

Subsourian's Timeline of Media:

Blue: Mainline Game/Campaign

Teal: Bonus Maps/Campaign

Green: Novel

Orange: Short Story

Red: Comic/Manga

Purple: Other

Italics: Unconfirmed data/timeline placement

Golden Age of Expansion

- **It Will End in Fire**
- **Dark Templar Saga: Twilight** (Prologue)

2478

- **I, Mengsk** (Chapters 1-6)

2480

- **I, Mengsk** (Chapters 6-10)

2481

- **Hybrid** (Past section)

2483

- **StarCraft (Wildstorm) Issue 7** (Romy Pyrius flashback)

2485

- I, Mengsk (Chapter 11)

2488-2489

- Stealing Thunder (Guild Wars section)
- Heaven's Devils
 - StarCraft (Wildstorm) Issue 6 (Cole Hickson flashback) (between chapter 22 and 23)
- I, Mengsk (Chapters 12-14)

2490

- StarCraft (Wildstorm) Issue 4 (Turfa Dei flashback)
- Heaven's Devils: Lost Transmissions
 - *(really this one could be anywhere between 2489 or 2494, but for me it makes sense to have a gap between leaving but still be before the nuking of Korhal)*

2491

- I, Mengsk (Chapter 15)
- Uprising

2944-2945

- Devils' Due

2496

- StarCraft (Wildstorm) Issue 5 (Nuura Joss flashback)
- Perdiction's Crossing

2497

- [I, Mengsk](#) (Chapter 16)

2499

- [StarCraft \(Wildstorm\) Issue 0](#)
- [Liberty's Crusade](#) (Chapter 1)
- **Loomings**
 - [Mission 0: Boot Camp](#)
 - [Mission 1: Strongarm](#)
 - [Mission 2: The Gauntlet](#)
 - [Mission 3: Den of the Beast](#)
 - [Mission 4: Force of Arms](#)
 - [Mission 5: Extermination](#)

STARCRAFT

- [StarCraft 1 Intro Cinematic](#)
- [Revelations \(Chau Sara section\)](#)
- [Liberty's Crusade](#) (Chapter 2)

Episode 1: Rebel Yell

- [Mission 0: Boot Camp](#)
- [Liberty's Crusade](#) (Chapter 3)
- [Mission 1: Wasteland](#)
- [Mission 2: Backwater Station](#)
 - [Liberty's Crusade \(Chapters 4-6\)](#)

- Revelations (Base attack section)
- Mission 3: Desperate Alliance
 - Liberty's Crusade (Chapter 7)
 - Speed of Darkness
- Mission 4: The Jacobs Instillation
 - Liberty's Crusade (Chapter 8)
 - Revelations (Infestation/Protoss section)

2500

- Mission 5: Revolution
 - Liberty's Crusade (Chapter 9)
 - Flashpoint (first flashback)
 - *(Heart of the Swarm and cut SC1 content implies this mission is in 2499 and Norad II is New Years Day 2500. However, Flashpoint says Revolution is in 2500, and Ghost: Nova has UNN report on Duke's defection on the 15th of January. Because of this, I lean that all of Antiga is 2500, but there's good arguments for both)*
- Mission 6: Norad II
 - Liberty's Crusade (Chapter 10)
- Ghost: Nova (Chapters 1 – 11)
- Mission 7: The Trump Card
 - Liberty's Crusade (Chapters 11 – 12)
- Liberty's Crusade (Chapter 13)
- Flashpoint (2nd and 3rd flashbacks)
- StarCraft (Wildstorm) Issue 1 (2500 section)
- Flashpoint (4th and 5th flashbacks)

- **Ghost: Nova** (Chapter 12 – 15)
- **Mission 8: The Big Push**
 - **Ghost: Nova** (Chapter 16 - 17)
 - **Liberty's Crusade** (Chapter 14)
 - *(both of the books show the SoK breakthrough to Tarsonis's surface, which is what you're allowing by attacking the platform in The Big Push, so I tend to clear the Omega Squadron base in the mission then switch to the books, then clear Delta, as the books end with the psi emitters turning on)*
- **Liberty's Crusade** (Chapter 15)
- **Flashpoint** (6th flashback)
- **Ghost Academy: Volume 2** (Chapter 1 One Year Ago section)
- **Mission 9: New Gettysburg**
 - **Liberty's Crusade** (Chapter 16)
 - *StarCraft II Wings of Liberty cinematic: The Betrayal*

