

Creators notes

Bot War is set in an alternative reality Earth that mirrors our own Earth quite closely. It is in some ways a historical fantasy game, meaning that the time setting for this game is 1985. As an aging adult now, the 80's was an awesome time to be a kid. Sure, the Cold War was in full swing and mantra of "greed is good" was echoing in every corporate boardroom. However, it was also a time of Saturday morning cartoons, comic books, bright colours, awesome toys, skateboarding and great music. This game seeks to capture some of the good and bad of the 80's.

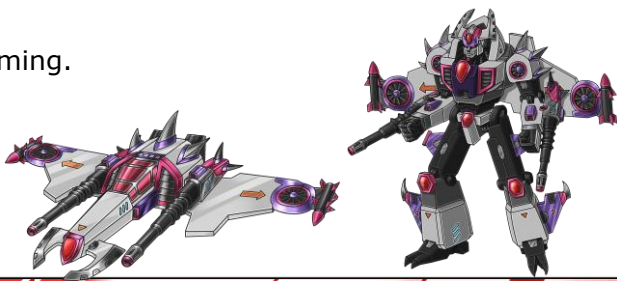
The game rules themselves have been written with simplicity in mind. I have always wanted the core rules of Bot War to be simple. As an experienced tabletop miniature game player, learning detailed rulesets has always been a hurdle. Much frustration has been caused over the years in "gotcha moments" when I didn't know a specific rule or had interpreted rules incorrectly.

This is not to say that complexity is not there. It is, it just comes from playing the game and being able to see the larger picture in the mechanics. There are many synergies and secrets in Bot War to discover. Some models work very well with others and can create powerful "set plays" in the game. Other models can specifically counter these synergies. All of this can be discovered by playing the game.

Over the course of developing this game I have found it to be a fantastic way to introduce tabletop miniature games to your kids. The rules are easy to learn which suits new players; however, they are difficult to master, which can appeal to hardened wargamers.

So, whether you are into narrative themed battles or like pushing the rules to the limit with tournament style play, Bot War has it all. I hope you enjoy playing Bot War.

Happy Bot War gaming.





Introduction

For the last 40 years the Democracy had been the dominant power on Earth. Early in its reign the Democracy was a nation that inspired all other nations. Its citizens had a vision, and their values brought out what was best in humanity. The nation held up freedom as a pillar of humanity's very existence, and as a result the Democracy's empire had expanded to encompass most of the globe. At least this is how it used to be, but like all empires before it, the inevitable happened.

The wealth and prosperity of those early years bred corruption within the population. A secret cult grew like a cancer within the Democracy. A cult that craved power and control, it sought influence at every level of Democracy society.

This was never more prevalent than in the seats of political power. Here the corruption coalesced and festered, coiling slowly around society like the body of a giant boa constrictor. And like a giant boa constrictor when people started to realise something wasn't right, it was already too late.

Slowly, the admiration other nations felt towards the Democracy turned into fear as the very breath of freedom was squeezed out.

Only the equally corrupted Red Star Nations opposed the Democracy and the two nations formed a global stalemate based on a "mutual destruction" scenario. The world was divided. The larger portion belonging to the Democracy and its allies, the lesser in the iron grip of the Red Star Nations.

This was the situation on Earth, when in 1981, a secret kingdom unaligned and unknown to either side rose up and attacked all nations. Deep beneath the oceans of the Earth, an ancient kingdom thrived. The kingdom of Atlantica. Like humanity, the Atlanticans had been on Earth since the dawn of time. The nation of Atlantica covers much of the deepest ocean floors. Protected from discovery by the crushing pressure of the depths. Myths and legends of Atlantica existed on the surface, but the truth had long since passed into the realms of fairy tales or conspiracy theorists.



The Atlantican invasion forces were technologically superior to anything the surface forces

could possibly hope to muster. Atlantican vehicles could operate equally well underwater as they could on dry land, making lightning strikes on coastal cities almost impossible to predict.

Within a month, nearly every coastal city on the globe was in Atlantican hands. Possessing the largest coastline, the Democracy was hard pressed. Its corrupted leadership was seemingly in disarray, leading to whole cities being abandoned by the Democracy government and millions of people being enslaved by the Atlanticans as a result.

Towards the end of 1981, things looked all but over for the Democracy. The military had fragmented into a mix of guerrilla forces supplemented by citizen militia, and a terrible malady had descended on to the population which sapped the very soul of the remaining defenders. As King Gills himself marched towards the makeshift capital, the citizen militia braced themselves for the final battle. It would be death for certain, but many thought it better to die defending their home than in the slave pits of Atlantica.

The dawn of the final attack arrived with a portent. A flaming comet in the sky. Some thought it was the incoming initial barrage of some new Atlantican weapon. The Atlanticans thought it was another failed Democracy missile. Both were wrong. With this portent hope strangely seemed to return to the beleaguered defenders. The malady that had descended in the early stages of the war had lifted. Whether this had anything to do with the comet or whether it was some other important event, no one knows.

The comet was in fact, a spacecraft. The ship crashed down within the thinly held Democracy lines and from the wreckage emerged the first of the gigantic Bots known as Valiants. Not much is recalled of this first meeting, however an alliance was forged, and the beleaguered Democracy forces were suddenly bolstered by these new powerful entities.



This hasty alliance spelled doom for King Gills. Unable to combat the Bot threat, the Atlantican forces were literally smashed to pieces. By New Years Eve of 1982 the Atlanticans were in full retreat. Thousands of mermen died in what became a total rout from the surface territories. In a month, the last of the retreating Atlanticans disappeared beneath the waves. Gone as fast as they had arrived.

Despite the miracle victory the world was in disarray and chaos. During the months that followed the First Atlantican War, the Valiants kept the peace and helped rebuild essential infrastructure.

The citizen militia formed an interim government and the corrupted government cult was exposed. Cult leaders and members alike were put on trial, and many were executed by vengeful mobs or imprisoned. But the more important cult leaders escaped to tin pot nations in accordance with long prepared plans.

