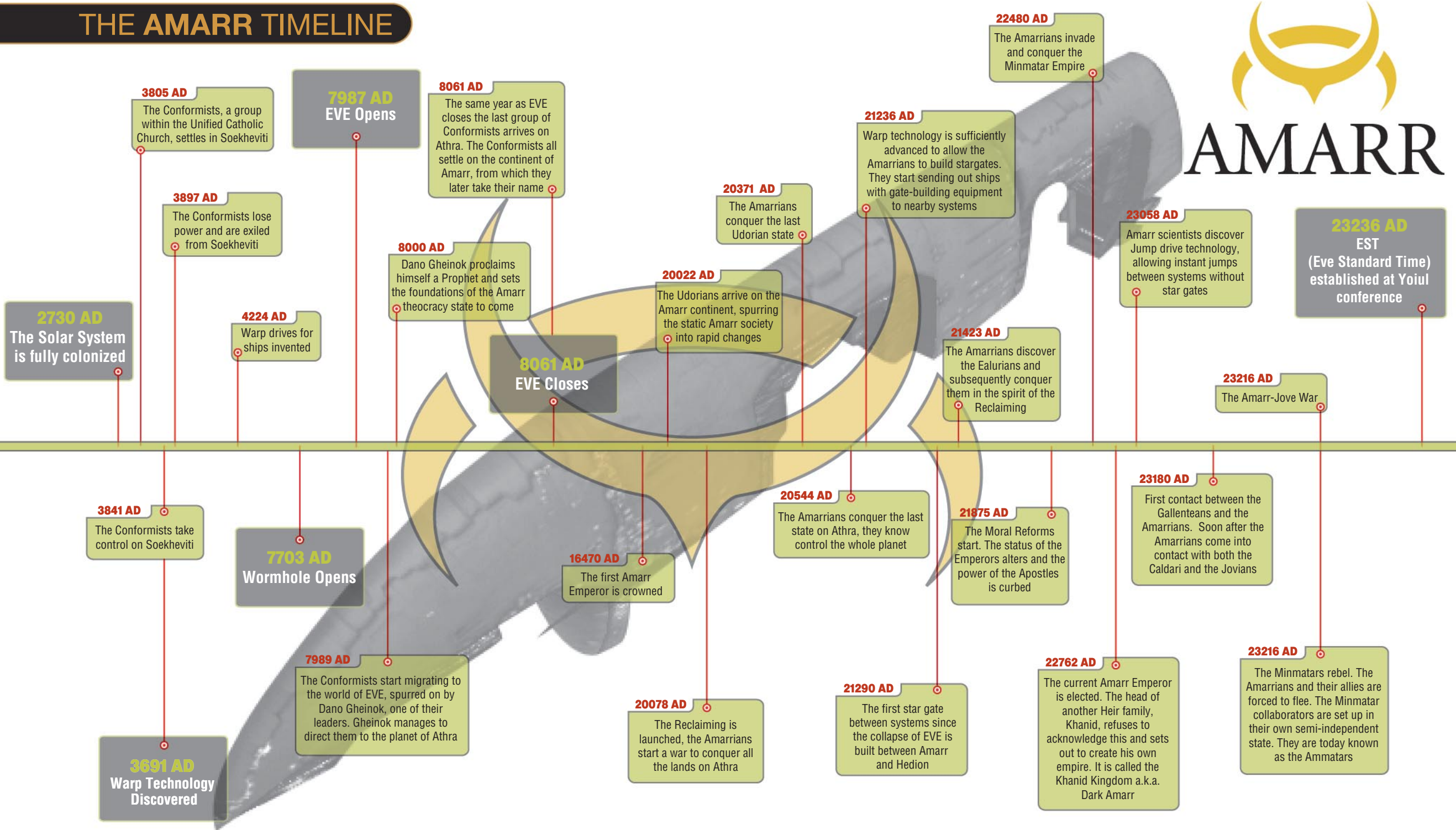


THE AMARR TIMELINE



AMARR



2730 AD
The Solar System is fully colonized

3805 AD
The Conformists, a group within the Unified Catholic Church, settles in Soekheviti

3897 AD
The Conformists lose power and are exiled from Soekheviti

4224 AD
Warp drives for ships invented

3841 AD
The Conformists take control on Soekheviti

7703 AD
Wormhole Opens

3691 AD
Warp Technology Discovered

7987 AD
EVE Opens

7989 AD
The Conformists start migrating to the world of EVE, spurred on by Dano Gheinok, one of their leaders. Gheinok manages to direct them to the planet of Athra