§ (technically that's only Jim's dream of the event, but also watching it after the mission still fits).
- **Mission 10: The Hammer Falls**
 - **Liberty's Crusade** (Chapter 17)
- **Cinematic: The Inauguration**
 - **I, Mengsk** (Chapter 17, Tyrador VIII section)

Episode 2: Overmind

- **Mission 1: Among the Ruins / Mission 2: Egression**
 - **Queen of Blades** (prologue)
- **Ghost: Nova** (Chapter 18)
- **Queen of Blades** (Chapter 1)
- **Mission 3: The New Dominion**

- Queen of Blades (Chapter 2)
- Mission 4: Agent of the Swarm
 - Queen of Blades (Chapters 3 – 5)
- Mission 5: The Amerigo
 - Queen of Blades (Chapters 6-7)
- *Liberty's Crusade* (Antebellum and Postbellum)
- Queen of Blades (Chapter 8)
- Mission 6: The Dark Templar
 - Queen of Blades (Chapter 9-11)
 - (The books and games get complicated here as the Kerrigan v Protoss fights and dialogue gets spread out to all across the book and does not line up with the games, but I will root the progression of events around Zasz's death and the Overmind's silence/awakening)
- Mission 7: The Culling
 - Queen of Blades (Chapter 12)
 - (The book retcons the mission so the player celebrate/Kerrigan goes after the protoss while Daggoth culls the Garm Brood. This is dumb, and the game is likely the canon version, but the events are parallel)
- Mission 8: Eye for an Eye
 - Queen of Blades (Chapter 13-15)
 - (The ending text puts Tassadar and Zeratul together, which only works if the fight goes through Chapter 15 as that's the teamup.)
- Mission 9: The Invasion of Aiur
- Mission 10: Full Circle

Episode 3: The Fall

- Mission 1: First Strike
 - Queen of Blades (Chapter 16, to page 271 in paperback)

- Mission 2: Into the Flames
 - Queen of Blades (Chapter 16, page 271 onwards)
- Mission 3: Higher Ground
- *Enslavers*
 - *(Enslavers is speculated to occur two time periods, in Episode 2 between mission 2 and 3, and here. I personally think here makes more sense as otherwise there's a zerg presence on Aiur before the Overmind finds the planet, similarly it's more likely the protoss would know of cerebrates. The counterargument is Aldaris appears in the non-canon route when he'd be on his way to Char, but notably, the "save Mojo" path is canon and has Aldaris absent. Also goes without saying, play with SC1 tech and not BW, as tempting as the dark archon Torrasque cheese is, it's not canon.)*
 - Mission 1: Schezar's Scavengers
 - Mission 2: Playing with Fire
 - Mission 3A: The Rescue
 - Mission 4: The Final Blow
 - Queen of Blades (Chapter 17-18)
- Frontline: Volume 1: Weapon of War
- Queen of Blades (Chapter 19)
- Mission 4: The Hunt For Tassadar
 - Queen of Blades (Chapter 20 and Epilogue)
- Ghost Academy: Volume 2 (Chapter 2 Nine Months Ago section)
- Mission 5: Choosing Sides
- Mission 6: Into the Darkness
- Mission 7: Homeland
- Mission 8: The Trial of Tassadar
- Mission 9: Shadow Hunters

- Mission 10: Eye of the Storm

- Shadow of the Xel’Naga

STARCRAFT: BROOD WAR

- Brood War Intro Cinematic

Episode 4: The Stand

- Mission 1: Escape from Aiur
- Mission 2: Dunes of Shakuras
 - Dark Templar Saga: Shadow Hunters (Prologue)
 - Mothership
- Mission 3: Legacy of the Xel’Naga
 - Frontline: Volume 3: Twilight Archon
- Mission 4: The Quest for Uraj
- Mission 5: Battle of Braxis
- Mission 6: Return to Char
 - *(Neither options have any impact nor are either confirmed canon, though I personally consider just taking the crystal the more canon-sensible option)*
- Mission 7: The Insurgent
- Mission 8: Countdown
- Ghost: Nova (Chapter 16)
- Ghost Academy: Volume 2 (Chapter 2 Six Months Ago section)

Episode 5: The Iron Fist

- Mission 1: First Strike

- **I, Mengsk** (Chapter 17 Umoja section - 19)
- Mission 2: The Dylarian Shipyards
- Mission 3: The Ruins of Tarsonis
- **Enslavers: Dark Vengeance**
 - Mission 1: The Rescue
 - Mission 2: Hung Jury
- Mission 4: Assault on Korhal
 - Mission 3: Nemesis
 - Mission 4A: Desperate Measures
 - Mission 5A: Showdown
- Mission 5: Emperor's Fall
 - *(Either path, neither choice is confirmed canon, though Birds of War I lean towards)*
- Mission 6: Emperor's Flight
- Mission 7: Patriot's Blood
- Mission 8: To Chain the Beast
- **Ghost Academy: Volume 2** (Chapter 3 Five Months Ago section)