Here they maintained their power and the cult legitimised itself into Snake Corporation, a vile global corporation that traffics primarily in black market technologies and slaves. Snake Corp deals in anything that will bring them more power and with that, eventual world domination. They have no limits when it comes to achieving this goal.

Towards the latter half of 1984 things began to resemble a picture of general life before the First Atlantican war. The Democracy was in ruins, but it had its soul back, and this burned brighter than it had in decades. Snake Corp was an ever-present threat, but the cult had been exposed, weakened and in hiding.

Delegations between the Valiants and the Democracy worked to strengthen the relations between the two factions. It was during these talks that the origins of the Valiants became known.



The Valiants once existed in a spiritual universe. They possessed no physical bodies but instead consisted of powerful strings of code held together within a consciousness. This code was organised and sustained by the One, a supreme being of infinite power. Of all the Valiant codes, the most powerful was called Galaxy.



At some point in the Valiants past, Galaxy grew proud and rose up in rebellion against the One. Many Valiants sided with Galaxy and a war was fought within the spiritual universe. Eventually Galaxy and the rebellion was overthrown by the One's champion, Ducal. Forced to kneel before the throne, the rebel's hatred remained unabated. Their sentence; an eternity in torment via a stasis prison. Sealed within the nothingness of the prison, the rebels were sent out from



the realm, doomed to float through spiritual space forever in constant torment. However, fate had other plans, and something went wrong. The prison breached real space and was on a collision trajectory with Earth. A Valiant team led by Ducal was assembled to retrieve the prison and return it to spiritual space.

At the breach point of real space, the Valiants received strong metal bodies with which to house their codes, as well as a ship with which to easily traverse the physical realm. During this journey disaster struck, and their ship collided with the prison, severing the ship in several places. The largest part of the ship crashed into the Democracy lines which heralded the alliance. The other parts were scattered throughout the solar system.

The prison itself crashed months earlier as King Gills invasion was in its very first week. The prison crashing deep into a Democracy forest. What happened to the prison and the rebel Valiants inside

can only be pieced together through scattered reports and the Valiants own investigations.

It appears that two Democracy teams attended the prison crash site. The first was from a research team within the government. This team was made up of brilliant scientists headed up by the billionaire genius William Starr. The second team were government contractors from COILS laboratory. Later it appears that all the government scientists including William Starr were found executed at the crash site. The stasis prison was also gone, presumably moved to a secret COILS location.



Within the COILS secret facility, dangerous rituals and experiments were conducted on the prison. One of these caused an entity trapped within to escape. Removed from the One's presence permanently and having been in torment for months, the Valiants inside the prison had been twisted and eternally corrupted. No longer recognisable as Valiants, they became known as Deceivers.

The escaped Deceiver entity, having no physical body, aligned its code with the closest code as corrupted as itself. This happened to be one of the COILS scientists working on the prison rituals. The



nightmare scenario that followed resulted in the possessed scientist creating a giant Bot body. The Deceiver then downloaded its code into the makeshift body and proceeded to destroy everything in sight. Only one person escaped alive, and only then by extraordinary chance.

The Deceiver then freed all its imprisoned comrades, releasing their codes directly into the ether. This caused the very atmosphere to be polluted with their malevolent code. Using the materials from the destroyed laboratory, the Deceiver then created a hellish Bot factory, manufacturing new physical bodies in accordance with the specifications embedded within each of the disembodied Deceiver codes. The Deceivers, now possessing powerful physical bodies of their own, soon discovered that Ducal and other Valiants were on Earth and battles erupted between the two factions. Thus, began the Bot War which has raged almost 3 years. The struggle has now expanded globally, and additional factions have become embroiled in the seemingly endless conflict.



The Factions of Bot War

Democracy



In the 3 years following the First Atlantican War the Democracy have come a long way. Armed with the values and the united vision that once made them an inspiration, the nation is rebuilding at an amazing speed. Their military has been honed and hardened in the epic clash for their very existence. Having no Bots of their own, the Democracy remain suspicious of Bots despite the success of the Valiant alliance. In this regard, the Deceiver, Snake Corp and Atlantican Bots have done much to damage Valiant/Democracy relations.



The Democracy has managed to hold their own using age old guerrilla tactics re-established during the First Atlantican War. Small elite teams of infantry backed up by powerful vehicles operating covertly, sabotaging enemy infrastructure and removing key personnel. For more difficult missions they also have Special Branch, an elite unit of heroes led by billionaire son Max Starr. Using vehicles modified with Bot technology, Special Branch is more than a match for even the greatest Bot threat.

Atlantica



After his defeat, King Gills retreated to his throne beneath the sea. There he spent a year fighting off various political adversaries calling for him to abdicate his throne. During this time, a meteor crashed into the sea, coming to rest on the ocean floor not far from the Atlantican capital. Within this ball of twisted and crushed metal was the body of a large and powerful Bot. This omen was just what the King needed to placate his adversaries and reassert his right to rule.

Taking the Bot to his laboratory, the King studied the technology. Rebuilding the body, he named the Bot, Omen, in recognition of his timely arrival. Omen was a body without life and for some time the King could not activate the powerful repaired Bot. Eventually the King found Omen's code floating in the atmosphere, recalling it to the body. Before doing so, he added some small amendments of his own design to Omens code as he did so. Once Omen awakened, he pledged loyalty to the King, and both set about creating additional Atlantican Bots. Now with Omen at his side and with his own Bot force, King Gills' legions prepare once



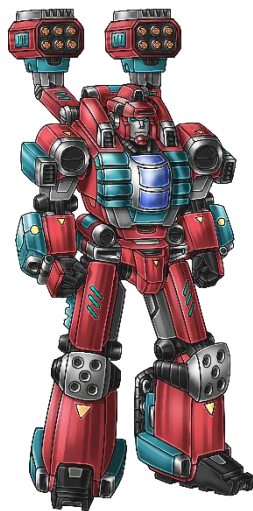
again to invade the surface and redress the humiliation of defeat they suffered previously.

