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Summary + initial worldbuilding

Me: he doesn't remember the mining operation terribly well past all the moving he did in his youth but the idea of it has stuck with him for centuries. his arena days were, no bueno

deathmatches are often more literal, but those with winning streaks can sometimes (read: often) get a new lease on life through a transplant of their 3 main components

panzer underwent this several times and has a lot of body dysmorphia/body trauma relating to it

anyone who can claim a championship tier is automatically labeled as permitted for the operation, because of fan demand

imagine that: dying and waking up to a completely different body, because... someone liked you too much

so he's very fucking bitter about who likes him and who doesn't, and is usually openly hostile to anyone who claims to like being in his presence. (the sole exception is äänivaara, because they danced around his emotional minefield over the course of a century)

he's honestly pretty hostile to everyone, just as a BASELINE, because of eight hundred paranoid psychoses and the anxiety of being liked thing

he has a lot of obsessive/compulsive shit going on and is kind of a fun flavor of insane in that regard. his linguist strength kind of is a double edged sword bc he can't readily communicate w someone who doesn't understand his "minimum" or process in the same directions as he can

so like, onslaught, who *can*, is his best friend

he gets on pretty well w the combaticons in general bc they tend to get the job done, and he likes that. but like... "friendship" with panzer is usually "i'm not going to glare and sulk at you every time you enter my line of sight and the number of death threats i aim at you is marginally smaller"--tolerance

so like. a lot of people struggle to interact w him because his BASELINE for EVERYONE defaults to "open hostility"

Val: Megatron but if he didn't become an insane warlord but a sort of tired, hostile victim of the Senate's machinations

Me: precisely

he still conquered cybertron and started a whole thing of planet-hopping and robbing the autobots at every chance, as a sort of taunting thing, but

a running joke in-universe is that PANZER didn't conquer cybertron—the decepticons did. which is an interesting distinction and a good one to be made

because sure he's brilliant and a fantastic tactician but he's also very. hands-off

Val: He's not leading the charge as a figurehead like "Megatron" would

Me: he'll make the plans. he'll enact the plans. he'll play things close to the chest, but he's—

yes, precisely

he's not a figurehead.

he works better when "behind the scenes" so to speak. let bolder, louder people like starscream, or the constructicons, or whoever lead the charge

Val: Quiet like Soundwave

Me: yes, very reserved

(Vaara IS soundwave—just changed their name much as panzer did)

(hence why they got along well and eventually bonded)

i think cybertron lived. mostly because panzer kind of eschewed everything else and only funneled into the war effort instead of trying to juggle shit like aligned canon

which i have my beefs with, but that's neither here or there, lmao

and again, his tactics mostly just. bit the autobots before they could drum up a full-fledged response as they did in canon. panzer's a lot more guerrilla/protest/quiet assassination to megatron's bravado

Pan: The kgb to the kremlin's authority machine

Me: BINGO

so the autobots had no choice but to boogie the fuck out of cybertron before they were just rounded up and executed

they're essentially refugees for a majority of the au, and i'm scratching out canon's whole finite race thing and saying that there are ways to have more cybertronians, just... not very ethically

and of course there are other subgroups that have their own approaches—cloning, non-sparked drones, reusing “dead” chassis, etc

“decepticon” isn't so much a FACTION as a CONGLOMERATE

this has a lot of space opera themes too bc i kind of wish there was more on cybertronian navies :V

Pan: I mean even the autobots were more than happy to use the stasis sparks they found and just cold forge made to order soldiers

I can only imagine the cons would do it gleefully

Me: yeah i'm stealing the concept of MTOs too

it's mashing idw, prime, tfu, and sprinkling in juuuuust a smidgen of crysis' funky biotech ideas and unreal's fucked up robotics and whisking it all together

and throwing in self-inserts for funsies

OHHHHHHH. BRAINWAVE.

why don't i just make the autobots the fucking Astartes?

Optimus dies all the time in canon anyway, and then i don't have to worry about hurting anybody's opinions on him bc the autobots' actions have ZILCH to do with him!

@Ultra Pagnus blood for the blood robot

Pan:the concept of the Last Prime, critically wounded and kept alive only through constant energon infusion is uh

Perhaps a bit cool

Lol

Especially considering he is. The only gateway to the Matrix and potentially reviving cybertron one day

Me: EXACTLY

i love how my brain went "fuck it warhammer transformers"

Pan: You can make it a bit less dark by having it be just. Regular energon and not like, a thousand autobots a day ahsjdjff0

Val: Optimus just has no idea what the Autobots are doing in his stead

Me: i probably will pan and YUP

Pan: That creates some interesting ties to megs in prime

In terms of like

Both being dead lol

Me: doesn't it just

although in this au panzer is perfectly fine, just not pushing the front

it adds a really fun layer to his distaste of religion tho

like, obv the cons all have varying beliefs in primus or the primal origin, or the thirteen, or what-have-you. but panzer in particular is of the belief that primus doesn't exist, or if he DOES, he isn't benevolent (or even benign)

Pan: This would also make some interesting dynamics among the autobots

Val: Mix of agnostic and atheist then?

Me: yes

Pan: In terms of like, ultra Magnus is presumably op's heir apparent, but the wreckers don't like him, etc etc

All the MTOs who have no real tie to The Cause and are just here cuz like. They were made to be

Me: the wreckers are something of a stand-alone

tied to autobots via a technicality but apathetic to either cause

Pan: I'm not surprised considering who they would have to fall under on Optimus's death lmao

Even factoring in like

The neutrals

Who could be persuaded to help Optimus but like, anyone else?? No way lol

Me: but i'm also leaving in the whole colony thing. cybertronians are just one tiny part of it. there's dozens of worlds that fall under that banner in some form

i am kicking around how exactly optimus would've been put into that critical state, if by panzer or someone else

...it's also possible that given his weird subordinate relationship with the senate, he could've just been collateral

(which is a g1 thing, iirc. a very interesting idea.)

Pan: Assassination attempt, maybe, or if you wanna go full 40k, a battle with mechs where he won but was critically wounded

Me: honestly if i'm going to shake in some unreal i might kick around a tournament as well

it would have to be a neutral thing, bc panzer would tear any decepticon who tried to set up a tourney in half, lengthwise

the recycling dead chassis thing isn't a new idea, and the only reason panzer does nothing abt it is because he can't micromanage every single decepticon subfaction to the degree he'd like to

the body he occupies as of the war and subsequent "pack up n go" IS HIS, as far as that goes. it's a, more specifically built frame that he requested

so his BODY is a million-odd years younger than his brain module/spark/t-cog

because cybertron is delightfully medieval about so many fucking things, they kept planting him in dead miner chassis

something about the vitals agreeing with the frame

which like, layer in my fucky headcanons about cybertronian gender and you get a frustrated person who's continuously misgendered and placed in the wrong type of body

i'm thinking more abt space opera themes in my au and how i want panzer's navy to operate. as i said it's several different groups all coming together under one title, so like... there are dozens of different fleets of ships that all technically would fall under his command

i'm kinda [wiggles hand] abt the nemesis/trypticon thing in this, because i was honestly going to have the nemesis more as a CLASS of ship rather than just the one

(i'm considering calling it an artemis-class, just to riff off the whole silly thing TF has with greek and latin)

i'm thinking it's actually... one of the smallest ships. smaller than it is in prime, tbh. it's a stealth vessel meant for quiet insertions and has limited firepower but makes up for it with extremely powerful communications scrambling and a lensing field/chromatic hull of some kind

oh oh i could. make a decepticon subgroup out of the AVL in idw

Me: grumpy abt the "REVOLUTION" "okay what now" "NO GOVERNMENT JUST REVOLUTION" thing that transformers does so i'm once again throwing panzer at things in canon i don't like

because he's not really a figurehead, there are people thrust into leadership on cybertron. it's completely possible he manipulated them into those positions

honestly not sure where starscream or shockwave are in this but they are Somewhere

(prob going to use tin's they/them starski much as i did w vaara)

current decepticon subgroupings are:

- Shadowleague
- Unicronians
- the AVL
- 'Original' Decepticons

shadowleague i'm THINKING is folks like makeshift, because a long time ago i saw a hc that there's a whole line of cybertronians that can shapechange into others like that and i loooooove it(edited)

unicronians are galvatron/cyclonus/sweeps/etc and are religious fanatics. i'm not sure if they were actually rebuilt by unicron or not (and neither is anyone else) but galvatron is kind of difficult to talk to because he's a particular brand of crazy

AVL is still the anti-vocationist league and many of them were prewar prisoners or government scapegoats

(a fair few have no eyes for similar reasons to why in idw)

Katrina: can you talk more about the shadowleague? i'm not sure i'm familiar with them

and also, do these groups clash with each other? is there one separate leader per group, or is panzer like, sort of the 'head' of all of them?

