



MINER WARS™
2081



Encyclopedia (Lite)

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Timeline:

2021 – Chinese Space Station

- shuttles with building materials are launched for construction of a new, solely Chinese, space station, independent of the International Space Station (ISS).

2029 – Euro-American Confederation (EAC) –founded.

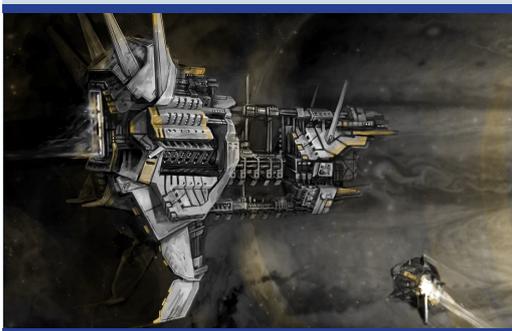
USA, NATO and EU merge after years of diplomatic negotiations into one humongous super-power as a counter against growing economic strength of China. China able to conduct independent hi-tech research experiments outside the Earth's gravity field and is unmonitored by international media and scientific public.

2033 – Prometheus Space Station (built by the EAC) declared habitable

- Long-term stay of up to 160 astronauts is possible. Foundries and other space facilities are added continually.

2040 – 2057 – Era of great space colonization

– Migration into space conducted by all major nations on Earth. By 2057, a huge census of space colonists is held, leading to shocking results: China – 74,362 colonists; EAC – 61,398 colonists.



2051 – OmniCorp - As a unique gesture in history, the immensely powerful OmniCorp company declares independence from the EAC and achieves international recognition as an independent non-state subject only to rulings of its board and international relations.

Intro

Miner Wars

Miner Wars is a post-apocalyptic “hard sci-fi” universe set in our solar system, and is based on realistic science in a dark, gritty atmosphere.

The Second Space Race

From 2021 to 2069 marks a mixed age of volatile economic fluctuations, enormous scientific achievement, complications caused by skyrocketing populations, and a complex web of deep political tensions; all of leading into construction and mining in space in vast scales. The humanity wanted to reach new horizons beyond Earth's boundaries.



The enormous amount of work soon available among the asteroid belts provided employment for any able person—and their families—willing to leave Earth behind and seek new opportunities in the brave new world.

The Great Solar Event

January 17th, 2070 A.D. at 11:23pm and nine seconds GMT, the single most terrifying moment in the history of humankind was set in motion. Project Genesis, a series of nine enormous relays built around the sun by the Euro-American Confederation (EAC) to harness our star's awesome power, committed its first live test. Somewhere in the span of only two minutes, something went awry. The sun released a massive energy wave which ripped through space at several times the speed of light, reaching Earth without a moment's warning. Within a day's time, all planets and moons, every solid body in the solar system was splayed into pieces or reduced to rubble, forming new asteroid belts where the planets once orbited. To those hundreds of thousands living and working in space, (many of whom did not survive), this is known as the Solar Event. Have we finally run out of solutions?

The survival of humanity weighs upon the broken remains of celestial giants, unpredictable new conditions, and a handful of factions waging silent wars for supremacy

What side will you choose?

Game Summary

Miner Wars 2081 is 6DOF space shooter in an open environment which allows the player freedom to live out his or her story, in their own way. Sure, there'll be a story campaign; and you'll get to enjoy that in your own way too.

There will be a large array of ships to choose from, many ways to upgrade them, and still more ways to use them.

Mine... Travel... Tunnel... Discover... Destroy... Space is yours.

Blast holes into massive asteroids and mine for ore, collect bounties, form groups within your faction, travel the solar system in search of answers, hire help, build and customize your own space station, smuggle, trade, join a faction, create and share sectors, raid supply caravans, , fly until you literally run out of oxygen: anything you want. Just watch out for solar flares!

Keep reading to learn more about the Miner Wars Universe – a dark and complex backdrop for a wild gaming experience known as, “Miner Wars 2081”.



12th April 2061 – EAC's scientific division FSRE officially announces plans for the construction of Project Genesis, a set of nine massive space stations, to harness energy directly from the Sun.



2070 – Solar Event - Project Genesis launches, leading to the wide scale destruction of the solar system called The Great Solar Event. Moons and planets are shattered into pieces, creating new asteroid fields. Billions of people perish on Earth. Resulting solar storms claim the lives of thousands of space colonists. EAC is held responsible for the accident, especially by its major enemy, China.