Valiants



Like all Bots, Valiants are immortal spiritual beings encased in a powerful metal body. This means that when they are destroyed, their code returns to the ether where it is cleansed and prepared by the One to be downloaded into a newly prepared body. This is not to say that Bots do not suffer pain or emotion because they certainly do.

The Valiants arrived on earth after a collision in space. Their ship broke into several parts with the largest section landing in the Democracy, just in time to save humanity. Of the remaining pieces, some also landed on different parts of the Earth. Some of the Bots occupying these smaller sections at the time of collision have managed to re-join the main group. However, many are still missing, and it is sure that not all these pieces have landed on Earth.



On Earth, Ducal still leads the Valiants although he is often referred to as General Duke. The Valiants have certainly embraced Earth culture, some more diligently than others. The alliance with the Democracy is under pressure due to undermining tactics from other insidious Bot factions. However, General Duke remains committed to

the cause and Ambassadors are still maintained by both factions. The Valiants have willingly shared what tech has been asked for by the Democracy Special Branch.

C.O.I.L.S



After their forced exile, the cult leaders fled to the nations south of the Democracy. Activating long embedded agents and plans, they easily bought the poor corrupted governments of those nations, setting up a haven for the creation of Snake Corporation.

In fact, the purge and expulsion from the Democracy did little to impact the overall operations of Snake Corp globally. Like the many headed monsters of myth, cutting off one head simply meant another grew quickly into its place.

Despite their corrupted and evil nature, the corporations research division, COILS labs, is perhaps the world's leading expert on Bot technology. It was COILS that discovered the Deceiver prison and much data was obtained despite the facility in question being destroyed. Personnel are easily replaceable, but the facility was a sore loss to the Board.

Snake Corporation has many branches globally and is listed as the top company across almost all the global stock exchanges. The



company generates enough revenue to power a medium sized country and has a standing fighting force equal to the capabilities of all except the Democracy, Red Star Nations and Atlantica.

Snake Corp also has many sub-contractors such as the Baronial Terrorist States who often work as a separate militant arm of Snake Corp on their own. Dealing in black market Bot technology and slaves, Snake Corp have created weaponry far superior to what the Earth knew prior to the Bots arrival. This even includes Bots of their very own.

Using the technology gleaned from the study of the Deceiver prison, Snake Corp created several bodies with sufficient capability to house a Bot's code. For many months the COILS scientists struggled to give the bodies life. Initially human subjects were used, placing a real organic human brain into the metal body. However, all these experiments ended in disaster. Often the brain within the powerful Bot body would go crazy, killing the scientists and then killing itself.

These were unacceptable setbacks for the Snake Corp Board. Additional motivation was required by way of family executions, if progress was not made. Luckily for them, the scientists made a breakthrough. By accident, the codes required to give the Bots life were found in the very atmosphere. Once found, these codes were downloaded into the dormant Bot bodies.

Infesters



As the Bot War escalated, casualties started to build up on all sides. Valiant casualties ascended into the embrace of the One where they were cleansed and prepared for download again into new bodies. However, the Deceivers have been banished from the One's presence so are unable to be refreshed in the same way.

This has led to the "Infester Curse". Over time, the continual code downloads cause increasingly damaging errors and corruption within the code. Though small at first, they become catastrophic over time and this changes the Bot significantly.

The bodies which are made from a specification within each individual code are slowly twisted and malformed in accordance with the corruption. Not only are the bodies changed, but the personalities of each Bot also change. Slowly they descend into a dribbling beast, only able to receive the simplest of commands, a slave to their most basic of instincts. The full extent of this transformation is unknown. However, many former Deceivers now fly in the Queens swarms.



The Queen herself is an anomaly to this curse. Once a captain in Megatyran's forces, the Queen was forcibly chosen to undergo a horrible experiment. The goal was to find a way to control the growing Infester population and slow the curse. Purposefully destroyed many times in many horrible different ways at Megatyran's own hand, the Queen suffered heavy psychological damage.

The result of this was a strange mutation to her code, simultaneously taking on the curse of Infesterism but also retaining some level of psychotic sentience. Her newfound dark gifts allow her to control all the Infester codes and halt or progress their journey into oblivion. This makes the Queen the undisputed head of the swarm, being able to direct her obedient minions at will.

Trashers



Trashers are former Valiants that have committed a wrong or have been shamed in some way. Their only option is to download the Trasher code and seek redemption through valour in arms.



The Trasher code is a mystery, even to Valiants, because once it's downloaded the recipients are filled with a single-minded purpose. Many do not speak, choosing instead to let their weapons do the talking.

A strange symptom of the Trashers code is that the close quarters fighting ability of the Bot is increased, while their ability to fire and maintain ranged weapons is diminished. This is not to say that Trashers are poor versions of other Bots. On the contrary, while the Trashers may seem

rusty and ramshackle, they are perhaps some of the most resilient Bots on Earth. It is not uncommon for a Trasher to take massive damage and still go on to defeat multiple foes with ease.

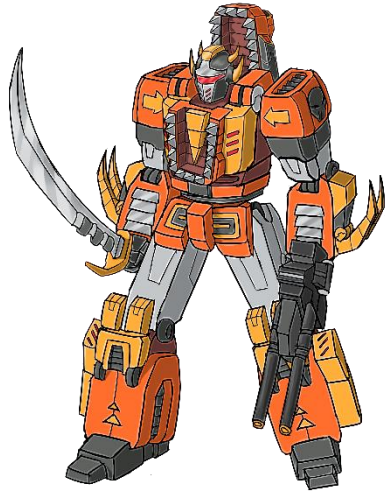
Their mystery and singlemindedness often bring the Trashers into conflict with the Valiants or the Democracy, despite seemingly being on the same side.

Beastlords



During the early years of the Earth, supernatural entities rose to challenge and rule humanity. Five primordial gods set themselves against the order of creation itself. Beings that embodied the very elements themselves. Rather than war against each other and risk destruction, these gods made a pact to divide the planet and its populations into 5 parts.

