

Third Imperium of Man

The first and second Empire of Man ended in war, and death.

After the First Empire ended a small colony on Atlantis survived and later expanded back to Earth and outwards, after expanding for 147 years a new Enemy appeared and, in a few years, the Second Empire was destroyed in a cataclysmic war, a few colony fleets tried to build a new home among the stars, even several generation ships were launched to stars far away, but they would be in space for 100s if not 1000s of years.

The last and greatest effort was underway when the enemy attacked Sol, destroying Mars, Luna and Earth, the last fleet of Terra made a desperate rearguard action letting a large fleet of transport, freighters, and colony ship with one lone destroyer as defense trying to evade the enemy and establish a new home for humanity.

As they entered the gate of Delta Pavonis a huge explosion happened.

The fleet was decimated by the blast, the military transports and the single destroyer all survived, but many colony ships, freighters, and support ships were lost.

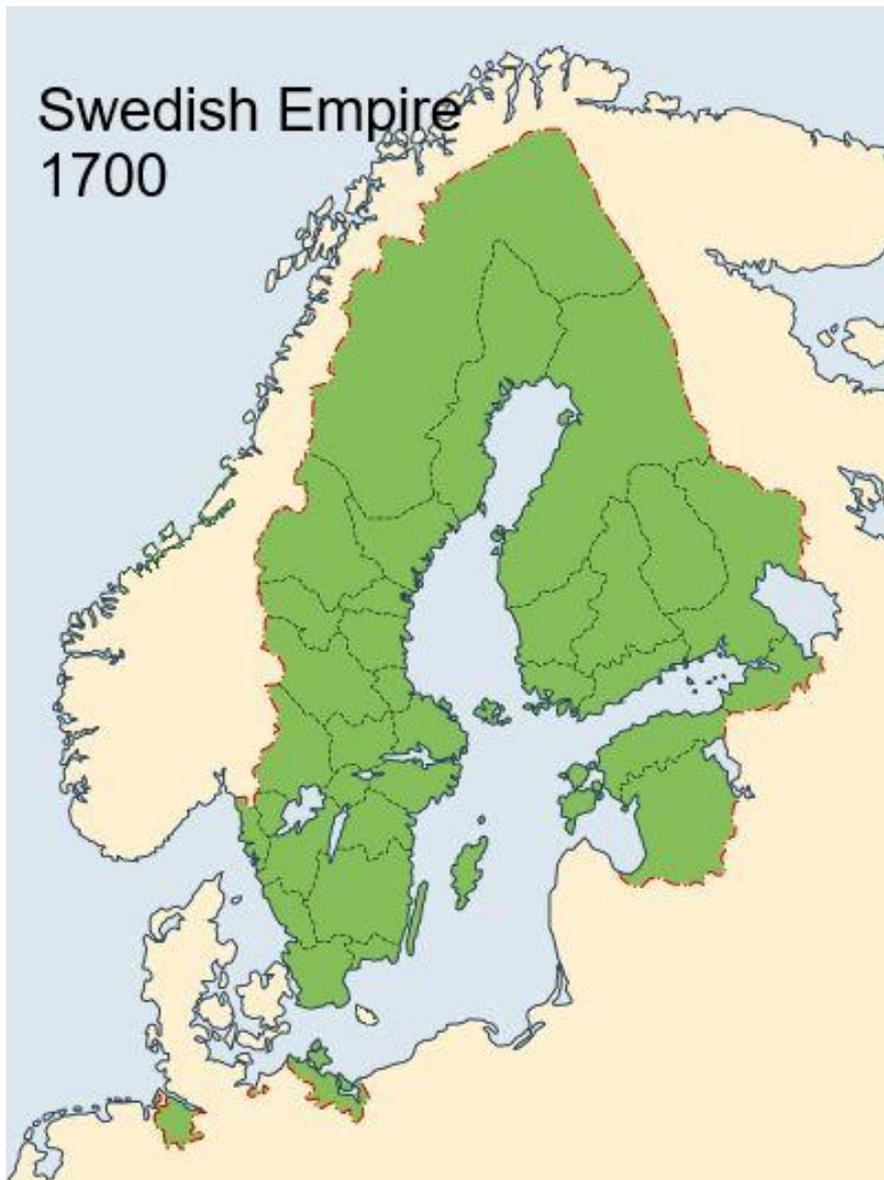
Strangely enough they were back in the Sol system, but nothing was as it was, no enemy, no human colonies, or infrastructures. Of some 500 ships that entered the gateway less 300 made it thru, of those some 200 could be used, more or less, the rest were cannibalized for spare parts and the infrastructure they carried.