8000 AD
Dano Gheinok proclaims himself a Prophet and sets the foundations of the Amarr theocracy state to come

8061 AD
EVE Closes

8061 AD
The same year as EVE closes the last group of Conformists arrives on Athra. The Conformists all settle on the continent of Amarr, from which they later take their name

16470 AD
The first Amarr Emperor is crowned

20078 AD
The Reclaiming is launched, the Amarrians start a war to conquer all the lands on Athra

20022 AD
The Udorians arrive on the Amarr continent, spurring the static Amarr society into rapid changes

20371 AD
The Amarrians conquer the last Udorian state

21290 AD
The first star gate between systems since the collapse of EVE is built between Amarr and Hedion

20544 AD
The Amarrians conquer the last state on Athra, they know control the whole planet

21236 AD
Warp technology is sufficiently advanced to allow the Amarrians to build stargates. They start sending out ships with gate-building equipment to nearby systems

21423 AD
The Amarrians discover the Ealurians and subsequently conquer them in the spirit of the Reclaiming

21875 AD
The Moral Reforms start. The status of the Emperors alters and the power of the Apostles is curbed

22762 AD
The current Amarr Emperor is elected. The head of another Heir family, Khanid, refuses to acknowledge this and sets out to create his own empire. It is called the Khanid Kingdom a.k.a. Dark Amarr

22480 AD
The Amarrians invade and conquer the Minmatar Empire

23058 AD
Amarr scientists discover Jump drive technology, allowing instant jumps between systems without star gates

23216 AD
The Amarr-Jove War

23216 AD
The Minmatars rebel. The Amarrians and their allies are forced to flee. The Minmatar collaborators are set up in their own semi-independent state. They are today known as the Ammatars

23236 AD
EST
(Eve Standard Time) established at Yoiful conference

THE CALDARI TIMELINE



CALDARI

2730 AD
The Solar System is fully colonized

4224 AD
Warp drives for ships invented

7987 AD
EVE Opens

7703 AD
Wormhole Opens

7993 AD
The third planet in the VH-451 system is bought by a mega-corporation, small-scale colonization starts soon after

8061 AD
EVE Closes

8100 AD
By this time most of the outposts on the planet have perished after the closure of EVE. Only a handful survives

3691 AD
Warp Technology Discovered

8307 AD
The automatic terraform process started by the mega-corporation and continued despite the social collapse makes the air finally breathable