Soon into this hellish reign, the fifth god's heart was softened, and he left his worshippers and disappeared. The greedy remaining gods then started to argue over who would inherit the departed gods portion. Cataclysmic battles between the gods raged and much of the Earth and its populations were destroyed.



One of the four gods was destroyed utterly in these battles. A third chose to flee and hide, leaving the remaining two. The remaining two gods were evenly matched. They eventually decided on a truce and the Earth was split into two territories. The names of these two gods are still well known. Destroyer, god of earth and Leviathan, god of water.

These two gods inflicted much pain and suffering upon early humanity. So much so that the cries of the enslaved reached into other realms. These cries were answered by the One, who sent 100

powerful new creations called Beastlords to defend humanity and destroy the two remaining gods.

The Beastlords were successful in part, managing to destroy the gargantuan physical bodies of the primordial gods and banish them to the ether. The cost was high, however, as all but 7 of the Beastlords were destroyed or considered missing in action.

Unlike other Bots, the Beastlords are mortal creatures. Due to the robust construction of their bodies using unknown materials, they are extremely strong and long lived. It is estimated that the Beastlords are over 5000 years old. Each of them that remain have chosen to live a solitary existence, emerging from hiding only when man's plight seems most dire. It is these rare sightings by humanity that have given rise to the stories and legends of dragons.

Overlords



The Overlords are an alien race from outer space. They are compulsive and habitual gamblers and the passion for every Overlord are the arena games. These games, that take place on their home planet, are gladiatorial battles fought by monsters bred and trained by the Overlords themselves.

The Overlords take a planets fiercest creatures and mutates them sometimes beyond what the host bodies can withstand. These mutations are made possible by a naturally occurring "green ooze" on their home planet. It is common for young and ambitious Overlords to venture into space seeking



the most terrible creatures with which to mutate into future champions of the arena.

Every now and then an Overlord will find a relatively stable mutation and will breed these new creatures to serve as a personal army. As much for prestige as for any real personal protection.

Overlord Gorg has arrived on Earth to create his greatest masterpiece and in doing so prove to his father that he is a Master Mutator. He has found that some of Earth's most powerful aquatic creatures are perfect for maintaining stable mutations and several potential champions are already in the works.

Gorg delights in using the Bot War to hone the skills of his latest progeny and is sure that upon his return to his home planet he will be hailed as the greatest Overlord in history.

Red Star Nations



The Red Star Nations did not suffer as much as the Democracy during the First Atlantican War. However, their recovery has been slower because they have not had the same access to Bot technology that the Democracy has had. Over the last few years, the Red Star Nations have been in constant skirmish battles with the Baronial Terrorist States and this has made the Red Star Nation's people cold and hard.



When Overlord Gorg arrived on Earth he chose the Red Star Nation Capital for his primary mutation lab, as the cold climate and large open spaces made the site ideal. This led to massive city-wide conflicts as the second largest human military on Earth tried desperately to repel roaming bands of mutated Shark Warriors from their cities.

The Red Star Nations put up an honourable fight, so much so that Gorg imprisoned many of its peoples for warm up fights in the arena back on his home planet.

Things changed for the nation when a vat of "Green Ooze" was discovered by the Red Star special forces team. Red Star scientists immediately started experiments on the ooze and discovered its mutating properties were particularly suited for combining metal with organic flesh. Thus, the Red Star Cybernetic legions were born. This arm of the Red Star military combined the power and strength of metal with the ingenuity of humanity. While the Red Star cyborgs successfully blunted the Shark Warrior attacks, it was the creation of the Dinoborgs that changed the tide of the battle.

Tapping into ancient DNA, Red Star scientists have managed to create an elite team of super gigantic creatures bristling with cybernetic enhancements. These fierce creatures could match the



ferocity of the Shark Warriors and with the combined might of the Red Star military and cybernetic legions, the Shark Warriors were turned back. Now Gorg jealously covets the Dinoborgs and desperately wants these creatures for his arena games.

Deceivers



The Deceivers were once Valiants. At some point in their history, a Valiant called Galaxy rebelled against the One. For this outrage, Galaxy and his followers were eternally incarcerated in a torturous statis prison and sent away from the One's presence. This imprisonment changed the entities inside, twisting them into hideous forms which is reflected in their external visage. Through some mysterious machinations their statis prison crashed on Earth and was discovered by the corrupted agents of the Democracy that were to eventually become Snake Corporation.



Experiments were performed on the prison, cracking its shell and allowing one of the evil entities inside to escape. This eventually led to the nightmarish deaths of almost everyone in the research facility and the eventual

release of the remaining evil trapped inside the prison. These entities, devoid of bodies, went straight into the very atmosphere. There, their corrupted codes began to influence the very minds of the human population, robbing them of all hope. As time progressed, the first freed Deceiver built a factory that started creating bodies according to the codes now coalescing within the ether. The malevolent codes were then downloaded into the completed bodies, removing them from the ether and freeing the minds of humanity from their diabolical influences.

However, the leader of the rebellion, Galaxy, could not be freed. His imprisonment was more powerful than the others and his bonds remain unable to be broken by his Tyrants. Galaxy remains within the dimensional statis prison deep in the bowels of the destroyed COILs lab. From there, he communicates his will through his Tyrants who command his legions. Desperate for freedom, Galaxy has his minions search tirelessly for a solution. Should a solution be found, and Galaxy freed, the Earth will be thrust into a hellish world of slavery and death, ruled by the malevolent Galaxy and his Tyrants.



Timeline of Events

7777BC - Creation of the universe by the One.

7770BC - Galaxy given leave to tend the physical universe.

7666BC - Galaxy creates the fledgling Elemental gods.

7000BC - Galaxy roams the universe.

6666BC - The Elementals reach their full power and enslave all creatures. They start to pervert humanity, splitting soul, spirit, and body to create the minor elemental spirits that loyally serve them.

6315BC - Galaxy finds Gargan, the Overlords home world, and uses a unique compound on the single celled bacteria there to create the Overlords. Galaxy lives on Gargan for centuries, teaching the Overlords the how to extract the green ooze and use it for mutation.