After a few days the fleet was assembled over Mars, nothing on Mars hinted about a human presence ever being there, the one scientist stated that the stars were out of place, and a few hours later the answer came. The explosion had somehow sent them back in time, now it was late 18th century it would take some days to pinpoint it to spring 1698.

After a short debate among the senior officer of the navy, chose commodore Jens Hansson, as fleet admiral, he still retains the Commodore status, then orders the destroyer INS Vasa to earth, at the same time a small base was put down on Mars, next to the area of the old Martian ruins were supposed to be located on the way to Earth a message come from Mars stating, there is no Cydonia ruins on Mars?!

How could this be?

Later that day INS Vasa entered orbit around Earth looking down on the Northern parts of Europe, but mostly at the area where Sweden was a regional great power.



Contacting the newly crowned King of Sweden or should they try the more established empires of England, France, and Spain?

In a short speech to the assembled officers and the destroyer's crew.

We officer of the Imperial navy need to come to an understanding, the Empire is gone!

Shall we go on as Atlantis once did or shall we return to Terra and teach them about the future?

We could of course conquer the planet, at least a part of it, but this is our forefathers down there, and at this time Sweden is the strongest power in the North but that will change, in about a year Sweden will be attacked by a coalition, Denmark, Sachsen and Russia. At first Sweden will conquer most of their adversaries, several battles will be spectacular Swedish victories, Narva in late 1700 and Fraustadt in 1706 but at Poltava 1709 Sweden loses the war...

With our help from us that could change...

In the end it was Sweden they chose, the old ties to the Swedish crown were still on their minds. But having only some 2 million subjects also makes it easier to train for the new times ahead.

In July 1698, the contact with a royal hunting party was arranged, the young king was slightly dazed by the new arrivals.

22nd July 1698: The hunting party of Carl XII

A scout returns: Sire there is something strange ahead, several unarmed men and a female are standing on the road, they look foreign and could be hostile.

The king looks at his retinue and then chooses that they should continue.

After a few minutes they round a bend and find 6 males and a female in strange white uniforms, behind them a strange blue flag.



The royal guard rides up and forms a defensive line in front of the king.

The strangers come to attention and make a strange salute to the young king.

An older man steps forward and in a strange dialect and bad pronunciation tells them that they are coming in peace.

After a few tense minutes the two groups come together and in a rather friendly way they try to communicate, the young female is apparently a linguist

or something because she is the best at explaining what they are and were from.

The King looks at his bodyguard and smiles a little.

The commodore invites them to their camp, that is a bit away, they have a “transport” standing by?!

After entering the small transport, with 20 guards they are being taken to another part of Sweden in a few minutes where they disembark inside a huge camp, a military camp by the many soldiers standing at attention, the king looks at the many flags and concludes that this is many different regiments, but only a handful to maybe 50 soldiers behind every flag.

The commodore asks them to enter a large metallic building.

After a fast and strange meal, they start to talk about the empire and the downfall of man, showing “movies” and what will happen in the next few years on earth, the downfall of Sweden after a mighty, costly, and long war.

21 years of war, 200 000 dead soldiers, most in sickness, famine and plague sweeping the Empire killing 10 000s of civilians, still they fought on, battles won and lost and in the end death and dishonor.

