

Backstory (Alterra)

Pre-War

Initial State:

Alterans in the Alteran and Borean Clusters

Species A (Red) in the Aldnoah Cluster

Species B (Blue) in the Draconic Cluster

Quarg in Gargantua, linked to Sakura and Witnonia

Quarg will block any military vessels in case of war

Western Clusters blend into Ember Waste with Wormholes and less Hyperlinks

Great War

Initial Attack:

Alterra is attacked by Red+Blue

Occupation of Alteran systems up to and including Ida (through Xanos), later

Assuria (through Curia), over the course of years, once Ida has been occupied

Over time, Alterra is de-centralized, with the Borean Sector continually raiding the occupation fleets

Main Alterra meanwhile rebuilds enough of their fleet to disrupt the weakened and overextended supply lines

After securing their borders more or less, the more equal power balance results in a stalemate

Stalemate:

Territorial Borders vary between Azalea and Sidonia

In order to win the war, the now split Alteran government finds a way to work together (de-centralized gov.)

Alterra starts construction of Wyvernhaven's Ring Shipyard

In parallel, Alterra salvaged and reverse-engineered Red+Blue tech, particularly Draconic tech

Red+Blue rebuild their Fleet, but can't seem to overpower Alterra, as they are now fighting their own tech

Wyvernhaven's Ring is partially complete and operable

Alteran fleet is bolstered significantly (in secret), allowing them to turn the tides

Turned Tides:

Due to strength difference, Alterra manages to Blitzkrieg Blue

Alterra were relentless once the war turned for the better, breaking every convention

- Glassing Blue Capital

- Raiding Humanitarian Shipments

- Ravaging and Burning Fringe Worlds

Quarg stepped in to block Alterra from causing Blue's extinction

Red swept in during the Quarg blockade, to save as many of their allies (Blue) as they could

Archons finally cut links to Aldnoah Cluster and Quarg lift their blockade

Post-War

Post-War:

Red and Blue form a United Government

The now overpopulated Union is united in anger and the people in power are desperate to reclaim their lost worlds before it starts to fall apart internally

The Draconic Sector of Altera is formed just after the war by a few curious individuals

Altera is relatively dormant, slowly repairing the fringe worlds over in the Draconic Sector

Quarg still in Gargantua and will block Military Vessels in case of war

Changes to Implement:

Quarg Ring in Gargantua

Cut Link: Gargantua - Kytaka

Orbital Shipyard Ring at Wyvernhaven

More Wormholes, less Links in Western Cluster

Make Gates normal Systems

Other Notable Stuff:

Use an "Insurrectionists" government, to represent the success of the Insurrections live

Put in a flag once a certain trust level is reached with Altera, so that when you join the Alteran Navy, you will be offered to join the Union

Friendly trading with Altera and Union for player

Campaign (Alterra)

Introduction

First Contact:

Upon reaching Alteran space, the player has several options:

- Leave Alteran space
- Accept escort to Celestis
- Enter hostilities

Escort and leaving variants can be failed, leading to temporary hostilities

While directly entering hostilities is permanent (maybe find a workaround, or notify)

Directly entering hostilities will limit you to the lesser Union choice

Pre-War:

Several side-stories to build trust among other factors, some centered about being human:

- Traders to human space (larger chain)
- Draconium escort missions (regular)
- Jump Drive hunts against Korath (post TtHS)
- Occasional Korath Raid defenses (regular in the north)

Doing enough of these missions will allow you to work for the Alteran navy, although you will not gain access to any military vessels yet and only restricted access to weaponry, you will be able to buy civilian vessels

Insurrections:

The insurrections will start as a set of protests against the authoritarian ways of the government

Regardless of the player having reached Alterra, the insurrections will start just after the main story

The Draconic Sector will be hit stronger than the Borean or Alteran Sectors

Due to demographics, the Utopian Cluster will not be hit

In the protest state, some planets will be restricted and require you to have a very high opinion in Alterra

Eventually, one of the Draconic fringe worlds will declare independence, joined by multiple other fringe worlds in the Draconic and Borean sectors over a time period of several months

During this period, the Alteran military will discuss options on how to take care of the insurrection

Potentially, have some pirate presence during the protests and particularly the insurrection

War Declaration:

Once the Alteran military starts its operation, the Union will step in to "protect" the Draconic insurrection

If the player supports the D+C idea, Altera will have sent army detachments in secret aboard containers and the likes

This allows the Alteran navy to focus almost exclusively on the Union forces, as the troops to counter the Insurrection are already on location

As a result, the Insurrection is halted and the Union's first strike will fail to secure anything