6166BC - For 500 years humanity has groaned under the tyranny of the Elementals. This groan has reached the One who creates the Beastlords in secret. The Beastlords are built specifically to protect humanity.

6011BC - Aetherical finds a secret doorway to the Ether, a halfway realm between physical reality and the spiritual dimension. He leaves his realm on earth to begin his dominion of the Ether.

6012BC - The cult of snakes arises in the wake of Aetherical's desertion. A mysterious figure called Lord Venom claims that humanity can be gods and he gathers the powerful in both strength and sorcery about him. He is resisted by followers of the One and there are some small skirmishes between the 2 forces.

6011BC - The Elemental Wars begin as the 4 remaining Elementals seek to take Aetherical's former realm by force. It is a time of chaos where human slaves and the spirits of each Elemental war against each other.

6001BC - For 10 years the Elemental War rages with no side getting the upper hand. The entire planet is changed as a result.

6000BC - The Beastlords ship breaches Earth's atmosphere carrying 100 Beastlords ready for battle. They land in Aetherical's deserted realm and are welcomed by former slaves of Aetherical that now follow the One. The Beastlord contingent is led by a young Stegarous who is surprised at the size and power of the Elementals. A plan is made to upset the balance of power between the Elementals to have them weaken each other in battle before the Beastlords attack.

5997BC - An alliance is brokered between Leviathan and Destroyer instigated by false information planted by Stegarous. The pair attack their brother Terransaun and defeat him. Terransaun flees to his brother Aetherical in the Ether. As the attack on Terransaun reaches its full ferocity, Stegarous launches a surprise attack on Volcano Magma. But the surprise attack is betrayed by one of Lord Venom's snake cult agents in return for magic weapons of fire. The attack fails and many Beastlords are destroyed, however, Volcano Magma and her army of Surturs are seriously depleted. A full 50 Beastlords are destroyed in the attack and some weakened Surturs take up residence in the fallen Beastlords carcasses.

5996BC - Leviathan and Destroyer see Volcano Magma is weakened and attack her with their full forces. Volcano Magma is destroyed, her realm quenched and divided between her two remaining brothers.

5991BC - Worried about his sister's retribution, Leviathan secretly builds the Thermal Energy Collectors to drain the thermal power from the Earth and prevent Volcano Magma from escaping the Ether.

5950BC - Destroyer redefines the alliance with Leviathan saying that all the land is his and all the sea is Leviathans. However, Leviathan argues that his human followers cannot live in the depths. Leviathan uses dark sorcery on his human slaves in the night of a million deaths. Many humans die horribly as they are bio-magically converted into Atlanticans. However, the strongest survive the process.

5935BC - Brimstone seeks revenge for his mistress' destruction and through subterfuge tells Stegarous about Destroyer's secret weakness.

5934BC - In a bold plan, Stegarous and the remaining Beastlords along with the human armies of the One attack Leviathan and his Oceanids whilst they are on the land, defeating them and destroying Leviathan. The victory came at a great cost, only 9 Beastlords remain after the battle.

5933BC - Using stealth, Stegarous gains access to the Destroyer's body and 2 Beastlords sacrifice themselves by blowing up their cores whilst in Destroyer's head, and thus Destroyer, the most powerful Elemental, is destroyed. As Destroyer's body falls the humans enslaved rise up and drive the Stonelords away with help of the remaining 7 Beastlords.

5932BC - The Elemental Wars officially end.

5921BC - Atlantica elects their first monarch, King Moray, and sets up his court, the Leviathan priest hood, and the Exotide temple some miles from Leviathans Thermal Energy Collectors. Atlantica starts to prosper.

5900BC - With their mission completed, the Beastlords split up and retire, moving to the remote hidden places throughout the Earth. The followers of the One beg them to help them eradicate the threat of the growing snake cult and seemingly immortal Lord Venom, but the Beastlords refuse saying it's not their mandate to war against humans.

5042BC - Snake cult now rules Aethericals former earthly realm and is spreading its tentacles far and wide in the vacuum left by the fallen Elementals. Huge armies of cultists dedicated to the cult of the snake roam the land.

5040BC - A great leader called Eli of the One arises from the oppressed followers of the One. He rallies the One's followers and forms a huge army to challenge the snake cult and Lord Venom.

5036BC - The snake cult is crushed and Lord Venom thrown down in the battle of Red Crystal Plains. The remaining followers of the snake cult go into hiding splitting themselves into small secretive cells. The snake cult focuses on the practice of sorcery and subterfuge and pursues all roads to power in secret.

4901BC - King Moray of Atlantica is slain by a sea monster whilst hunting, the Atlantan royal family is then killed by court rivals starting a bloody 50-year war for the kingdom.

4851BC - King Stingray, the bastard son of King Moray, subdues his rivals and takes the throne of Atlantica. Atlantica continues to spread across the deepest parts of the ocean floor. A succession of kings follow for the next 3000 years and Atlantan continues to grow in power and prosperity. Contact with the surface world fades throughout this time as the Atlanticans have less and less reason to journey to the surface. Slowly the Atlanticans slip into legend and become just popular myths and tall tales told by old drunk sailors at the taverns.

4500BC - Galaxy rebels against the One and the Valiant War begins. It is short lived. Within 7 days Galaxy is defeated and imprisoned along with his Tyrants and the rest of their forces. They are named Deceivers for the first time and are condemned to an eternity in nowhere, many are driven mad by this sentence and are twisted beyond recognition.

3666BC - The snake cult High Council is formed and at its head sits a reborn Lord Venom!

3500BC - Civilisation grows and humanity continues to expand. As the cities grow, the snake cult insert themselves into seats of power and influence behind the thrones. The followers of the One also grow and prosper but are secretly persecuted by the snake cult from behind the seats of the powerful.