Narva 1700



Fraustadt 1706



Poltava 1709



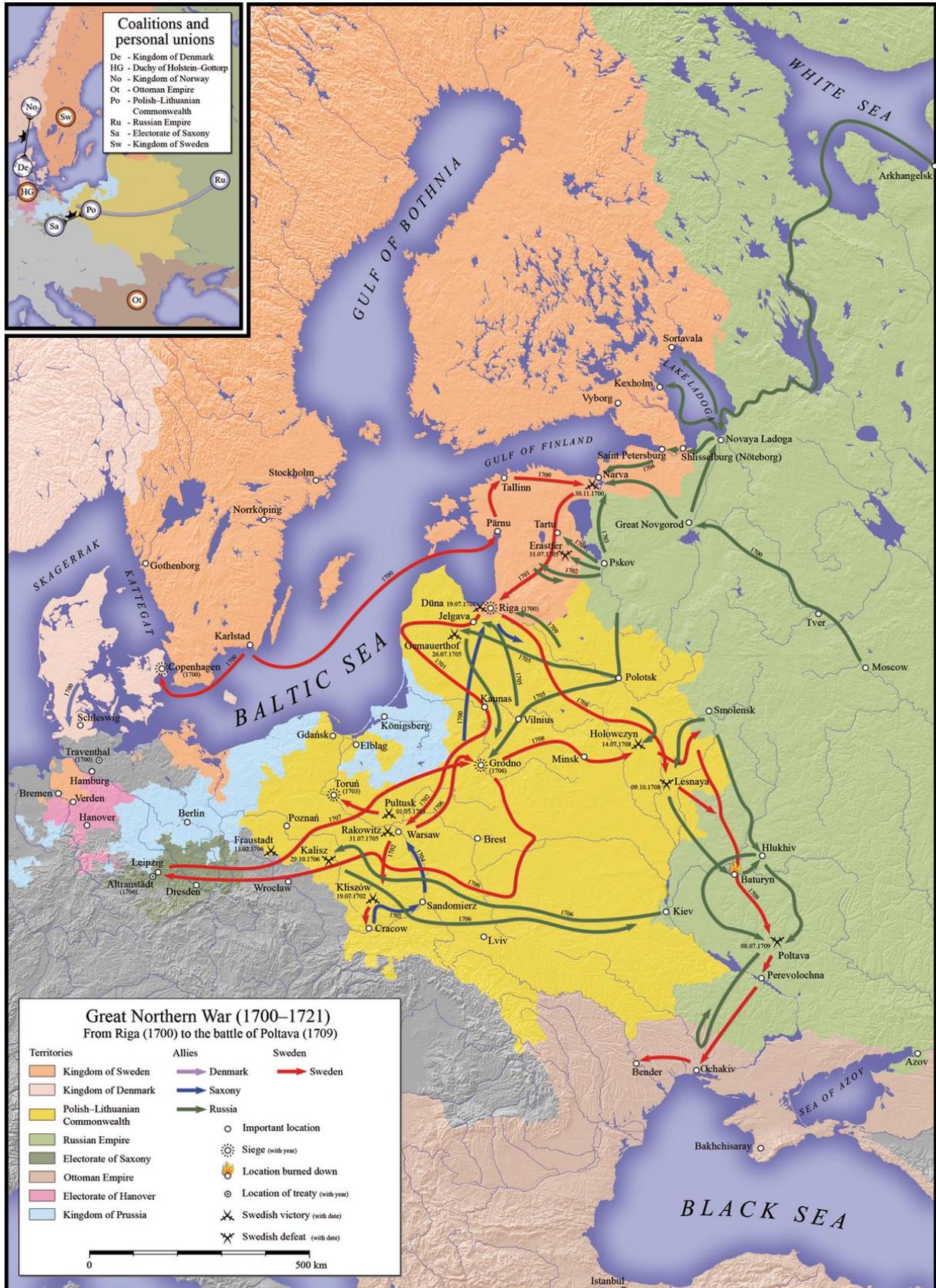
Kings death 1718



The winter storm and the death march of Armfeldts over the mountains 1718



Map of Sweden and their wars during the old Great Northern War



They explain that they want to build a new society, where all men are equal, and where safety, prosperity and freedom should reign.

The king is skeptical, where does his divine rule fit-in in this new society?

You will be the leading king of Terra, a so-called High King!

Jens looks at the King, then says, *“Then if God wills it, Emperor of new colonies.”*

We will give you and the people of Sweden and Earth a new era, where medicine will fight plagues and new agricultural ways will fight famine.

The king is skeptical, very skeptical but after a time where they are shown bodies of the alien enemy, looking like the devil himself there is an agreement ironed out.

