

Chronology

(*Bellicose*) Danel [Bophendze](#) joins the IPS and embeds SMEE, starting a lifelong battle with the hyper-intelligent AI. [Litovio](#) learns to stand by his decisions and take charge, while both of them become heroes of the Battle of Tannenberg Gate.

(*Forebareance*) [Keius Minjen](#) witnessed Bophendze commit manslaughter in *Bellicose*, vowing to eventually find him and get vengeance. He must survive the battle training planet Guna after his unit is completely isolated by the indigenous army, where he is wounded.

(*Luctation*) [Jonaldy](#) is a failed BID operative given one last chance to succeed. He's given an impossible mission of saving royal family members kidnapped by Creed Taneo. Jonaldy recruits Bophendze as his team *en route* and ultimately save the family which paving the way for the coronation of a new Emperor.

(*Ameliorate*) After the Battle of Tannenberg Gate, Litovio is awarded the permanent rank of Colonel and is given command of a cruiser task force to hunt down Naval stragglers. This leads to running struggles with the Navy, which has to support the Auspicious Emperor on the surface while not willing to watch its rogue brethren destroyed.

(*Profligacy*) Keius recovers from his wounds on Guna and joins a special operations team operating behind Indigenous lines to kill high-value commanders.

(*Recidivist*) Doubts of Litovio's command abilities come into question after Ameliorate's disaster. When the Belter Rebellion starts, his task force is all that stands between a major Core world and the Belter fleet.

(*Pandemonium*) The Gunans begin a surprising, withering counter attack where Keius and Instructor General Siecer fight a retreat into a stronghold. When Siecer dies, Keius must decide whether to obey the General order never to surrender.

(*Enantiomorphic*) The Gunan Counter-Offensive continues, leading the IPS to call reinforcements. Bophendze and Litovio are reunited as they work together to save the IPS garrison on planet. Bophenze saves Litovio's life. After Bophendze rescues Keius, the two have a final confrontation.

(*Imbroglia*) When Bophendze is drawn into the Belter Rebellion to save a diplomat, his career is pushed to the precipice. He is reassigned to a backwater where he confronts the sort of corruption Litovio warned him about. A scout probe reports a new system, leading Bophendze's commander to jump to a new system. Bophendze is abandoned and discovers hyperspace radar, only to be saved by Litovio.

(*Cognizant*) The Bafiktuy continues to try to erode the Emperor's authority, when they learn the hyperspace radar's discovery jeopardizes their information monopoly.

([*Scintilla*](#)) Mondennio is a spoiled aristocrat on Copa who is slowly being humbled by Jonaldy to gain an asset in government. Mondennio meets Veneza, and she entices him to join the Republican movement to help the Unnamed overthrow the government. Bophendze hides on Copa trying to reverse engineer the hyperspace radar he discovered. Mondennio ends up both in government and working for the Republican movement.

([*Monition*](#)) Litovio mops up the remainder of the Belter resistance, discovering the Navy's role behind it. When on an orbital he is hunted by an assassin. High IPS politics.

([*Quintessence*](#)) Litovio. High IPS politics

([*Solace*](#)) The Imperium begins to push its will on Copa, pressing to the Copan diplomat (Mondennio) into increasingly worse positions for Copa, Veneza sends members of the resistance to kill Mondennio. Litovio is discharged from the IPS when his battleship is destroyed.

([*Skirmish*](#)) The Copan Crisis comes to a conclusion as Litovio, Mondennio, Veneza and Bophendze work to defeat the Imperium in space and on the ground.

([*Reclusory*](#)) The BID finish their hunt for Bophendze in an effort to quash the hyperspace radar.