3421BC - A simple follower of the One named Corrac is pursued by a snake cult warband and unknowingly hides in the cave of the Beastlord Parasolar. Having no idea what Beastlords are, and seeing Parasolar in beast form, Corrac names Parasolar the Rhino Dragon in his own language. Corrac visits Parasolar regularly and learns the lore of the One, the Earth, and of the dreaded Elemental Wars. During this time Parasolar learns of Lord Venom and is shocked to think it could be the same Lord Venom from his arrival, which would make Lord Venom thousands of years old. Eventually Corrac is captured by the snake cult and taken to be sacrificed. However, Parasolar learns of his capture and in a fury attacks and destroys the snake cult warriors and frees the captives.

3419BC - Now a mighty leader in Beastlord made armour, Carroc almost single handedly purges the entire region of snake cultists. Even the snake cult sorcerers most powerful spells bounce off the Beastlord made armour.

3290BC - Carroc dies of old age at the age of 110. A mighty hero, Parasolar carries his body and his armour away in secret and is never seen again for thousands of years. With the wisdom of the One he gained from Parasolar, Carroc carved out a prosperous realm free of the evil snake cult and its corruption. Carroc was followed by his son Cardoc. Cardoc was a good ruler, strong in wisdom.

3220BC - Cardoc dies without a son so his daughter, Carbula, becomes queen. Advisors and suitors come from far and wide to see her beauty. Carbula is a weak queen, poor in the wisdom of the One.

3222BC - The snake cult returns to Carbula's realm.

3200BC - Sacrifices and sorceries run unabated. The population groans under the weight of snake cult oppression.

2666BC - After hundreds of years. Lord Venom ascends the throne and musters an army to destroy all followers of the One on earth.

2500BC - A champion of the One called The Eagle Eye arises and makes war on Lord Venom.

2467BC - Lord Venom is defeated and the snake cult crushed at the battle of snake mountain. However, The Eagle Eye is gravely wounded and dies soon after the battle.

1000BC - Brontous predicts that one day the Elemental gods will return and hatches a plan to build more Beastlords to bolster their forces should that happen. He contacts the other Beastlords who all agree except Stegarous and Parasolar.

831BC - Brontous, Tyrannous, Trycerous, Dactylous, and Arkynor create the Beastnobles.

500BC - The Beastnobles prove difficult to control and have no care for humanity or the Beastlord's mandate. Some even admire the Elementals and openly say declare that might is right.

467BC - The Beastnobles split from their Beastlord creators and scatter across the Earth.

100BC - Four major Kingdoms rise and fall and behind each one the snake cult moves in secrecy. The fourth and final kingdom arises and its people predominantly follow the One, but is secretly ruled by the snake cult High Council.

500AD - Two cultures clash and both are controlled by the snake cult High Council. As a result of the battles, both kingdoms shatter into a thousand smaller kingdoms and warring states.

860AD - The druid Myrrdin finds Stegarous' lair and spends the next 20 years learning the history of the Beastlords.

888AD - Stegarous, Rhinerous, and the old druid Myrrdin defeat the rogue Beastnoble Aracharous at the gates of Antarra.

1088AD - Rhinerous' thunderous charge joins the Knights of Righteousness to finally destroy the foul Beastnoble Aracharous.

1097AD - Darkstone helps a village defeat an attack from snake cult barbarians and is worshipped as a god. A title he grows to enjoy.

1111AD – Darkstone becomes a tyrant in the region and stories of the terrible metal giant that lords over a hundred thousand slaves travel far and wide. The stories are heard by Brontous who moves to confront his progeny Darkstone.

1120AD – The battle of Red Glow Mountain is a cataclysmic event as Darkstone and Brontous battle for days and nights on top of an extinct volcano. Eventually Brontous is victorious and throws Darkstone into the cone of the dormant volcano. Darkstone crashes through the weakened crust and lands in the cave below, his body destroyed.

1121AD – At Darkstone's destruction other Beastnobles that had sided with him flee rather than face their creator's wrath. Most have remained hidden since this time.

1150AD – Darkstone is found by the wandering Beastnoble Spineroc, broken and weak, Darkstone still functioned. Whilst exploring the cave where Darkstone lay, Spineroc discovered a rich seam of red crystal. Distilling the crystals she nursed Darkstone back to health on the red energy. The red energy was power beyond reckoning and Darkstone's health returned and his body grew to a huge size. As his health returned, Darkstone proclaimed he was a follower of the Destroyer and that it was his calling to proclaim the Destroyers imminent return. The red energy allowed Darkstone to call forth the ancient servants of the Destroyer, the Stonelords.

1405AD – The human known as the Dark Duke makes war on his neighbour and it's claimed that a metal monster supports his army. The wise wizard Merlin makes a perilous journey to a dragon's cave to ask for its help to defeat the Dark Duke and his monster. The dragon is Stegarous, leader of the Beastlords. Stegarous asks 3 riddles and tells Merlin to return when he can answer them. Stegarous warns Merlin that if he returns with wrong answers he will be destroyed. Merlin returns after some weeks pondering the riddles and gets the answers correct. Stegarous agrees to help.

1407AD – The Dark Duke is defeated and his monster was none other than the resurrected Beastnoble Arachnarous who is now calling herself the Spiderqueen.

1700AD – The snake cult High Council, now entrenched for centuries in the corridors of power, embark on their plan of world domination. Wars and turmoil drastically increase as empires grow. In all cases the High Council play both sides.

1803AD – In a huge scandal, King Hydro's daughter, Aqua, refuses her marriage to Hydro's rival Calon Nautilus. She flees to the surface where she finds a ship wreck and a sailor named John washed ashore. She nurses the sailor back to health, and laying a glamour on him, they fall in love. However, Calon Nautilus sends Atlantican troops to return her, the troops kill John and take Aqua back to Atlantica where she is married.

1938AD – After the success of World War 1 the snake cult High Council looks to World War 2 and plans are drawn up for the Axis powers to dominate the war. However, Lord Venom, chairman of the High Council intervenes and changes the outcome to an Allied powers victory, giving rise to the Red Star Nations.

1939AD – The snake cult High Council forms C.O.I.L.S Consolidated Ordinance Industrial Logistics Systems in preparation for a second major war.