The player will be part of the first strike counter-force

If the player does not support the D+C idea, the war will start out with a successful Insurrection in the Draconic Sector

As such, the Insurrection will occupy several systems in the Draconic Sector and the Union will start the war by occupying Nasconya, Rekota and Azalea (plus GoA, if present)

Main War (failed first strike)

1st Offensive — Securing the Draconic Core

The first priority after beating back the first strike force is securing the Draconic Sector

With the Land forces taking back important locations on occupied planets, the Union will repeatedly try to enter Alteran space

The player has the option to scout, or fight for the Alteran navy

Scouting will be relatively easy, as the player will not fight strong forces

Fighting will be harder and better paid, as the Union may outclass the player's vessels

At this point, the player will have access to the 1st set of Alteran military vessels, older and smaller vessels

Over time, the Draconic Sector will be retaken by Altera, except for the northern part, which is better guarded, with the help of Union forces

As neither scouting nor fighting will require permanent attention, you will also be asked to escort supply fleets

2nd Offensive — Retaking the Draconic Fringe

With the Draconic Sector mostly secured, Altera will start producing Fulmen-class battleships and retake any leftover occupied worlds (the northern line)

The first battle will be relatively easy, spotting the Alteran offensive

In response, the Union will guard the next system much stronger

After losing yet another battle, the Union will fall back and successfully invade a system further south

Meanwhile Altera pushes on, eventually cutting off the invading force's supply line

A major battle between Alteran forces and what is left of the Union occupational fleet will take place, with the first of the Fulmen battleships

A few Union ships will still be present in the Draconic Sector, terrorizing the local populace, the player will have the option to hunt for these fleets during the preparational period for the 3rd Offensive

3rd Offensive — Crossing the Gap

The 2nd offensive will take place a while later, so that the invasion fleet can be supplemented with Fulmen-class battleships and the supply lines can be strengthened with the player's help

Having salvaged enough Jump Drives to pull a sizeable fleet into Union space, the Alteran navy starts its counter-offensive against the Union

The Navy will pick an entry vector and send the large majority of their Jump Drive fleet over the gap, upon arrival, the Union will have a relatively large force, with backup on the way, but will ultimately lose battle

In order to secure a position, Altera will send over the army and occupy a planet in the arrival system

The player will be assist in guarding the system while more ships are transferred across the gap

Enemy fleets will be spawned in several systems in the Union, so they do not arrive at the same time

A single fleet will be spawned somewhere in the Light of Dracone system

4th Offensive — Striking the Core

The Alteran navy will press on with their advantage and start securing the surrounding systems, so that the army can occupy the planets, this will result in a significant increase in cross gap freight traffic

The player will be tasked with leading the scouts into the smaller cluster

In one of the systems, a Union fleet will be present, upon entry, you will signal fleet command and a backup/clearing fleet will be sent, you can choose to stay and fight, or finish scouting

With the small cluster secured, the main fleet will be sent into the Union Core

Several large scale battles will ensue simultaneously after which, the Alteran main fleet will occupy the Aldnoah system and force the Union to surrender

The player will be tasked to scout the last systems and clear them of enemies if necessary

Aftermath

Having lost the war, the Union will become a vassal of sorts to Altera and cross border traffic will increase over time

Altera will take one of the systems and turn it into a military system, to secure their position

As the Union as crumbling, a huge humanitarian effort will take place, where the player may have a small mission chain, after which there will be a humanitarian aid job to the Union fringe

While the Alterans were unable to reverse engineer the Jump Drive, the Union knows how to construct them and the Alteran Star Drive will recieve a range-reduced Jump Drive attribute

Campaign (Union)

Campaign Union:

After demonstrating a certain trust level with Altera, the Union will offer you a very lucrative opportunity, where you help them prepare insurrections in Altera

The 2nd War will start with a set of insurrections in the Borean and Draconic sectors and due to your help will succeed fully, splitting Altera in 3 unequal parts. Altera will decide to rule in the insurrectionists, at which point the Union will jump in and defend the insurrectionists, officially starting the war.

After an initial strong surprise attack, the war will have a rather stale period with a back and forth front-line during which the Union will move more ships as well as land troops into Alteran space.

Over the course of the War, the Union will occupy systems north of the Alteran core and secure their hold over the Draconic Sector, meanwhile, the Borean sector will successfully repel the insurrectionists.

Altera is clearly beaten, but having learned from previous mistakes on both sides, the Union will accept peace.

The northern occupied systems as seen in "Altera Surrender" map will be ceded to the Union.

- Potentially implement wormhole to Gate of the Ascended to allow better war options
- Alternatively find a reasonable explanation as to why the Union has Jump Drives