Me: panzer sits on top of the pyramid, but there are separate leaders. the shadowleague i'm not positive who leads it, but makeshift is simply one of their agents

basically it's a bunch of very simple-in-design bots, almost look stripped. with a mixture of panel shuffling, strut rearrangement, and hardlight projection, they take on the shape, voice, and exact appearance of anyone that they so choose. scans are required, much like an altmode

and scans tend to be of a viral nature, copies passing between shadowleaguers like people swap burnt CDs

i'm thinking their sigil is a smidge different than the plain decepticon emblem but how precisely i'm not sure.

Katrina: how did they end up becoming a whole subgroup? cause it sounds like they'd be very handy to hire as spies or something

Me: the subfactions sometimes quibble at most but panzer usually keeps shit in line because a shattered front is how you start fighting on multiple sides and that is tactically unsound

oh it's essentially a spy group, think the MI5 or abwehr or CIA

not necessarily self-governing unless it's an emergency, but they have like, their own fleet of ships and planetary bases

Katrina: im guessing that to get absorbed into the shadowleague, you have to end up getting reformatted? are there underground places to get that done? or how does that end up happening, if it does?

Me: i was musing that it's like, a possible outlier ability? but being able to reformat into that would be fascinating

Katrina: outlier's would be cool too!! tho it sounds like it'd have to be like, a lot of outliers who all have the same ability somehow

actually how big is the shadowleague

Me: relatively small. harder to track that way

i'd figure their particular fleet is primarily artemis-class craft

it could also be something like .1%ers where it's relatively uncommon but still present in a fair number of the population

Katrina: quick detour question, could you explain what like, the different classes of aircraft are? i just don't know what they are akdjsjdh

Me: so far i've only got the artemis which is just me taking the tfp nemesis and making it an entire airframe-type

beyond that you've got your bog standard frigates and fighters and whatnot bc i haven't developed that a ton yet

it's tough on radar and sonar and has powerful communications cloaking + scrambling on top of a chromatic coating that lets it blur visual outline

(essentially coated w a mirrorlike substance that lets it reflect sky/starfields the blend in)

and very sharp-eyed pilots can sometimes manage to pick one out but it takes a lot of practice and effort

plus they're small

crewed by a hundred, hundred-fifty bodies at the most

taking a page out of titanfall's book here and saying that the artemis-class is one of the only successful post-revolution designs

they're so valuable because the autobots... simply don't have them

they have SOME stealth-inclined craft but it's mostly tiny fighters

the cons designed and built them from scratch, completely divorcing from the golden-age designs that dominated spacefaring craft for centuries

Katrina: why's this making me wanna make a repairman oc of all things

anyway hell yeah

Me: oh con shipyards are tightasses about security

even glimpses of a grounded artemis could be the tipping point to give autobots data on the designs they're cooking up

Katrina: sounds like a whole lotta space they somehow gotta keep under wraps

Me: they usually do it by hiding on moons and dwarf planets in systems nobody goes to

low traffic means you don't have to drill security

on top of that i have my doubts that many decepticon shipyards even exist

Katrina: i was gonna ask, are there a lot of them??

Me: if a ship goes past a certain point there's no saving it, and half the time other parts of that fleet will just scavenge it for parts

space repairs are just, a thing

the only time a ship is grounded is if it's absolutely necessary

Katrina: do the ships still need fuel or have they engineered something around that

Me: there was a series i brushed briefly years ago where ships orbited stars and shoveled hydrogen into themselves and i think that's fucking cool, so

i have to say they might have something more efficient than fission engines LOL

i was going to say fusion bc cybertron is probably that advanced

Katrina: it'd be cool if the paint they used on the ships was connected to a whole ton of surface circuits and conduits, and the paint could like, absorb whatever it needed to absorb to convert it into power

Me: like solar panel kinda vibes?

Katrina: kinda yeah!!

Me: also you know what this means don't you katrina

Katrina: not in the slightest!!

Me: space robot sea shanties

Current Worldbuilding/Notes

Major Reference materials

NOTE: THE CHARACTER SHEETS HAVE BEEN MOVED [HERE](#)

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I use this map. This is as close to "canon" that you're going to get out of me. :P

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[LANGUAGE NOTES \(WIP\)](#) NOTE: SEPARATE DOC (MAY BE MOVED TO "CULTURE" SECTION)

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The Wreckers are a team of (primarily) demolitionists and heavy arms specialists who operate outside of regular Autobot law to inflict as much damage as possible. They are led by Impactor, who has several notable war crimes to his name, and Hot Rod, who had an affair with the Decepticon SIC.

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Panzer will (occasionally) single out Autobot medical staff and corner them. He does nothing more than talk to them about their jobs, and he never pushes for names or classified information. Truth be told, he's lonely and wants someone besides the Constructicons to talk about medicine with.

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It is Decepticon law that Panzer is to be given a copy of every weapon blueprint drawn up and seen to completion. He has a gigantic filing cabinet full of them on the *Nemesis*, for organization purposes, documentation, and to feed his special interest.

There is a subset of this law that's more of a legal loophole than an explicit law, that permits him to request blueprints or documentation for other acts—ie, ship repair—so he can keep track of everything. He cites a poor, shifting memory for the semiregular requests.

There is another, semirelated law that dictates that regardless of popular vote or other means, Panzer can, if he wills it, override and veto or approve any potential ruling. He has done this exactly once, and refuses to do it again. (Note: he didn't write this law, actually. Someone else did to consolidate his power. Not decided who yet.)

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Cybertronian visitation upon alien worlds is usually seen as a death sentence or promise of extinction by other races, either due to disagreement on trading with one or the other faction, *lack* of aforementioned trading, or simply being caught in the crossfire of their near-galaxy-spanning war. As such, many species trade and research anti-cybertronian weaponry, arming themselves preemptively in an effort to keep themselves alive. There are exceptions to this rule, of course.

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Panzer was originally a far smaller frametype. He was constructed at around 15 feet and gradually added height to himself with upgrades and frame-swaps until he met his current size of roughly 40 feet.

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Born combiners—ie Devastator—are plural. (I'm considering making natural combiners a 'reverse' of how you'd expect—they *start* as a single mech and are split into multiple bodies.) They're most comfortable when together, working as one force, although independence and personality differs per-component.

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The Matrix of Leadership is an organ of some kind. Akin to an appendix or specialized lymph node. Novus' Plague originates in and from the Matrix itself. (Possible effect of host being corrupted/unicronian influences on the matrix)

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I'm too damn lazy to transcribe or fix the formatting so you get screenshots

PANZERFUCK filtered energon, the kind they drink, is kind of mundane
PANZERFUCK but bodily energon glows violently even in tiny amounts, bc it's irradiated to fuck with spark energy

Tin? Ooooo

PANZERFUCK it dries a sticky/tacky dark, iridescent blue/purple

tits ahoy (. Y .) i was gonna ask what the processing... process was

PANZERFUCK mostly just filtering out whatever they don't need, dropping that through exhaust, and then burning some of it to power engines/whatever and cycling the rest as a sort of liquid coolant... thing.... combo

PANZERFUCK i have to suss it out a little more but cybertronians are a fucked up and evil hybrid of a living thing and a regular machine, like

PANZERFUCK these bastards have so much going on

tits ahoy (. Y .) so many.....