1945AD – Duke Otto Von Kline of the snake cult High Council is betrayed and the Axis powers lose the war. Duke Otto flees to the southern continent with a huge contingent of ex C.O.I.L.S and Axis troops. There, he sets up the Steel Hyenas organisation in direct opposition to C.O.I.L.S but using many of their tactics. At first the Steel Hyenas are ruthlessly pursued by Lord Venom which forces Duke Otto and his organisation underground in the impenetrable jungles of the south..

1948AD – C.O.I.L.S emerges from the war the clear winner in terms of contracts and the company is one of the first ever to go totally global.

1949AD – Red Star Nations, under advice from C.O.I.L.S agents wall off Axis territory, forming a barrier between themselves and the Allied territories. The Cold War between the Allied powers and the Red Star Nations begins.

1950AD – The Steel Hyenas perfect their first human beast hybrid soldier.

1955AD – Duke Otto dies of jungle fever and his son, Duke Otto the second becomes leader of the Steel Hyenas. Duke Otto uses DNA from the successful test subject to create the Brute super soldiers.

1961AD – C.O.I.L.S Labs are officially incorporated as a separate entity, splitting from C.O.I.L.S research division.

1962AD – Red Star spies steal the plans of new power laser weapon from the newly formed C.O.I.L.S labs.

1963AD – Duke Otto Von Kline the second dies from a venomous snake bite. He is succeeded by his daughter Frieda Von Kline. Frieda dons the Hyena mask and changes her name to The Duchess. All use of her real name is banned.

1968AD – The Baronial Terrorist states are formed; ruled by the ruthless Red Baron the states used oil money to purchase a fully equipped army from C.O.I.L.S. The Red Baron leverages his border with Red Star Nation to gain support from The Democracy.

1978AD – Advisors to Red Star command suggest a show of strength to The Democracy with a test firing of the newly completed red laser. The laser is shot harmlessly into space with the firing being broadcast live around the world. But deep in space the laser hits something invisible, shattering debris from nothing into real space. Soon after a large object crashes through the tear in reality and into real space on a collision course with Earth. The newly ordained King Gills prepares for an invasion of the surface as the first step in taking Atlantica into the galaxy.

1979AD – World leaders come together in crisis talks concerning the imminent impact of the object from space however the talks descend into nations blaming each other for the crisis.

The object collides in space with a second object dramatically reducing its velocity, both objects descend towards Earth.

1980AD – The first object does crash lands much softer than its size would suggest. Although a huge crater is formed, the event was not the planet ending event experts warned it would be due to the previous collision. The worldwide panic is averted and all credibility of the experts are lost; many are ridiculed into obscurity.

The Democracy government sends the brilliant William Starr and his college Dr Corben Spender to the crash site along with a C.O.I.L.S Labs retrieval team. William Starr is murdered by Dr Spender who turns out to be a C.O.I.L.S agent. The crashed ship is the Deceiver prison which is moved to a secret C.O.I.L.S lab location for research. A nightmare scenario develops in which a Deceiver code named Malicon escapes from the prison ship and terrorises the C.O.I.L.S lab. There is only one survivor. Dr Spender had left earlier that same day and took his board seat at C.O.I.L.S headquarters as Dr Mindtwist.

The second object was the Valiant ship and the rear part of the ship is broken off. Several Valiants take responsibility for the navigational error and download the Trasher code in penitence. They live a life apart in the desert.

Max Starr starts to recruit for the Special Branch program with Flynn Turner being his first choice.

1981AD – The first Atlantan War begins. Atlantica attacks The Democracy and many of its allies in the most brutal and complete surprise attack in history. Many coastal cities fall in a single first day. The Democracy government seems unable to deal with the crisis or halt the Atlantan advance at all. In many cases The Democracy government even hampered defence efforts through pointless bureaucratic bungling. Rumours began to circulate that The Democracy government knew more than they were letting on. A young journalist called Brad Hasselhof started investigating The Democracy government and found links to a C.O.I.L.S affiliated cult of corruption. Gorg lands for the first time on Earth and spends some time in the frozen southern continent. Here he captures the raw materials for what will be Squidlorr, Saur and many of the Shark Kaiju. Malicon frees all of the Deceiver codes except Galaxy who remains imprisoned in a high security vault. The Dissenters invade the Ether and infect humanity with negative emotion, accelerating their defeat. The Atlanticans are unaffected by the Dissenters powers. Malicon completed the Deceiver factory and

Megatyrrant is the first Deceiver to receive a purpose-built physical body. Megatyrrant keeps Mallicon in his weak body and forces him to download Megatyrrant's most loyal Deceiver followers.

1982AD – King Gills makes landfall for the final attack on The Democracy militia as thousands are taken captive for conversion into Atlantican slaves.

General Ducal arrives and is greeted by a young General Eagle of the freedom fighting militia. An alliance is struck and the tide turns against Atlantica just minutes from their total victory. The first Atlantican War ends and the Bot War begins!

Megatyrrant downloads many of the Dissenters to his force, thus inadvertently lifting the malady on The Democracy freedom fighters. Megatyrrant discovers the curse of the Infesters and creates the Queen from Syphene's sister. The newly created Queen escapes and draws all Infesters to her.

Gorg returns to Gargan and against all odds Saur becomes champion of the arena, defeating his fathers own champion and being hailed as the new Master Mutator of Gargan. However some whisper that Gorg's success is by accident, so Gorg returns to Earth.

1983AD – The Atlanticans are driven from the land by the combined might of the Valliants and The Democracy's reinvigorated freedom forces. Max Starr finds his fathers secret lab and the keys to Freedom Eagle 2. King Gills is disgraced and moves to his remote estate under the protection of the Exotilde temple. Here he finds the crushed body of a bot he calls Omen. King Gills reclaims his rightful place with Omen's support and starts building the other Atlantican Bots. Destroyer, Leviathan and Terransaun escape the ether in the same way by attaching their code permanently to unknowing hosts, however, in Terransaun's case he was too weak to resist the Trasher code which modified his own directives. Gorg lands in the North of Red Star Nation mainly due to Squidlorr outgrowing Gorg's containment area. Squidlorr is released and rampages through the Red Star capital and makes his way to the sea and disappears. Following in Squidlorr's wake, Thresherlord and the Shark Kaiju wreak havoc after the long coup up space journey. Over 90% of the Red Star military strength is destroyed by rampaging Shark Kaiju. Much of the Red Star infantry become Cyborg Legionnaires using technology stolen from Gorg's own ship.