16262 AD
First recorded civilizations emerges on Caldari

17453 AD
The Raata-Oryioni and Fuukiuye empires join under one rule. The new empire is known as Raata

20998 AD
The Raata Empire falls and is divided into myriad small states

22517 AD
First contact between the Caldari and the Gallenteans

22631 AD
The Cultural Deliverance Society (CDS) arrives on Caldari

22615 AD
The Warp gates between Gallente Prime and Caldari Prime is finished

22821 AD
The Sotiyo-Urbaata Drive, the first warp drive, is built

22684 AD
Isuuaya, the first Caldari Corporation is established

23155 AD
The Gallente-Caldari War starts

23156 AD
The Caldari leave Caldari Prime, never to return

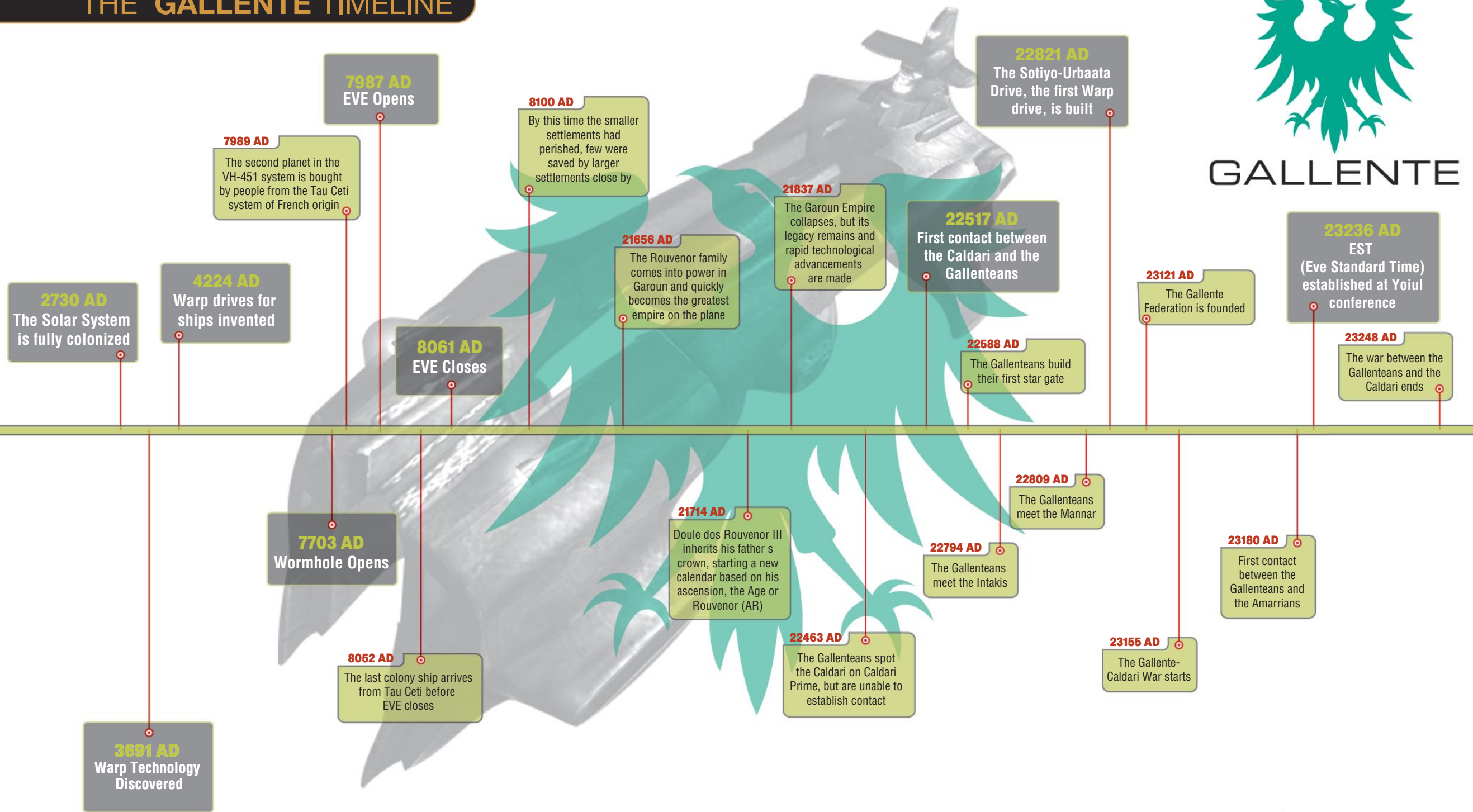
23248 AD
The war between the Gallenteans and the Caldari ends

23236 AD
EST (Eve Standard Time) established at Yoiful conference

THE GALLENTE TIMELINE



GALLENTE



THE MINMATAR TIMELINE



MINMATAR

2730 AD
The Solar System is fully colonized

4224 AD
Warp drives for ships invented

7987 AD
EVE Opens

7703 AD
Wormhole Opens

8017 AD
The system CMS-17 is discovered. Later renamed Pator. The main planet, Matar, is quickly colonized, due to its very hospitable conditions

8061 AD
EVE Closes

18622 AD
Four distinct civilizations develop on Matar. They gradually become aware of each other, but primitive technology keeps them from maintaining a steady contact

20374 AD
By this time the technology level is sufficient for regular trade and advances speed up. In the end, a global culture has developed, yet steeped in tribal traditions

22355 AD
The Amarrians arrive in the Pator system. Soon, they begin raiding the Minmatar Empire for slaves

22480 AD
The Amarrians invade and conquer the Minmatar Empire

21413 AD
The first Minmatar space ship. During the next centuries the Minmatars settle on a number of planets and moons in three systems, using ancient star gates

23216 AD
The Minmatar Rebellion. The Amarrians and their collaborators are thrown out

23236 AD
EST
(Eve Standard Time) established at Yoiful conference