PANZERFUCK its a lil difficult to strike the balance between "living circulatory system" and "fuckin car/jet/tank/whatever"

PANZERFUCK they DO use energon as coolant bc it gives/receives thermal energy pretty easily

PANZERFUCK like there's sort of? a difference? between right out "coolant" and just energon, but a lot of bots use the terms interchangeably along with the fluids, lrvnkjbs

PANZERFUCK however. oil is a different matter

PANZERFUCK "oil" isn't the same for them, for obvious reasons

PANZERFUCK pretty sure cybertron isn't full of liquefied dead things

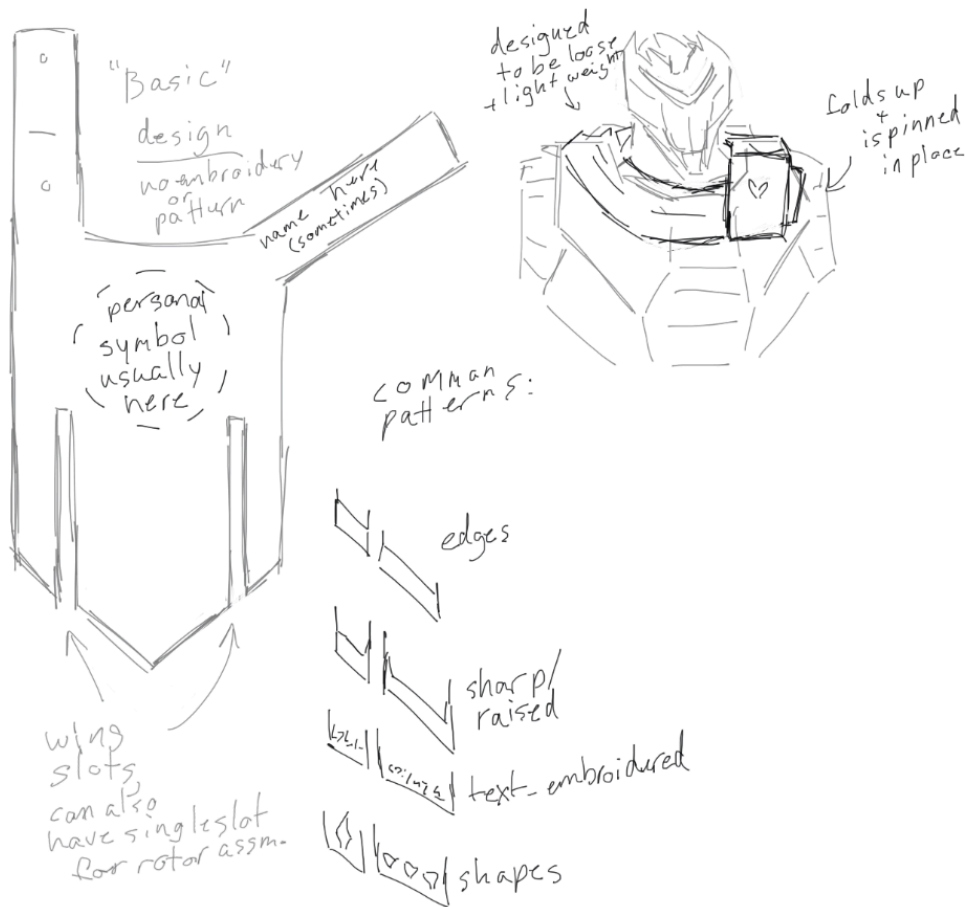
PANZERFUCK i mean. kinda. but not like that

PANZERFUCK anyway

PANZERFUCK oil is like, just ur bog standard lubricant stuff. there's a bunch of different kinds and drinking the wrong kind can lead to wicked cramps and like, food poisoning symptoms lskcjvkfd

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Ranks are usually denoted with shoulder flashes, oftentimes with a number indicating specific position. In the Decepticons' case, there are also short capes for the highest persons in a given subfaction or group.



They're usually lightweight, silky textile, hemmed across the back to accommodate wings, rotor assemblies, cannons, and other back kibble. Worn loosely across the neck, they are customizable and often trimmed with other fabrics or embroidery.

The folded portion, which resides on the left side, is kept in place with an enamel pin. This is usually made with the owner's subfaction or rank in mind.

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Idk where else to put my notes on Divisiun's fall, so it's gunna be right here.

The Autobots kept Novus' corpse in some kind of Crypt/Mausoleum of the Primes, keeping a stock of the wicked disease that killed him. When it became clear that Divisiun--like so many places before it--was going to fall to the Decepticons, they came to a damning agreement: to unleash Novus' Plague upon the civilian population.

It worked--maybe *too* well. Spreading like wildfire, the disease claimed thousands of lives, infecting hundreds of thousands more beyond that. Galvatron, who recognized the plague, claimed that it was a sign from Unicron that the Chaos-Bringer was hungry for these sparks, and he planned to slag the entire planet. Panzer quickly stepped in, barricading Unicronian entry and playing out a plan to evacuate the healthy and try to treat the infected. As close to the chest as it was, it wound up being remarkably effective, despite thousands more losses.

Many of those additional deaths were intentional, surgical kills, making a sort of firebreak against further spread. Panzer's assistance left the planet hospitable outside of a few regions where intense Autobot-Decepticon conflict had already occurred. The refugees spent some time amidst the *Nemesis* and her escort fleet's ships, before dispersing through the galaxy. Many left to reside on a medium-sized moon with a guardian, Centurion. Another portion became Decepticons themselves, assigned to back-lines as communications specialists due to their unique colonial trait of always being forged in pairs.

After this incident, Galvatron refused to speak with Panzer for several years, let alone loan his firepower. This leads to a depression in Decepticon activity, Panzer attempting to avoid stretching his forces too thin.

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Timeline

Key: bya / mya - billion years ago, million years ago
PO - post-Outbreak (T0)

- T-5, far prewar (Several billion years ago)
 - Cybertron forms around a red giant star. It goes nova, blasting the previous life off its surface and leaving a frigid, silicon world. From the cold muck and crystallized silicates, the first beings to be known as cybertronians arise. First, Prima, her dim awareness becoming the origin of a vast and world-spanning civilization.
 - Time passes, and new life evolves from these primitive, sentient rocks--the Transformers. They begin a tightly-knit society based in various close-packed villages, shaping the world around them unwittingly.
 - Cybertron now orbits the remnants of the same star, a black hole, at a distance.
 - Twin deities are named in the core religion--Primus, and his brother, Unicron. They are named as the opposing forces of chaos (physical entropy) and order (gravity, electrical force, etc) Often see the black hole as the combined forms of the brothers.
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- T-4, pre-Golden Age (~5bya - 3.5bya)

- Cybertron's great cities form independent governments, developing infrastructure such as roads, medicine, communication, and mass-housing.
 - Independent governments concede and convene under the hand of the Prime--Primus's chosen, granted the Matrix (said to be part of Primus's spark). There are several Primes during this era.
 - Various advancements in early Cybertronian medicine and technology lead to the adaptation of being able to take altmodes other than the one you were born with. This leads to a titanic boom in commerce, travel, and population. Space travel follows shortly, and Cybertronians take to the stars. This also sets up for mass production, especially in regions like Vos.
 - Prior the above point, societal standing was rooted in Functionist-like belief in one's altmode dictating their position in the world. It was a deep expectation instead of overtly enforced, but breaking that expectation usually had poor results.
- T-3, Golden Age (3.5bya - 2.8bya)
 - The Tyrest Accord is written, and brought before the then-current Prime, Novus, to be enacted. The precursor to Functionism is [mostly] shut down and a new freedom reigns.
 - The Unification Wars occur, bringing the various peoples of Cybertron together as cogs of a greater machine. Only small clumps of the ancient tribes remain, though Vos retains much of its feudal governmental structure.
 - Simfur is one of the largest remaining tribal groups, and remains isolated and insular from the rest of the globe.
 - Pax Cybertronia blankets the world; the cities are bound into polities, and granted unique governmental rights and rulings to keep balance across the newly-unified planet. Treaties are written between previously-feuding groups, tying the world up in a sense of grand, joyous unity.
 - The first offworld colonies, on Luna-1 and Luna-2, are founded, followed by several more; Velocitron, Devisiun, and Caminus, among others.
 - Combat as a sport is born, but held to strict laws protecting the lives and livelihoods of the losers.
 - Space travel booms further, and a scientific outpouring follows as Cybertronians explore the cosmos. Nexus technology is developed and researched heavily during this period.
 - The Horizon Rings, a Dyson structure to harness the energy of their home black hole, are begun. Construction is intensive and new infrastructure, including space-based armaments and railcraft, are pioneered.
 - T-2, Descent of the Golden Age (2.8bya - ~1.8bya)
 - Novus dies of a then-unknown disease. A plague wracks Iacon, and surrounding polities close off in quarantine. The Matrix of Leadership, suspected at this point to be the cause of the plague, is hidden, and Nominus is crowned Prime with a skillful fake.

