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A Rational Consensus

1. Adjective _____

A Rational Consensus

A human materialist empire in Stellaris begins to stretch out from the star system Sol, ready to explore the universe with all of its mysteries and potential threats. The first science ship travels out.

The first science ship, Barnacle Bill, travels along its FTL route toward the next star system of interest. As they are arrive, they are attacked by a race called the Twilit. The Twilit destroy the science ship but in the chaos, a few crew members escape in some various directions. The Twilit, being imperialists, made it clear to the smaller empire that they intend to be in charge and all races wishing to live peacefully in the universe must obey their rules. One of the survivors, named Isaac, ponders what crimes he will have to commit to save his species from the Twilit.

After the initial shock of the attack, the empire finds the other escapees and the Archon debates what to do next.

"Expand into the surrounding star systems." Archon Rodewald was no less forceful in stating the facets of reality than when he commanded his men. "They are at a higher fleet power and have slightly higher technology, but when we expand our economy, it will enable technological growth."

"If we expand into the star systems, our empire can only gain a few more worlds, not enough to make a noticeable difference of power." Heikki was the only dissenting voice in the population and Rodewald was quite clearly

annoyed.

"We cannot rule their entire planetary system." said Indira. "We of the empire have a responsibility to protect and provide for ourselves, so we must expand our influence."

"It is not for you to decide." Rodewald said finally. "Expand and create some choke points with the systems, and start expanding in the other direction. This is only a short term solution, but with them not being accepting of us, we can take more science ships from Sol and send them out."

The _____Adjective_____ probes that had arrived at past systems beforehand had notified them of some newer technologies, so the basis of knowledge that they had would be able to push them further. After they set up the chokepoint, they had two systems on the opposite side not claimed by the Twilit. Then they had four systems to expand into. After a year, they had set up three colonies and one shipyard. Shipyards were key to their growth, as they could build ships and their own science ships without having to rely upon Sol's starbase.

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