Over the past 3000 years, humanity has developed to an alarming degree, expanding beyond earth in record time and.

*Dates are approximate

2100 -

~ Humanity colonizes the moon, starts to harvest resources and refit colonization ships for intergalactic travel.

2300 -

- ~ Humanity colonizes Mars.
- ~ Discoveries in advanced theoretical matter study allows for the creation of the Alchemist's Stone, one of the first base matter conversion machines.

2400 -

~ Due to advancements in matter conversion sciences, construction of ships through the conversion of asteroids allows for much faster expansion through the universe, leading to the colonization of most planets

2500 -

- ~ All planets of our solar system have been colonized, efforts to reach other solar systems have begun
- ~ The world's governments set their differences aside to focus on expansion and the betterment of humanity, taking on a "for the good of all" viewpoint, and forming the Sol coalition of peace.

2550 -

- ~ Humanity is trying to come up with a way to travel efficiently enough to other universes while still remaining in contact with Sol
- ~ Controversy about new policing tactics that allow the Coalition of peace enforcer division to test citizens for the possibility of criminal activity and the right to lock them up preemptively causes protests across the solar system

2552 -

- ~ Humanity discover that a large enough base matter converter can deconstruct entire ships and reconstruct them in another location
 - ~ The weaponization of base matter converters occurs in secret.
- ~ Protests are put to an end by the Enforcement Division, the government outlaws protest under the claim that it threatens the government and any innocents involved

2600 -

~ Humanity starts to colonize other solar systems.

- ~ Scientists turn their attention to the possibility of body modification and construction on a molecular level.
- ~ The first attack by rebel forces takes place. They use a base matter converter that they had repurposed as an explosive device, to destroy an enforcement facility .
- ~ The enforcement division creates the first gun that uses a base matter converter to theoretically allow the user an infinite amount of bullets without ever needing to reload, the prospects of a conversion bomb and other weaponization designs are considered

2700 -

- ~ The rebellion grows in both size and power, forcing the Enforcement Division to start using more drastic methods to quell the rebels.
- ~ The weaponization of matter conversion is a success, the Enforcement Division starts arming its officers with the newly created technology.
 - ~ Alien life is discovered.

2800 -

~ The rebellion ends by the hands of new enforcement division head Banen Mokrov.

3000 -

~ The SCP sends a large amount of the overcrowded populace in giant space arcs to a distant planet for "colonization", which in actuality was just a way to get rid of the excess population.

3250 -

~ The first warp drive was invented allowing for rapid expansion of the human race throughout the stars.

3500 -

~ The SCP begins to crack under the weight of its sheer size. As a result, The Imperial Military of Sol, a gigantic armed force regulated only by the highest ups in the SCP, is created to assist the SCP in governing humanity. The IMS is initially successful in pacifying savage worlds and rebel governments, in addition to deterring natural threats and piracy.

3750 -

~ The IMS seizes power over the SCP in order to more efficiently rule humanity. In turn the complaints of the lower-class grow at alarming rates, causing rebels and terrorists to organize themselves into what would eventually be known as the nine pirate covens.

4000 - 4004

~ The war between the pirate covens and the IMS escalates violently, causing collateral damage throughout the human landscape. Eventually, in the final battle both forces suffer massive casualties but eventually the last remaining ships from both sides disappear.

4005 - 5000 -

 \sim Society breaks down and two main factions become the prominent force in the human landscape, the bounty hunters and the bandits.