- Laws grow tight, enclosing people and estranging the common mecha from each other. Kaon's unique position as the center of combat-sport becomes sour, as enforcement of law turns focus away from keeping people safe in the ring, to keeping them out of the ring completely. Illicit rings spring up practically overnight, changing the cultural identity of the average Kaonite.
 - Nominus spends much of Iacon's budget on illegal gambling and other questionable activities, sundering the image of Primes being noble hands-of-Primus. Unicronian worship sees a sharp uptick.
 - The colonies begin to drift out of touch with Cybertron, developing their own state-governments and unique cultural identities.
- T-1, Dark Age (~1.8bya - ~600ya)
 - Nominus finally runs out of money due to embezzlement, but has spent much of what remains putting mecha he favors into power, tearing Cybertron's government apart and remaking it in his questionable image. The Senate is developed as the new head-of-government, containing 12 members, one each elected by a single polity. Elections are rigged, a holdover of Nominus's reign of terror.
 - Kaon's illegal pitfights go public to keep the lazy state government afloat; they abuse the fights to curry favor with the average citizen and keep the peace. Equivalent to the "bread and circuses" of Rome's descent. They are made legal in a token sense.
 - Iacon languishes, the domestic areas rot, and much of the population falls into poverty and homelessness. Still, Iaconic Cybex is pushed as the lingua franca of Cybertron, to the distaste of many.
 - Travel all-but-ceases.
 - Spacefaring Cybertronians stay on the moons to avoid the issues of their homeworld, or emigrate to the colonies.
 - Those that work in or near orbit are essentially trapped.
 - Lack of supplies and struggling employees grinds the mighty dyson-cloud undertaking to a halt after years of running on inertia; the **Horizon Fall Incident** occurs and destroys all progress, leaving several mecha stranded or otherwise out for the count.
 - Panzer is born offworld.
 - Unicronian worship blooms further. Galvatron, and his partner Cyclonus, helm the expansion. (a la evangelical preaching)
 - Panzer eventually is shipped to Cybertron. He falls in with one of the illegal pit rings, and begins to write.
 - Novastrike translates these writings from the native Kaonite into Vosian and Praxic, and spreads his work across the southern hemisphere of Cybertron.
 - Orion Pax broadcasts some of these writings both in their native neo-Kaonite as well as Iaconic and other dialects.

- Panzer goes through literal dozens of bodies sometime during his career [roughly ~500 years] in the pits.
- He later designs his current chassis with assistance from various medics (Autojektor, Knockout, and the Constructicons chief among them). It's all very hush-hush, let the left hand know not what the right does, etc etc.
- T0, the Outbreak (considered a “zero-hour,” a major pivotal point and the beginning of a new calendar; ~600ya - 0)
 - Panzer finds himself at the epicenter of rising unrest on Cybertron, thousands (millions, maybe more) turning to his written work to voice their unhappiness.
 - Star joins him after an argument on the machinations of the world with Hot Rod. Vaara, a fellow pitfighter, follows. Others rally under the label of ‘Decepticon’; once used as a generalization or slur, now used as the banner of all those unhappy with the unfair treatment they suffered.
 - Rallies in Kaon’s underground spring up. Panzer is arrested several times during various marches and protests. This only adds fuel to the fire; protests (and sometimes, riots) break out like a rash across the planet, ranging from north in Polyhex to west of Kaon in Vos and Praxus.
 - Ex-state military mecha join him, including Brawl and Onslaught, as well as the Constructicons, who were furious about their work being left empty and unused. This leads to a centralized leadership and counsel between the ‘brilliant three’--Hook, Panzer, and Onslaught. Vaara takes position as communications officer for the burgeoning Decepticon Militia. Swindle is attracted by the prospect of selling weapons to the underdogs, who “pay better”, in his words.
 - Panzer recruits the AVL, who have been developing in tandem with the Decepticons. The Shadowleague (led by Makeshift), ex-government spies, break from the state and become neutral. Some feed information to the Decepticons.
 - Emigration from Cybertron picks up as unrest grows.
 - Kaon’s government tries to cut deals with the militia, offering territory, allowance to bend combat-sport laws, and miscellaneous other superficial things. Repeatedly turning them down, Panzer turns the ordeal into propaganda against the state; the state likewise turns this “stubborn lack of reason” into propaganda against Panzer.
 - Iacon is aware of these happenings but dismisses them.
 - Panzer orders the first guerrilla strikes against the struggling state government. Nova assassinates the Senate’s ‘Immutable Guard’ in an act that earns him the moniker of ‘Bleeding Sun’. This allows surgical assassinations of all Senate-members during the **Siege of Iacon**. Panzer and a small group of supporters assassinate all standing Senators and their immediate replacements while Nominus flees for safety. Cybertron is brought to its knees in mere days [The Six-Turns’ War], with Nominus being ejected and a power struggle erupting over the search for the new Prime. Heralded once again as his pit nickname, ‘The Reaper of Kaon’, Panzer’s grip on Cybertron tightens.

- War is declared on any remainders of the previous state- Iacon retaliates against Panzer almost immediately with the **Purge of Kolkular**, bombing Decepticon headquarters and causing numerous civilian casualties. Outbreak of open combat leads this era to its name.
- T1, Global War (0 - 3,500 PO)
 - Emigration numbers explode as anti-Decepticon mecha flee the planet under threat of death.
 - Dozens of ex-government officials are publicly executed for their crimes against the people. More rally with their police and military forces to retaliate. Cybertron is split between the disillusioned citizens plus their government, and the Decepticons. Eventually, the name Autobot is coined.
 - War is fought street-to-street, riot cops and well-equipped military mecha facing down their poorer, angrier rivals. Onslaught takes the majority of the direct leadership in the field. He is credited with the death of the last Senator.
 - Firebird officially joins the Decepticons after years of passing them information from within the Senate.
 - Over the course of 2-3 hundred years, the government of Kaon, already weak and inept at the best of times, falls to the growing Decepticon movement: Panzer delegates off the rule of the polity (politician name TBD) and continues his war against Iacon by invading Nyon.
 - **Oxine Bay Invasion** commences, Decepticon forces land at night on the beaches of Nyon and make their way to the capital Solarium in a matter of days and quickly dismantle the military apparatus. Police forces take much longer to quell, but fall eventually and Nyon (at least nominally) joins the growing Decepticon Protectorate.
 - After this, Iacon bombs Solarium in a panicked attempt to firebreak the growing Decepticon threat. This, unfortunately, results in primarily civilian casualties, and wins the Decepticons at least minor support in a group of betrayed Nyonese.
 - Shockwave makes the Rainmakers.
 - The Combaticons are formed after Brawl finds a friend in an ex-state medic and interrogator, Vortex. The two of them join Onslaught as one of Panzer's elite teams. Blast Off is recruited shortly after from a neutral group that held out in Polyhex. Swindle is later assigned to them.
 - Iacon is finding their footing, but still do not have a Prime. They organize a strong defensive position at the Well of All-Sparks in Kalis, in anticipation of Panzer's next move. This results in a violent ground war of attrition in which Iacon all but abandons the civilians there in order to defend the Well. The Decepticons are able to easily remove the Kalisan government and replace it with their own, and once Iacon finalizes their plans to crown Sentinel Prime, they evacuate and concede Kalis in its entirety. Panzer pauses here to consolidate his forces and ready for the next pushes east- and southward.
 - Sentinel Prime is hastily crowned in Iacon and granted full power to hold off the rising Decepticon tide. This works for a while, until Panzer personally

assassinates him at the **Siege of Vos**, winning the sparks and minds of thousands more fliers, who swear en-masse to his cause. The quote 'I still function' makes a reappearance from his pit days.