The imperials will join the Swedish Empire and with the help of old Sweden they will control Earth and its inhabitants.

After the treaty is signed by the King and Commodore Jens Hanson they exit the house and finds the army in front, now every regiment is carrying three flags, the large central flag is the blue, Imperial flag, the right one is the Swedish yellow cross on dark blue and the left a regimental flag, many are strange designs. Humans and several non-human races in the Imperial ranks, from the short Transaurians, a reptile race to the huge Kratshinacks, a race of stone giants, several of the king's bodyguards, make the sign of the cross and talk about trolls. Several Sámi scouts talk about even older Gods and demons.

Of the great Imperial army, numbering in the millions at its height, less than 3000 stand in ranks, falling to one knee and swearing fealty to the crown.

The King walks the ranks and with translation help, asks several human and non-humans where they are from, what battle they fought, soon the King realizes that most battles they talk about are losses, many times disastrous losses for the Empire and still they stand tall, proud of their past.

The King's sole bodyguard Erik Andersson, possibly an ancestor to Ensign Patricia Andersson, looks at her and asks a few questions, finding out that the Empire was destroyed in less than 5 years of war, some 60 billion died all over the known universe.

11th February 1699 In the interior north of Sweden a new colony is placed, a large area is taken from the Sámi people, but food and security is given in exchange. A small spaceport is built, much of the infrastructure taken with them are used as well as over 150 ships are landed to give room to the almost

7 million civilians, the last ships and several research modules are sent to the small research station on Mars, still trying to find the Cydonia ruins.

22nd February 1700 The Great Northern War breaks out, Denmark, Russia and Saxony declare war on Sweden, but Sweden is prepared, and, in a few battles, using the mostly old Carolean army they force Denmark, Saxony and lastly Russia to the table for negotiation, after showing the new Swedish empire power and what's out there among the stars, they join in an alliance.

1st July 1700 the Northern alliance was formed, Sweden, Denmark, Saxony (with Poland-Lithuania) and Russia. Within a few years many smaller states in northern/Central parts of the old Holy Roman Empire joined the alliance. Now up to some 40 million inhabitants' all living under the Swedish flag. Many of them still live by old customs, but schools are being set up all over the empire and slowly, very slowly the society is changing during the next 12 years. Trying to convince the Great powers of the future but they instead form the Coalition

15th May 1712 the Great war started between the Northern Alliance and the Coalition, the Coalition has France, Spain, England, Habsburgs of Austria, Portugal and almost 70 million inhabitants.

Late May to early July several skirmishes is fought, losses are low but still human kills humans, not for the last time.

July 13th, 1712, the battle of Strasbourg, in an anticlimactic "battle" the Coalition armies from Austria, France and Great Britain is surrounded and captured with their commanders, at the same time in several "commando" raids, securing the royal houses of all the Coalition kingdoms and after several weeks of "indoctrination" they all join the Alliance, or as it now starts calling itself, the Kingdom, led by High King Carl XII.

8th August 1713 The colony on Mars stops transmitting, the few working ships of the Kingdom, also in geosynchronous orbit above the small colony, stopped transmitting, almost at the same time, at first there was a short "mayday!" then silence. Fearing the worst, that the enemy found them, they turn off almost all sensors, only a small thermal sensor is active on Earth.

Late 1715, the Ottoman empire was "invited" into the fold, by 1725 Indian states also "joined". Then for 10 years the Kingdom consolidated and in early 1735 China, Korea and Japan joined the Kingdom of Terra. Before the last Tugs of the fleet is crippled by the lack of support and repairs needed, they managed to pull the few shipyards to Terras orbit, where they are opened to space, it will take years, if not decades to get personnel trained and then reactivate them

again, the last working salvage ship manages to get the last of wrecks of the fleet taken apart and sending the materials to Terra.

1st January 1745 All of Terra is now joined in one true global society, fast becoming a modern state but keeping large areas of the Earth as pristine as possible for those that want to live by the old ways.

1st January 1750 Start of the game, population is 1700 million, due to unforeseen events much of the old Empire technology base is lost, not all is at start level, but a dice will be rolled for each tech:

(I rolled a D6, on 4+ they got that tech at a higher lvl, followed by a D6, 1-2 one lvl, 2-3 two lvls, 5 3 lvls and a 6 followed by 1 extra D6 roll, max of 5 lvls of retained technology.)

