver's from this date forward would be much less aggressive, turning towards simple piracy instead of the conquering of worlds.

Prometheus 4089 AD

Shutting down the plasma-welder, the coveralled worker blew slag away from the seal on the side of the new starship rising above him. The welder's eyes, amid a blank, soot-covered, face peered upward along the side of the Free Trader. "What stars will you visit soon?", he dreamed.

A yell from Webb's foreman interrupted his thoughts. The welder began stowing his tools. "I shouldn't day-dream. Grand-pap would have been happy to have this job. Things have been getting better of late."

Walking away with his back to the Free Trader, the welder found himself doing math in his head. "How many years would it take me to save up enough for a down-payment on such a ship?" The computation complete, the welder walked on to his next task, glancing back once to throw the Free Trader a frown.

3412 AD Due to economic recession, the Terran Mercantile Community is transformed into the Old Earth Union with its capital remaining on Terra.

3418 AD A vicious trade war erupts between the Old Earth Union and the Dingir League which will last eight years without resolving the conflict. Even after the end of the trade war in 3426 AD, there are no trade lines between the two interstellar nations, hurting them both for decades to come.

3422 AD Official founding of the Easter Concord, a noble-led alliance of governments centered on Easter (Terran Rim 1802).

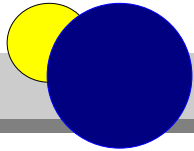
3500's AD Coping with the new isolationism of the Old Earth Union, Terrans turn to ancient customs with the Cultural Roots Revival.

3575 AD Attempts at establishing new trade lines between Dingir and Terra are hindered by an incident involving an armed Union merchant. Another border war erupts between the Dingir League and the Old Earth Union, but lasts only months. Laws enacted by both governments to ensure the peace along their mutual borders end all interstellar trade between them.

3700 AD Shulgiasu (Terran Rim 2319) has become a trade gateway between the Vegan Polity and other nearby human worlds.

3800 AD Trade between Dingir and Terra has re-opened, but only by "independent" free traders.

4000 AD Worlds of the Near Bootes Cluster (rimward of Terra) are re-contacted by both the Old Earth Union and the Dingir League. Border conflicts between the Union and the League are rekindled.



Terran Dawn

4000 AD A new expansionist push (the so-called Loyalist Party) in the Old Earth Union leads to a build-up of naval forces on the League-Union border after centuries of isolationism and peace between the two nations.

4050 AD A rift grows in the Old Earth Union's Assembly between the isolationist Reformers' Party (against expansion and thus conflict with their neighbors) and expansionist Loyalists (for expanding the borders of the Union). Representatives within the Assembly are forced to take sides.

Recent Conflicts

Conflicts of the past half-century:

4063 AD: Battle of Apishal. Naval engagements at Apishal (Terran Rim 1622) between the Old Earth Union and Dingir League. Severe losses on the Union side. Afterwards, the Union expansionists began clamoring for new naval budgeting.

4087 AD: Raid at Shurruppak. Old Earth Union marines attack an asteroid way-station (Terran Rim 1427) to destroy it for a coming naval engagement.

4080's AD: The Bootean Gauntlets. Several of a series of naval engagements involving Old Earth Union ships passing through the rimward Dingir League attempting to set up a permanent route to the Near Bootes Cluster.

4071 AD: The Ishmael Massacre. A Reaver raid of several civilian ships at Ishmael (Terran Rim 0922). Hundreds of civilians were killed over a 3 day period.

4090 AD: Shurruppak Rebuff. Naval engagement between Dingir and OEU at Shurruppak (Terran Rim 1427). Using the new Hiroshi-class flagship, the Union pushed the League from Shurruppak.

4087 AD First in a series of border conflicts between the naval forces of the Dingir League and the Old Earth Union. Systems in the border zone change hands more than once. It is called a "warm" war, not a cold war, due to episodes of open battle erupting from time to time.

Races of Terran Dawn

Humaniti (Solomani, Vilani, and hybrids) is the most common race in the Terran Rim. What other races may be encountered?