- The Vos Campaign is the first real speed bump for the Decepticon forces, finally facing an organized, motivated, and refreshed opponent. After a bloody war of attrition, Panzer takes Caelus, executes Sentinel Prime (who may or may not be compromised by Novus' Plague due to bearing the *real* Matrix of Leadership), and strikes a deal with the Lord of Wings to leave Vos the fuck alone.
 - An embassy of Decepticons make a deal with Altihex to unite with Galvatron and his Unicronians, who join the Decepticon Protectorate.
 - In the aftermath of Sentinel's death, a data clerk and pirate radio operator who befriended Panzer through his writing, Orion Pax, is granted the Matrix by Panzer in an underground ceremony. Optimus Prime arises from the ashes, and is quickly snapped up (both conceptually, and in a rather violent guerilla attack/kidnapping) by the Autobot theocracy as the true 'chosen one'. Panzer orders a raid in retaliation and later, a firebombing, when he finds out they smuggled Optimus offworld.
 - Iacon and its allies, now dubbed the Autobots, abandon Cybertron and flee for the planet's moons. The Decepticon Protectorate rolls up on Iacon, and declares that yo, we be in charge now. (Panzer gives a very rousing speech. It is very difficult for him.)
 - Millions of civilians are left behind as the Autobot military and government leaders flee, further increasing sympathies for the Decepticon cause.
- T2, Intrasolar Conflict (3,500 - 750,000 PO)
 - Optimus is all but killed by unknown means. Due to his stature as the driving force of Autobot faith, he is kept on life support and heralded as a martyr of Decepticon tyranny.
 - Luna-1 and 2 become bases of operations for the Autobots. Contact is reestablished with the colonies to warn them of the rampant Decepticon threat.
 - Panzer establishes the 'Week's Rulings'; a temporary government to write new laws and rebuild Cybertron's primary infrastructure. Once it is sufficient, he destroys the group and sends them out into retirement to ensure lack of bias. He sets up a new voting system, a direct voter-counted method that brings about new freedoms and election of fair officials for generations to come. The writ of laws is developed, without his touch but *with* his oversight.
 - Cybertron itself begins to heal during this new era of relative planetary peace. Much of what fighting occurs has moved into orbit. The Decepticon navy is established and grows rapidly. Development of new forms of spacecraft commences. A second, then third space launchpoint are built, utilizing captured land.
 - The *Artemis-class* craft is put into production, shipyards carefully hidden underground and camouflaged from potential Autobot spying. These become the

greatest weapon the Decepticons bring to bear in the war; a lightly-armed, powerful stealth vessel with unique reflective coatings and an advanced form of the traditional Nexus Tunneling technology. Panzer takes one, the *Nemesis*, as his navy's flagship. This enables him to be at the forefront of the numerous naval clashes in Cybertron's orbit, and to plan strikes directly.

- These new ships allow the Decepticons to decisively take Luna-2 in a stealthy insertion that tears Autobot forces apart from the inside, leaving many existing defensive measures in place for future 'con usage.
 - Firebird severs ties with Shockwave. The Rainmakers finally cut ties as well soon after.
 - Luna-1 is pushed out of Cybertronian orbit, and taken via a Nexus anomaly to parts unknown.
 - Supremes are developed as brute force countermeasures to the Artemis' surgical stealth and precision. Their slow flight speed is complemented by enough armor to resist the strongest Decepticon dreadnaughts, however the Artemis-class continues to reign despite its relative rarity due to their ability to strike the Supremes' weak-points consistently. The war turns into an arms-race of armor and weapons development.
 - Shockwave ventures off into space to continue doing inhumane science, severing basically all ties to the Decepticons.
- T3, Interstellar War (750,000 - 2mil PO)
 - The Cybertronian conflict booms, spreading like a virus across star-systems. Luna-1, the lost moon, is a beacon of hope for Autobot refugees still fleeing their home system after several debilitating losses. Many regroup near Caminus, fleets of ships attempting to outrun their opponents, to mixed results.
 - Velocitron is claimed by the Decepticons via an agreement and treatise. This bolsters Panzer's numbers, granting them a much-needed fill-in for losses accrued.
 - Caminus is taken as an Autobot ally, then haven, a base of operations where Ultra Magnus sets up shop. Several large generation-ships hang in orbit over the planet, breeding grounds for MTOs and other cold-constructed troops that become the bulk of Autobot forces in the neighborhood of star systems.
 - The first organic casualties of the war fall on Devisiun, which is a hotbed of conflict and combat. Neutral parties flee the planet, and the Unicronians order a planetary burning after cases of the plague that killed Novus crop up. The Autobots declare it a total loss and abandon the system, leaving thousands stranded.
 - [Here's a more detailed breakdown of what happened on Divisiun.](#)
 - The primarily organic Council of Worlds is taken aback by the sudden spread of Cybertronian conflict, and orders a broad-stroked naval blockade to contain and quarantine it. It fails when the Shadowleague, now totally Decepticon-controlled, infiltrates and quietly pulls open a hole for the Command Fleet. Several Autobot

officials side with the Council in an attempt to contain the Decepticons. This curries rumors, contempt, and general conflict among all three groups.

- Omega Supreme, one of the survivors of the initial arms-race, is retrofitted with new armor and arms, and taken as the new flagship of the Autobots. It is renamed the Ark, and used as Optimus's holding-place. More Supremes go into production on Caminus, to be crewed by the MTOs birthed there.
 - The Decepticons receive word via the Shadowleague that Optimus Prime is dead. The faction nearly splinters with differing opinions on this news, but Panzer works with Scrapper to enact a unifying operation. (and repair all the things broken by 'Cons flying into rages)
- T4, Galactic Expansion (the "current" setting in most of my writing; 2mil PO - 6mil PO)
 - Panzer orders the cessation of active pursuit of the Autobots, turning his focus on cyberforming and colonizing barren worlds, peaceful relation with other systems, and growth on Cybertron, as well as continuing his efforts to keep the faction united under the stresses of Autobot intelligence.
 - The Council of Worlds, having lost several systems to the Decepticons, becomes embroiled in their own war against Panzer's rapidly-growing armada. Several occupied planets are wiped of life (and a few, promptly cyberformed and colonized) through various means, both as a threat and means of stemming the conflict. Careful to avoid fighting on two fronts, the Decepticons avoid engaging Autobot forces, but continue to monitor activity.
 - The *Nemesis* goes out on a tour of star systems, spearheading the expansion of Decepticon space. Much of this expansion is relatively peaceful; treaties are written, and agreements are met. Interplanetary wars are peacefully ended through Panzer's growing influence, and he encourages an adoption of other cultures and peoples. Commerce skyrockets, and a new Golden Age dawns on the core colonies nearest Cybertron. Cybertron itself is the healthiest and happiest it's been in millennia.
 - New technology is developed. Combiners, once only born naturally (as is the case with the Constructicons) are now able to be forged artificially. The Stunticons, newbuilds at the time, are the first. A grand success, the Combaticons undergo the same procedure. Shockwave, a (demoted) low-ranking science officer at the time, is projected into stardom amongst the common mech for his work. Panzer begrudgingly accepts him back into the Decepticons under several harsh conditions, including heavy audits and surveillance. Shockwave's previous work is kept under wraps.
 - Due to a mass-comm, Panzer unintentionally reveals that Optimus has been dead for millions of years, which is news to low-rank Autobots. Rebellion and internal conflict explodes, and much confusion and finger-pointing occurs.
 - Rodimus is (hastily) made the new Prime and starts scrambling to direct fanatical Autobot forces. He just generally has a real bad time because the 'Cons are so dug in.