2071 – The Fourth Reich Emerges - This new Nazi establishment operates out of space stations, colonies and facilities previously funded and controlled by Nazi power circles, wealthy families and important politicians, scientists and industrialists. Their platform is based upon “Mauleirian Eugenics”.

2071 – 2080 - Many factions in space claim their territories throughout the solar system, some of them taking time to develop, some of them the result of powers that had a strong foothold in space pre-Event.

2081 – Present Time - Eleven years after the Great Solar Event.



Apollo Rainier

A young thinker thrust into a world of violence, dirty work and greed. He is nine years younger than his brother Marcus, making his experience of the Solar Event, during which he was only 16, a very different one from his older brother's.

Education: Military Engineering

- 2070 – Great Solar Event occurs, while Apollo is age 16.
- 2070-2074 – Apollo travels and works with Marcus, assisting him during mining and survey missions.
- 2078 – Apollo graduates from New Greenbelt FSRE College at age 24.
- 2081 – During the current time of Miner Wars 2081, Apollo is 27 years old.



Marcus Rainier

Apollo's older brother. Marcus is a well-educated, impulsively aggressive

Factions

“Easy to judge a book by the cover, or to think you know what is in a wrapped present by its shape; there are as many angels and as many demons within your own heart as there are in mine.”-Yao Peng



EAC – Euro-American Confederation

“United We Stand - Divided We Fall.”

Description: The EAC is a Democratic / capitalistic alliance between America, EU, and NATO founded in 2029, well before the Solar Event for which it is largely held responsible by other factions. This faction controls the Foundation for Space Research and Exploration (FSRE), the group responsible for Project Genesis, and presumably its failure.

- » President Christine Fawkes (*2041)
- » Supreme Commander William Norman White (*2031)
- » Citizens/Members: 40,000 – 60,000
- » Politics: Democracy, Capitalism
- » Religion: Individual Religious Freedom.



PRC – People's Republic of China

“ For the Republic!”



Description: China controls the largest territory, employs the largest number of fighters, and owns the most mining facilities, but while it has great quantity and money it lacks technological advancement and diplomacy with factions that do not share its principles.

- » President Yao Peng (*2024)
- » Supreme Commander Wen Jintao (*2032)
- » National State Faction
- » Citizens/Members: 50,000 – 80,000
- » Politics: Socialism, Communist Party Dictature
- » Religion: Forbidden / Atheistic Materialism

FOR – Fourth Reich

“Purity and Perfection!”

Description: A national socialist state based upon Maulerian Eugenics, a philosophy focused on moving toward the “perfect” human. However, racial purging, a staple of the original Nazi agenda, has been abandoned completely and officially deemed a gross and horrific practice.

- » Chancellor Hermann Dönitz (*2036)
- » Supreme Commander Heinrich von Greim (*2041)
- » National State Faction
- » Citizens/Members: 15,000 – 20,000
- » Politics: Technocracy, National Socialism
- » Religion: Atheism, Maulerian Philosophy



OCF – OmniCorp

“We Own the Shares!”

Description: Originally a company operating within EAC jurisdiction, acquiring independence and special rights in '51-'52 and thus transforming into the fourth superpower. The official OmniCorp motto is inscribed within three conjoined hexagons (like in a bee hive), signifying “3P” – Progress, Profit, Prosperity.

- » Chairman of Board Stuart Jacob Solomon (*2017)
- » Chief Science Officer Nikolas Remenko (*2019)
- » Chief Development Officer Yen Li (*2048)
- » Non-National Faction / Independent Corporation Cluster
- » Citizens/Members: 8,000 – 12,000
- » Politics: Corporate Management
- » Religion: N/A, Individual Religious Freedom



Minor Factions

Coexisting with the larger factions, these factions generally “go about their way”. This includes the Russian federation, the Japanese Empire, the Free Republic of India, the Arab Islamic Empire, the Commonwealth of the Holy Church (that’s right, radical Catholics!), Free Asia, and the Czecho-Slovak Republic; all with their own quirks.

Other groups and social classes include Space Pirates, Independent Miners, Freelancers, Black Ravens, Space Trader’s Guild, The Syndicate, The Templars, Space Rescue Ltd., Trade & Transport Ltd., Space Mining Ltd.

ssive alpha male. He is simultaneously Apollo’s idol, and the source of everyone’s grief.

Education: Astrogeology

- **2068** – Graduated from McGill University (Astrogeology), age 23 years.
- **2070** – The Great Solar Event occurs.
- **2081** – During the current time of Miner Wars 2081, Marcus is 36 years old.