Brad Hasselhoff's findings uncover C.O.I.L.S corruption throughout The Democracy, military tribunals are held of which many are little more than public lynchings. C.O.I.L.S executives flee to the southern states although many are hunted and killed in what is referred to as the purge. C.O.I.L.S rules the southern states from behind a curtain.

An Infesters hive is discovered in Motor City and the D.V.I.A team and their Valliant allies drive them out. It is the first appearance of the Hivelord Maggot.

1984AD – Electroshock gathers forces and rebels against Megatyrrant. The rebellion elevates Electroshock to Tyrant status but he is defeated by Megatyrrant and flees to Earth's moon with what's left of his followers. On the Moon, Electrotyrant tries to build his first army of drones based off Mirror Warrior technology. He has moderate success until both he and Megatyrrant are defeated by Narcitron and his Sins. Thus Narcitron's Deceiver unification begins.

The minor Deceiver warlord Destructor, in charge of the Southern part of The Democracy is albeit destroyed at the hands of the Valliant warrior Chromecharger. Destructor is repaired by his 3 goons, Redwarp, Lazorwing and Dragrace. Destructor's survival elevates him to Tyrant status and more followers flock to his banner.

Blackdeath steals the plans to Freedom Eagle 2 and hands them off to a C.O.I.L.S courier. The courier is killed and the plans retrieved by the Eagle's Veterans just minutes from victory.

General Eagle makes the discovery that the giant Deceiver Bot formed by combining 5 smaller Deceiver Bots is none other than an avatar of the brutal Elemental god, Destroyer. The Elemental gods have returned! Dr Mindtwist steals Destroyer's code and modifies it to create the giant fortress Bot Conspiracy. With Conspiracy in their vanguard, C.O.I.L.S units march north but are stopped by a combined force of Valliants and Eagles Veterans led by Chromecharger.

The Cyborg Legionnaires manage to hold the Shark Kaiju at bay but the cost is high. Red Star scientists create the first Dinoborgs and unleash them on the Baronial Terrorist States to great effect. Red Star high command hire the Valliant mercenary Oleeta to assassinate Gorg. She is only just thwarted by Gorg's bodyguard Saur and Oleeta, Suckerpunch and the freed Blackwheel flee, pursued by Shark and Gator Kaiju. They make their way to the Red Baron where they join other mercenary Bots in the fight against Dinoborg attacks.

The Atlantican Duke Neptune is hardwired into his Tritonaut and goes mad.

1985AD – Narcitron and the Sins are defeated at the battle of East City by Ducal and his Valliants. The Deceiver unification is shattered. Electrotyrant again rebels and sets up a hidden base with some of his loyal followers near West City. Electrotyrant allies himself with Professor Skew from the Motor City C.O.I.L.S lab. With Professor Skew's prototype Centurion, Electrotyrant's Drone Army is created. The powerful Baron Nautilus becomes King Gills greatest adversary at court. The Baron commands the largest weapons factories in Atlantica and has created an army of piloted Bots called Tritonauts to challenge the King's power. Baron Nautilus and a delegation of Tritonauts are led by the mercenary Oleeta to Electrotyrant's base to bargain for his Drone support against King Gills' forces. King Gills sends the Atlantican air warrior Bots to follow Baron Nautilus' delegation but they disappear over the area of the Space Portal and are never seen again. Narcitron kneels before Galaxy's prison and is given information about the key. Narcitron's obsession with finding the key to Galaxy's prison begins, with Deceiver attacks on Physics labs across the Democracy.

Swordana's White Knights arrive from the gate along with additional Valiant reinforcements. Hotwheel is reprimanded by Ducal for his treatment of Atlantican prisoners and the Bashers are disbanded. Ducal creates the foundations of the Valiant Battlegroups. Swordana's White Knights destroy Electrotyrant's hidden Drone factory but Electrotyrant and his followers had already fled. Dr Mindtwists experiments with the Space Portal are successful and several C.O.I.L.S agents enter the ether. Buzzard is the only C.O.I.L.S agent to return via a singularity event in the Mercs Bot factory, he describes a predatory hell where codes flee from the Elementals. The Dinoborgs drive Gorg and his Shark Kaiju far into the North, Gorg seeks to capture the Dinoborgs for his experiments.

Blackwheel and his Mercenaries set up a secret base in Motor City. Their presence is noted by C.O.I.L.S and the D.V.I.A and several skirmishes break out between the 3 factions. The D.V.I.A uncovers a huge C.O.I.L.S operation within Motor City being run by a C.O.I.L.S Executive. The D.V.I.A team captures the Executive but Professor Skew and his bodyguard Bot, Maximillian, escape.

The Steel Hyenas perfect human animal hybrids using green ooze obtained from the Green Tentacle Ninja Clan.

1986AD – The combined forces of the White Knights and newly arrived Golden Lions force C.O.I.L.S to abandon the Space Portal. The Space Portal comes under immediate attack by Kroar's Warband but the attack is repelled and the Space Portal is destroyed. Electrotyrant, Sonique and a force of Drones arrive in Baron Nautilus' estate in preparation for an attack on King Gills. But Electrotyrant double crosses Baron Nautilus resulting in the destruction of the ancient Thermal Energy Collectors. Both Electrotyrant, Sonique and the Drone army are destroyed and Baron Nautilus is arrested by King Gills troops. The missing Atlantican Bots are retrofitted into advanced Tritonauts. The destruction of the Thermal Energy Collectors causes extreme seismic activity and a new island is created off the East coast of the Democracy.