- Luna-1 is found. The Decepticon military immediately attempts to bomb it. This goes about as well as you'd expect.
- T5, New Prime (6mil PO - 6.5mil PO)
 - Rodimus is accused of being Optimus's killer. Panzer initiates several relatively small-scale battles in an attempt to exact revenge, for various reasons.
 - The first attempt is a monumental failure; Rodimus has his ass handed to him on a platter, but Star, panicking, shoots Panzer in the back. This allows the young Prime to take off with the Wreckers, escaping vengeance for the time being.
 - This continues several times over, with Rodimus improving his combat training and Panzer continually choking out escape routes for a net-zero gain on both sides.
 - These battles come to a head as Panzer's obsession focuses to a laser-point. He grows possessive, even *protective* of the new Prime, who utilizes this unique position to talk to him. Rodimus explains that nobody really knows who killed Optimus. Panzer vows to find out, to which Rodimus insists on helping. A temporary ceasefire falls over the Autobot-Decepticon war, silencing the conflict for the first time in millions of years.
 - The allyship finds out it was a holdover of the Senate, do some extreme audits, and execute any remainders of the Old State, completely removing all traces of their corruption.
 - The ceasefire evolves into a truce, and then a full-fledged treaty. This is a very rocky process and takes decades (or centuries) to fully mesh Autobot and Decepticon law. Expansion ends.
- T6, Postwar (6.5mil PO - onward)
 - The military of both sides is *reduced*, but not eliminated. Colonial protection is still upheld, but in a different direction.
 - The Council of Worlds continues to harass Cybertronian forces here-and-there. Panzer threatens to bring the remainder of his forces to bear on them. This now includes the Supremes, so the Council wisely fucks off.
 - Earth is explored further, Decepticons having visited (and spied) on the planet in the past. Humanity's first true contact with them is dubiously neutral; Panzer is short of openly hostile. Rodimus is thus dubbed the Human-Cybertronian liaison to prevent a whole new conflict from opening.
- Other Shit I Don't Know Where To Put (Yet)
 - Bruticus blows up a whole fuckin city by himself. Star is pissed bc they have to clean up before Panzer finds out abt his pet project knocking down a city and causing a mess.
 - [Re: Za's bodies] He occupies [his current frame] through the majority of the war, but there's also that stint he has as the shock rifle. (no idea when LOL) Even still,

it feels like wearing a shirt with the tag all fucked up; kinda itchy and ambiently Wrong. So much change so fast has confused the hell out of his spark. Just don't poke him abt it; he's real angry abt faith and the idea of not being in control of his fate. (current / T4+)

Culture

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The myth of Primus and Unicron is one of, if not *the* oldest story on Cybertron, based around the earliest personifications of the black hole the planet orbits.

Primus is the harsh but necessary energy and radiation from the black hole's accretion disk and polar jets; he embodies order, life, and light. His 'gift' of radiation gave Cybertronians their armored shells and energon.

Unicron is the all-consuming dark of the black hole; he embodies the creeping heat-death and inherent chaos in everything. He is often seen as a villain, but some sects believe he is simply another part of the infinite cycle with his twin.

Three major groups exist that worship these two entities. One focuses on Primus, one on Unicron, and the third strikes a balance between the two. Cycles—of all kinds, of order and chaos, of the day/night periods, of life and death, are a huge motif in Cybertronian religion and culture.

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Cybertron is fragmented into polities, city-states with individual governments in some shape. During and after the war, these are fueled by votes, but prewar the ruling class was dictated by personal effects and skills.

Several large territories are named. Kaon, Iacon, Tarn, Vos, Polyhex, and Praxus are all listed somewhere in this doc as major players for various events. Dozens of others, many smaller, exist.

In terms of population, a specific polity can vary from the mere ten-thousands toward the millions or billions. They also vary in size, shape, and physical hostility, although all of Cybertron is habitable (and colonized).

kaon: mining and raw material processing

tarn: heavy industry and weapons manufacture

vos: arms research and major spaceport

kalis: trade and general commerce/communications hub

nyon: arts, entertainment, tourism

altihex: printing, publishing, ???

praxus: archival work, law enforcement school/s, data storage hub

iacon: lawmaking, head of government, etc

polyhex: major food material exporter, light industry, "robot ikea"

tesarus:

Helex: Maybe imports/travel? I assume a planet as big as Cybertron has multiple "spaceports" but maybe Helex is like, the central one?

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basic requirements for a cybertronian food plan/pyramid are generally, by order of importance:

- immediate fuel (ex carb-like energon)
- slower-burning fuel
- light metals and soft substances (ex veggies)
- heavy metals

as for materials present:

- veggies are a thing
- fruits are not
- 'meat' involves catching and slaughtering one of the sparse wild mechanisms wandering the radiation-blasted hellscape of cybertron's wilds, beastformers don't like this so it's rare
- oils and fats in the sense we recognize them don't really exist
- sweets are a thing and come in a dizzying array of forms
- bread, chips, pasta, and other 'carbs' do exist but they're a different form than we'd recognize
- fish are slightly more present in their diet so stuff like sushi/sashimi/bento boxes are around

most of the food commerce is between cybertron and the colonies. cybertron has some regional differences in food, and the colonies also have different foods and prep methods and such

things we have commonly here like biscuits and gravy with meat is kind of high-class to them bc it's pulling from so many food stocks at once + includes meat, but stuff like fancy drinks and things like macarons are pretty common and you can get rock candy/crystallized energon on a stick just about everywhere you go, it's about ubiquitous

fried foods are a thing too, you can dunk little bites of meat or a veggie into some half-melted crystals and get this nice crunchy coating of tiny crystals

meat is expensive! someone rich off his ass (cough. swindle.) could probably afford fancy cuts of meat and shit, but your average person only gets meat once in a while, with the rest mostly

being filled in with the occasional fish-side in their meal plan. meat in any sense is less critical to their bodies than it is to ours, too

the majority of foods are liquidy or gel-like in consistency aside from the obvious veggies and meat/s.

- energon cannot be whipped or fluffed in any appreciable way
- it can however be combined with a substance akin to pectin to solidify it partially, allowing for 'drier' forms of the fuel (equivalent to our carbs) and 'wetter' forms (like jell-o and salsa, if mixed with veggies)
- it has a slippery, oil-like quality and only glows visibly in large quantities (ie gallon or larger jugs, or their equivalent, lol) unless processed into the bodily form that all cybertronians use as blood
- engex is distilled energon and much like the normal form it has variants attuned to different engine types, ie unleaded forms, diesel, high-octane, jet fuel, etc

nitrous oxide is considered a legal energy booster/performance enhancer akin to coffee BUT is more or less banned from public racing events/spectacles.

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Seeker trines are generally conceived as found family. It's like a trio of puzzle pieces 'falling together'--a group bonds strongly and becomes inseparable quickly. They often finish each others' sentences without thinking, or say the same things at the same time.

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"Prewar" Culture

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Governmental notes by Pan

All of the previously listed polities are *nominally* independent, with their own government, but they report to a federal apparatus (The Senate) in Iacon. They sorta get to make their own rules, so long as they continue to uphold their obligations to Iacon and stick to their framework. This capacity for independence sort of dwindles with the poorer polities though, like Tarn and Kaon, who, again, have *nominal* representation, but are hard pressed to receive any real support from the federal structure.

Vos is a key exception- as a remarkably rich source of weapons technology, military development, and officers, they were able to maintain a much more real independence even after Novus' unification war. They are still ruled by their Lord of Wings, and have near-complete freedom to do as they choose, though they still send representatives to the federal Senate.