Madelyn Lloyd

An old friend of the Rainier brothers, and a gifted engineer and pilot. Although she is close in age to both of the Rainier brothers, she drives everyone crazy by insisting on being everyone’s mother.

Education: Space Navigator

- **2070** – The Great Solar Event occurred while she was age 19.
- **2072** – Madelyn meets the Rainier brothers on a mission (although they knew each other from childhood years, since their families often mingled).
- **2081** – During the current time of Miner Wars 2081, she is 30 years old.

Science and Technology

Maulerian Eugenics and the Fourth Reich



In the tradition of famous scientists in the field of genetics, such as Darwin, Mendel and others, a promising young German scientist by the name of Gregor

Fitzgerald Mauler began to look at how we became what we are. He took this a step further, however, into the highly controversial realm of genetic manipulation in the 2030s. This was possible thanks in large part to the powerful Dönitz and Greim families and their popularization of postmodern Nazi ideology. Using their funding and influence, G.F. Mauler was able to construct his own lab on the distant Martian moon, Deimos, far from Earth governments' jurisdictions.

Deimos Labs was officially opened in 2038 as a facility for biological research on apes. While this research was legitimate, Mauler's primary focus was on his human subjects, (of which only his closest affiliates were aware, as it was—and remains—highly illegal).

In 2043, *Deimos Labs* made significant discoveries as to the nature of severe human diseases and gained further substantial funding, allowing his experiments on prisoners and other human subjects to expand. While this experimental research killed tens of subjects per day, by 2046, (according to the World Health Organization), *Deimos Labs'* discoveries led to the rescue of over 30,000 patients with an array of both rare and common diseases.

The Fourth Reich, establishing itself just after the Event, based its platform heavily around Mauler's principles, dubbed *Maulerian Eugenics*, and striving for a perfect society.

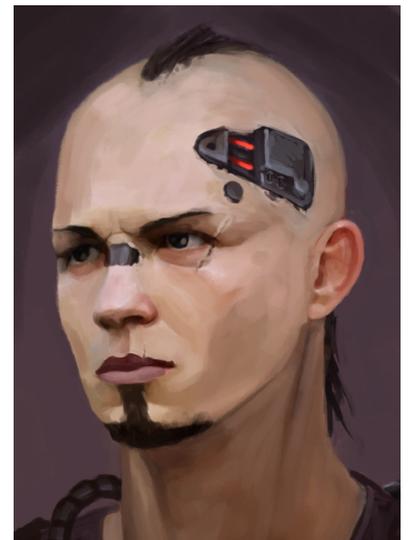
G.F. Mauler died on Earth in 2070 during the initial solar wave.

Propulsion, Mining and Weapons

Nearly all of the smaller spacecraft in *Miner Wars*, (fighters, mining vehicles, etc.), are built with multiple thrusters situated on all six sides of the hull, allowing them movement in all 6 directions. Mining is commonly accomplished efficiently by use of mounted drills—some operating with their own power sources—to get through rock; when ore is found, a harvesting tube is used to melt it and transfer it to the cargo hold. In recent years, the most common kind of personal craft is a mix between mining vehicle and fighter. Common ores taken from asteroids include: ice, helium, iron, silicon, nickel, silver, gold, platinum, and uranium. Unlike larger ships, personal craft do not have efficient shielding from solar flares.

Larger craft, (carriers, frigates, battlecruisers, etc.), tend to take a long time to get up to speed due to their weight and typically only have engines at the rear, though some have very weak thrusters elsewhere to help them turn. A good number of large craft have mounted guns and turrets, but these weapons tend to only be effective against smaller craft, and must be aimed manually by someone aboard.

Most weapons use traditional physical projectiles, (bullets, missiles, etc.). Though these weapons may appear fairly recognizable to someone of an earlier generation, their ammunition is typically super-accelerated using electro-magnetism, given the lack of atmosphere and the tendency for other combustion-based weapons to cause the craft to roll too heavily in undesired directions. The better a given piece of hardware distributes electricity, the faster the projectile will move, and the more reliable its aim.



Food and Fuel

During the turbulent period of the Second Space Race (2021-2070), technologies were developed to meet the challenges of Earth's ever-rising population, and to meet the needs of the increasing number of people who chose to live and work in space as miners and scientific observers. Chief among the more successful technologies were the advanced development of cheap hydroponic farming, (a way of growing plants and produce without soil), and hydrogen-oxygen processors for synthesized water. Technological advances in the field of energy during the Second Space Race were fortunate for Post-Event survivors as well, giving way to more and more efficient hydrogen-fueled engines—an element easily replenished while mining asteroids.



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