Aslan: The second most numerous alien race on the Terran Rim. Many adventurous Aslan have made the journey towards Terra during the Long Night, and even a couple of worlds have entire communities of them.

Hiver: Although contacted centuries before, the Hivers are still a mysterious race to Terrans. Hivers would be an extremely rare occurrence on the Rim. But what may be hidden by the public eye?

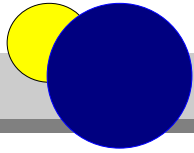
K'Kree: The K'Kree are not known to the Terran Rim. They have not yet been contacted by any of Humaniti.

Suerrat: Encountered during the Interstellar Wars, the Suerrat are a minor human race. They have a local community on Peraspera (Terran Rim 2028), very near Terra.

Vargr: The Vargr were well known to the 1st Imperium and thus would have been known to the 2nd Imperium. But, the distance to Vargr worlds is so far that few would have made the journey to Terra. It has not yet been determined that Vargr have Terran DNA.

Vegan: The most numerous alien race in the Terran Rim. The Vegan's occupy an entire pocket empire (the Vegan Polity) within the Terran Rim.

Zhodani: The Zhodani have only been contacted by traders far from Terra and thus are unknown upon the Rim.



History Resources

BP of the Mongoose Traveller Forum

Cover Terran Dawn logo.

CT Alien Module 1 Aslan

Aslan History pg. 3.

CT Alien Module 6 Solomani

Solomani History pg. 4-10, Solomani Time Line pg. 12.

CT Supplement 8 Library

Time Line pg. 10.

CT Supplement 10 Solomani Rim

Solomani History pg. 4-7.

DGP Solomani & Aslan

List of Terran Empires pg. 4, Solomani History pg. 19-24, Solomani Time Line pg. 20-21, Aslan History pg. 59-63, Aslan Timeline pg. 62-63.

DonM's Integrated Traveller Time Line

An excellent source of compiled Traveller history.

<http://dmckinne.winterwar.org/trav.html>

Gurps Aliens 2

Aslan Time Line pg. 19, Aslan History pg. 19-21.

Gurps Aliens 3

Hiver History pg. 32-34.

Gurps Interstellar Wars

History pg. 19-41.

Gurps Rim of Fire

History pg. 38-55, Vegans & Humaniti pg. 31.

Gurps Sword Worlds

History pg. XX.

Gurps Traveller Core Book

Brief History pg. 8-9, Time Line pg. 15-19, Late History of the 1st Imperium pg. 56-59.

MegaTraveller Encyclopedia

Time Line pg. 6-7.

Traveller Wiki

Quick answers for almost anything Traveller.

http://traveller.wikia.com/wiki/Main_Page

So What's New?

The history created here is almost completely canon, based upon many, varied Traveller sources. The author has filled in some very small gaps or added details only when needed. And those details are postulated from what is known from canon.

So what is new?

The noble system of government in the Easter Concord is the author's creation, but does not contradict any canon sources. The author noted that the noble system of the 3rd Imperium that many Traveller players are used to might be missed. The Easter Concord provides a place for those "standard" noble characters, with titles such as "Baron", "Knight", and "Marquis" to be from.

The military rule of the Dingir League is the author's creation. But, it may be suggested by canon background. Dingir housed the headquarters for the entire provincial fleet. It's not a stretch to think the descendants of Dingir may form a government based upon old naval military traditions.

The only true contradiction the author found between background sources was the level of trade and contact between the worlds of the Solomani Rim sector at the end of the Long Night. Statements reporting little or no trade within this time period were set against statements of the Rim not being hit that hard by the Long Night. The result was interstellar states with the ability to contact each other, but no desire to. Thus, trade lines between the states of the Solomani Rim would not exist. The author speculated that when official, large-scale trade lines did not exist, independent free traders would see this as a great opportunity. There is contact between the interstellar states, but only between laser turrets and by tramp freighter "diplomats".