Internally, they consider themselves a distinct nation-state, albeit one closely allied with Iacon (and generally **only** Iacon, though they have a close, but adversarial, relationship with Tarn)

Each of the 12 polities is granted a representative to mirror the council of 12, with a Prime granted a veto/override power above them. Conveniently, this Prime is almost universally an Iaconian.

Things like freedom of movement, expression, etc are, on paper, legally guaranteed, though the reality of this depends on the visibility of it. Obtaining visas to other areas generally requires the payment of substantial bribes, for example, and while dissidents may not be *arrested*, it's not uncommon for them to meet untimely and coincidental deaths.

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(i really need to figure out the religious structure and how it shakes out in the polities....)

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The primary organized religions on Cybertron by following are: Primus-worship, Siblings-worship, Unicron-worship, Thirteen-worship, and Four Beast-worship.

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The Tyrest Accords, written during the Golden Age, were penned to help regulate trade, adding new laws to keep value up and encourage fairness. This is where rules like "no trading cybertronian technology under a certain age to external parties" come into play. Artificial scarcity, to a degree, but also to prevent cyb-specific weaponry and biotech from running wild.

Military

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Each faction (and subfaction) has its unique structure and balance of power. Generally, though, they follow a standard pattern; while distinctly alien, most positions and groups are comparable (to a degree) to human structures.

A *rough* order is: Faction leads (Primes, Panzer, Galvatron), primary chain of command (including second, third, head of communications, CMO, etc), fleetmasters, captains (per-ship), per-ship command chain, specialists (ie, Blitzwing), squad leaders, mid-rank soldiers and non-combat staff (this includes most navigation and science staff as well as non-ranking medics), and footsoldiers/shock troops/grunts.

Civilians hold *no* rank and are considered 'guests' to be respected but politely ignored should they make combat-related requests. Most are to be assisted or escorted to a safe area by anyone above the lowest two infantry ranks. Should they resist, a request is to be sent to the next rank up the chain, who can (in most cases) enact short-term exertions of martial law or otherwise non-forceful coercion.

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There are standard arms given to every Decepticon, regardless of rank or specific allegiance—a pistol, of a class suitable for them, and a utility/combat knife. These are often carried everywhere with them, unless in the confines of a trusted space. The knife has a spike embedded in the hilt, and is weighted to be a well-balanced tool and weapon. The Autobots mimicked this, but with the addition of the knife being more advanced. [think titanfall dataknife]

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It's common for most tankformers to be paired with a minibot spotter. These smaller, lighter mecha operate as a second set of eyes and ears for the mech in question, increasing accuracy. They usually have a small, lightweight altmode—unmanned micro-aircraft or weapons to be utilized by the larger partner. The standard arms for these mini-partners is a grappling hook and lightweight pistol for self-defense. Some, such as Counterstrike (Blitzwing's mini) carry a stock of spare shells and medkits for field repairs. This leads to an impressive efficiency and longevity on extended deployments.

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Cybertron is infamous for its total lack of what other species would call 'traditional' weaponry. True ballistic arms were either lost or completely absent from the planet's history. Likewise, melee arms are often 'hilts' or simple rods that project the blades/spikes/etc as shielded energon, à la the energy sword and dagger of Halo lore. These weapons are *incredibly* effective as anti-materiel arms, and many have unique armor-piercing capability.

Ballistics were adopted deep in the war, as it was found that magnetic flux fields put a complete stop to energon-based projectiles. The relatively mild magnetic fields did not, however, harmlessly dissipate the metal slugs put into production at Panzer's behest. The second class of ammunition produced during the war, these heavy rounds are often excessive in size compared to, say, human bullets, precisely machined to a degree that imperfections are negligible-at-worst and simply don't exist at best. Modified forms, i.e. incendiary or hollow-point, are cheap to produce and effective at handling light-armored Cybertronians and most organics in equal measure. This class saw much use even postwar.

The third class of ammunition used during the war is non-newtonian liquid cartridges, flash-frozen by impact and fired as solid bolts. Insanely effective against softer material at mid-to short-range. This misnomered 'cryo-ammo' saw heavy usage on primarily organic worlds,

versions of the mixture used to create instant rubber bullets or long, piercing shards that could sometimes explode upon contact with instances of itself. Mostly deployed by shock troops and forward infantry, usage tapered off after the cessation of expansion.

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Sometime between T4 and T5, Decepticon weapons R&D expands and new WMDs are developed, including the “solar harpoon” or “solar lance”; a large, rail-like projector that fires a slug at a % the speed of light (TBD) and ‘pokes’ or ‘tears’ a star through the middle, destabilizing it and demolishing whole systems with the resulting nova/fallout.

NOTE: ONLY USABLE BY THE 2 HIGHEST DECEPTICON CRAFT (BY SIZE)

The above WMDs, along with many other lesser arms, were removed from use due to treaty conditions. The ships capable of using them were gutted of the banned weapons and repurposed into passenger or freight craft with unheard-of capacity. Many became mobile colonies.

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re: the name ‘decepticon’: it had grammatical roots in other terms—‘to cheat’, ‘treasonous’, etc as well as ‘slave [of]’ or more commonly ‘inferior’. someone coined a portmanteau of the root words and it Stuck. essentially it was just ‘sheeple’ or ‘SJW’ but in a very very specific sense.

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Named Decepticon subgroups

- The AVL. Anti-Vocationist League, primarily ex-prisoners and government scapegoats. Many lack eyes because of surveillance and resulting paranoia. Tied deeply to Panzer’s writing, many are Empurata victims. They don’t consider themselves a completely unique subfaction, simply a small part of the greater Decepticon machine.
 - Original AVL were lacon low-level government workers (ie people who issued state licenses, library managers, etc) and ex-convicts who became aware of the hypersurveilled state they lived in/their quality of life dropping being completely intentional so they removed their own eyes to basically abuse a legal loophole at the time. others (like astrotrain) later worked with or amongst them
- Unicronians. Religious fanatic group fronted by Galvatron, Cyclonus, and Scourge. Often used as cannon fodder, but not at Panzer’s command. Separate and distinct from the main Decepticon force; more of an allyship than subset.

- Shadowleague. A group of outliers, point-one-percenters, and others who share the same bizarre skills of taking on others' appearances, turning invisible, hacking technology, etc. Fronted by a tiny group of poorly-known mecha, they operate as the Decepticons' primary spy division. Many are ex-state.
- Command Fleet. The group of ships and leaders directly under the command of Panzer. These are the elites of the Decepticon conglomerate, and their primary goals are keeping the rest in line and dispersing orders.

pins follow
subfaction

shadowleague



command fleet



Unicronians



officer/s
or Ops
Spec



Every one
else lol



Ship Types

Decepticon

- **Dali-class fighter.** Small, 2-pronged “tuning fork” craft. Lightweight, highly maneuverable, and more heavily armed than a Seeker. Primarily used in non-atmospheric conditions (Jetformers are usually better in-atmo, anyway). Crew size of 2.
- **Fang.** A tiny boarding craft, pointed and flat like an arrowhead. Absolute maximum capacity of 5. Deployed in massive swarms to overwhelm ship crews and hijack the craft in question.
- **Artemis-class corvette.** Strictly-Decepticon built stealth vessel. Small, lightly built and armed, used as flagships or to smuggle. The *Nemesis* is one of many, modified into the flagship of the armada. Often crewed by 150 or fewer mecha.
 - The *Nemesis* specifically was retrofitted with a different layout, better-suited to the larger-framed crew. It also has a slightly unique floorplan around the engines and through major maintenance channels.
- **Kabigat-class frigate.** Larger than the Artemis, built with a striking resemblance to fish like the barracuda. The ‘mouth’ of the ship wraps around a massive fusion cannon, upscaled and powered by several isolated reactors in the ‘jaw’ of the ship’s prow. Swift, but fragile, Kabigats are typically used in hit-and-run tactics, dealing the first strike before retreating to let higher classes of craft line up. They’re also used in-atmo against large targets, ie comm towers, permanent encampments, and power stations.
- **Wepwawet-class destroyer.** The workhorse of the Decepticon Navy, nearly double the size of the Kabigat-class and cheaply produced. Crewed proportionally. This is a strictly-military-use class of vessel, also known as the derogatory nickname “can opener” due to the bladed prow, which is indeed used to impale or slice through smaller autobot craft.
- **Nomad.** Not a specific spaceframe so much as a catchall for the titanic colony-ships Decepticons tend to live and work aboard. Often used more specifically for colonial stations in orbit.