Much is lost, but some technology is retained, on other levels we don't have the knowledge to build the tools to recreate the machines to make new tools and so on. One field that stands out is power generation, we are literally back to the stone age, with nuclear power as power generation.

Biology / Genetics

- Infantry Basic Enhancement
- Terraforming Rate: 0,0004

Construction / Production

- Construction rate: 14
- Fighter production rate: 14
- Maintenance production rate: 50
- Mining production rate: 12
- Orbital Mining Module
- Research rate: 320 RP

Defensive Systems

- Gamma shields
- Shield generation rate: 1.5
- Shield Generator size: 25
- Improved damage control
- Commercial damage control
- Minimum cloak: 25
- Cloak efficiency: 3
- Cloak sensor reduction: 75%

Energy Weapons

- Meson focal lens: 12 cm
- Meson armor retardation: 40%
- Microwave focal lens: 12cm
- Particle beam range: 150 000km
- Particle beam strength: 12
- Ultraviolet laser
- Reduced laser size: 0,75% and 4 times recharging
- Spinal weapon mounts

Ground Combat

- Construction Equipment
- Mountain warfare capability
- Desert warfare capability
- Extreme pressure capability
- Extreme temperature capability
- Fighter air to air pod
- Geosurvey equipment
- Heavy anti-air weapons
- Heavy crew-served anti-personnel weapons
- Heavy vehicle armour
- Long ranged bombardment weapons, AP: 1.5, dam 4, shots 3
- Heavy Powered armour: 2
- Boarding combat capability
- Super heavy vehicle armour – Arm 9
- Xenology equipment

Logistics

- Boat bay
- Fuel storage – Large
- Hangar decks
- Maintenance support facilities: 2500 tons
- Orbital habitats
- Ordnance transfer hub
- Ordnance transfer system: 128 MSP
- Refueling system: 60 000 LPH
- Ship to ship tractor beams
- Trans-newtonian shuttles
- Commercial magazines – capacity 500

Missile / Kinetic weapons

- Enhanced radiation warhead (33% yield and 3*Rad)
- Gauss cannon launch velocity: 30 000
- Gauss cannon Rate of fire: 5
- Levitated-pit implosion warhead 4*MSP
- Magazine neutralization system: 80%
- Missile agility: 100 per MSP
- Missile launchers reload rate: 4

Power and propulsion

- Capacitor recharge rate: 3
- Fuel consumption: 0,6 Litres per engine power hour
- Power plant boost: Boost 30% & explosion 15%

Sensor and control systems

- Active Grav sensor 12
- Beam fire control 32 000 km
- Electronic hardening 1
- Flag bridge
- Advanced Geological survey sensor
- Main engineering
- Science department

Infrastructures on Terra

- Research Facility: 16
- Ground Force Construction Complex: 10
- Construction Factory: 234
- Ordnance Factory: 30
- Fighter Factory: 12
- Mine: 140
- Automated Mine: 385
- Fuel Refinery: 250
- Maintenance Facility: 45
- Financial Centre: 4
- Deep Space Tracking Station: 2
- Mass Driver: 0
- Military Academy: 3
- Naval Headquarters: 1
- Sector Command: 1

- Spaceport: 1
- Refuelling Station: 1
- Ordnance Transfer Station: 0
- Cargo Shuttle Station: 2
- Infrastructure: 16 900

Stockpiles of ore:

- Duranium: 250 000
- Neutronium: 100 000
- Corbomite: 89 000
- Tritanium: 78 000
- Boronide: 89 100
- Mercassium: 56 000
- Vendarite: 48 000
- Sorium: 76 000
- Uridium: 45 800
- Corundium: 40 000
- Gallcite: 121 000

Shipyards: Mothball, 1 year to activate

Military:

1 32 000

1 16 000

2 8500

Commercial:

1 112 000

8 100 000

1 64 000

2 48 000

Ground Forces:

Some 200 000 men under arms $\frac{3}{4}$ is garrisons spread over Earth with support from a smaller offensive force of trained troops and tanks.