Autobot

- **Titan-class.** An old class of ship, most of which have been retired. Gigantic; city-sized and sometimes cities in of themselves. Many contain Golden-Age AI or consciousnesses.

- Supremes. Tagged with an alphabetical marker. Living spacecraft with limited or nonexistent crewing. Primarily used as forward attack forces, with heavy armament and equally heavy protective measures.
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Science

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Cybertronians have a sort of “absolute upper limit” wrt age; their sparks and energy sources begin to degrade and deteriorate, weakening and expanding, after approx. one billion years. This number, however, does not represent the average or typical lifespan of a given mech. *That* point is more in the 700mil - 800mil ranges.

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CRE and TRE syndrome/s are common clinical terms—critical read error, and terminal read error. ‘information creep’ is something of a layman’s term—the actual names are more varied and more terrifying

it’s caused in old age by a weakening of the connection between the spark and brain module—which, the communication of these two components is critical to a cybertronian’s life. but it isn’t like a disease you get sick from then die of quickly due to severed connection. it’s more akin to a fraying rope, deep, old memories and learned reflexes being affected first

and it takes millions of years to finally take you out. it can even be treated surgically by a bypass of affected wiring or in some cases replacement of the affected casing. however this is only a temporary fix as the spark’s deterioration and age will still inflict this weakening of connections. humans would know it as being similar to dementia. the long and short of it is that as this ‘rope’ frays, taking memories and functions with it, the spark begins to gradually destabilize, which can cause bipolar energy levels, and the EM field produced by the cabling and spark begins to grow uneven and dysregulated, affecting the various memory banks and hard drives a cybertronian is made with, triggering memory loss, confusion, moodiness, and struggles to do tasks

terminal read error is when the field is so disrupted that memories can no longer be accessed period and the communication between spark and mind is all but severed, finally snuffing the spark and killing the affected cybertronian in their sleep, essentially, because there’s a stage where energy dysregulation comes to a head and they fall asleep for the last time

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Seekers (colloquial) are similar enough in base appearance that one can easily be mistaken for another at first glance. This causes a lot of nebulous identity issues documented primarily in Vosian flightframes.

Extra-cybertronian flightframes lack this “defect”.

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- brain module and spark casing MUST be moved at the same time. they keep each other functioning and in-check.
- the third part of 'the vital three', the t-cog, is more flexible. vital for continued function but ultimately not required to be moved in a new body. learning to transform in a new body is absolutely a thing.
- sparks are created through parental sparkbonds (and. Cough. yknow) and are laid as eggs, which are placed into simple chassis and hatch, cannibalizing the shells to form the spark casing. this is very, very strong. difficult, but not impossible to damage.
- once hatched and settled, the spark will then begin a rapid string of molts to bring the chassis in-line with the chosen frame. cold-constructed mecha do not molt. If they do, it's an arduous process that is often painful and uneven.
- cold-constructed mecha are created when a prebuilt frame is filled with an already-hatched spark.
- molting (in a mature cybertronian) clears the armor of small scars, minor faults, and any parasites they may have acquired.

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In terms of non-sapient life, Cybertron is rather sparsely populated. Natural combiners are a form of sapient megafauna. Plants arise as hardy scrub or solar crystalline structures. Grazers exist in one of two forms: a small, squat animal (name TBD, visually akin to an armadillo or other small, sprawl-limbed animal) and a larger animal similar to [Scutosaurus](#) (~30 feet in height, sometimes used as a mount for smaller mecha). Smaller animals, often living off raw sources of energon, are more common. Turbo-mice, foxes, and cats exist. There are also some kind of deep sea cephalopod-mimics. (Sparkeaters?)

Everything on Cybertron is naturally armored in some way. Heavy radiation from the black hole the planet orbits pressured for this adaptation. The planet is frigid, giving rise to silicon-based life and later living machinery. The first sentient machinery on Cybertron was simple networks of silicon-clumps, communicating with each other and moving crystals or leaves to collect energy. Each Cybertronian can be seen as a commune of these 'natural' circuit-boards, a colony of parts working in synchrony. This makes them uniquely adept at replacing or repairing body parts.

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Radiation bursts are 'seasonal', and some polities (Kaon, Tarn, Praxus) often get torched. Kaon in particular is harshly scrubbed by radiation, and the whole city-state functions as a massive bunker, with tunnels deep under the crust of the planet. Think Paris catacombs but with no dead people.

Reason for this is likely mineral composition that messes w/ the magnetic fields in the areas around Kaon- leads to particularly harsh exposure to radiation in comparison to rest of planet.

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triple-changers have 2 unique, specialized organs. they remove the need for a second fuel/oil system and streamline the digestive process with energon and oil intake. They also have a mass-shift unit, more on that below.

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The two types of mass-shifting are mass DISPLACEMENT (only applicable in altmode) and mass DAMPENING (only applicable in root mode). One's chassis cannot handle both types.

Displacement is when one's altmode is smaller than their root mode, and thus they abduct the mass as they transform into alt. Displacement is widely used, for everything from weapon altmodes, to radios, and everything in between that might be smaller or lighter than the root mode. Triple-changers also use displacement to store their mass when occupying one of their alternate modes. They literally "put away the second alt".

Dampening is more passive, and they adduct the mass as they transform into alt, resulting in an alt that is larger than the root. Dampening is common in shuttles and minibots with medium-sized altmodes.

The mass-shifter itself is a tiny Nexus quantum unit that acts as a permanent tunnel to a set array of coordinates in space, of which each shifter is programmed with unique coordinates to avoid overlapping. This area of space is completely off-limits to ALL craft, and ruled as strictly Cybertronian space. This fact has been contested exactly twice: once during Novus' reign, which resulted in the assassination of three Council of Worlds leaders, and once during the Expansion Era of Decepticon history, which resulted in the solar lance being used to eliminate the contesting species via Galvatron's orders. (Panzer, notably, did not contest this usage, however it brought about a new ruling involving vote-requirement to utilize the weapon again.)

The region of space is a bit of a meatball or furball, for want of a better term. It is a formless mass of metal, wiring, and tubing, pushed through the mass-shifter unit and collecting with thousands of millions of other mass-bundles to create a vast, ever-shifting cloud of living machinery. A few burgeoning spacefarers have created horror myths around this no-fly mass

storage region. The “cloud” is visually comparable to a mass of ferrofluid, or the portal in *Into the Spider-verse*.

You cannot call upon others’ mass, there’s no “borrowing” metal with mass-shifters.

There is exactly one triple-changer who has been recorded going directly from one altmode to the other without returning to root (in whole or in part): Blitzwing. He trained himself to be able to push the mass of one altmode out and simultaneously retrieve the mass of the other without damaging part of himself with the strain of forcing his mass-shifter to operate two-way instead of one-way. He’s thusly upgraded himself, reinforcing the structure around the unit and the unit itself to better support his stunts. This makes him a unique threat, able to switch between the LAAMs of his jetmode to the heavy shells of his tankmode and back freely. He brags about this fact often.

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Cybertron orbits a Lagrange point around its home black-hole. It was more or less tidally-locked, though planetside light was provided not by the hole itself but the accretion disc and other stars in the process of being ripped apart. This also caused and altered “rad season” and how/when it occurred.

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Spark hotspots are partially caused by tidal “squishing” of Cybertron creating unique energetic buildups, which developed into natural-born sparks. If not taken quickly, they would dissipate back into the planet and atmosphere.

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The average cybertronian civilian carries small bottles of lubricant on their person, usually with a nozzle. This is to assist with keeping smaller joints, ie in the hands, smooth and fluid.