Episode VI: The Queen of Blades

- Mission 1: Vile Disruption
- Mission 2: Reign of Fire
- Mission 3: The Kel-Morian Combine
- Mission 4: The Liberation of Korhal
- Mission 5: True Colors
- Mission 6: Fury of the Swarm

- Mission 7: Drawing the Web
- Mission 8: To Slay the Beast
- Mission 9: The Reckoning
- Secret Mission: Dark Origin
- Mission 10: Omega

(the next few get into the post-BW 2500 content, where we know the year that the content takes place in, but not the order. This is the order I tend to do them in. There are other custom Map of the Month UMS maps as well, but most either have limited story or are dubious in the events that occur, but you can slot them in here)

- Ghost Academy: Volume 2 (Chapter 4 Four Months Ago section)
- Mercenaries
- Hybrid
- Deception

Frontline: Volume 4: Fear the Reaper (Intro section)

- *(given the age of Tiffy this date makes sense, and placing it after Deception lines up with selling the goods to Kimeran Pirates, before Stukov attacks the group, and also places it mid-purge of pirates we see in Mercenaries)*
- Frontline: Volume 3: War-Torn
- Mercenaries II
- Frontline: Volume 4: Orientation
- Resurrection IV
- Ghost Academy: Volume 2 (Chapter 5 Two Months Ago section)

2501

- Acid Burns (Garrax sections)
- Ghost Academy: Volume 1

- Ghost Academy: Volume 2
- Ghost Academy: Volume 3
- *The Teacher*
 - *(Unconfirmed other than it takes place before the events of SCII according to Blackstone, but the SC1 terran and zerg tech shown in the story implies it's earlier than a lot of short stories)*

2502

- Frontline: Volume 2: Newsworthy
- I, Mengsk (Beginnings and Endings)
- *Icehouse*
 - *(Kejora had been warden of Icehouse out of the Torus system for two years at that point, and reapers were active as of 2500 with no indication they've ever been trained anywhere else)*
- StarCraft (Wildstorm)
 - StarCraft (Wildstorm) Issue 1 (2502 section)
 - StarCraft (Wildstorm) Issue 2
 - StarCraft (Wildstorm) Issue 3
 - StarCraft (Wildstorm) Issue 4
 - StarCraft (Wildstorm) Issue 5
 - StarCraft (Wildstorm) Issue 6
 - StarCraft (Wildstorm) Issue 7
 - *(These comics take place over a number of months spanning until late in the year, but given the official timeline groups the comic together and the Frontline comics are just placed after rather than a specific timeframe, easier to group them together)*
- Frontline: Volume 1: Why We Fight

- Frontline: Volume 2: A Ghost Story
- Frontline: Volume 2: Creep
- Frontline: Volume 1: Heavy Armor Part 1
- Frontline: Volume 2: Heavy Armor Part 2
- Frontline: Volume 1: Thundergod
- Artanis: Sacrifice

2503

- Ghost: Nova (Prologue and Epilogue)
 - *(part of the epilogue takes place later, but given how early most of it is in the year and indeterminate the New Sydney section is, it's easiest to group it all together)*
- Broken Wide
- Frontline: Volume 3: Do No Harm
- Dark Templar Saga: Firstborn
- Dark Templar Saga: Shadow Hunters
- Dark Templar Saga: Twilight
- Ghost: Spectres
 - *(The official timeline puts Spectres between Shadow Hunters and Twilight. But since there's literally no time gap at all between the two books, I find that dumb and put it after Twilight)*
- Colossus
- Collateral Damage
- Frontline: Volume 4: Voice in the Darkness
- Frontline: Volume 4: Fear the Reaper (Years later section)
- Frontline: Volume 3: Last Call

- Changeling

2504

- Stealing Thunder
 - *(the official timeline puts this between Homecoming and Wings of Liberty, but since Homecoming leads DIRECTLY into Wings, and Stealing Thunder takes place in February which is months before WoL, I maintain this makes no sense)*
- Great One
- In the Dark
 - *(this story takes place after Fear the Reaper but before Wings of Liberty, so it's either 2503 or 2504. Since a number of events take place between the two stories, I think the year gap is the more sensible)*
- In the Blood
 - *(this story takes place before Wings of Liberty, but late enough to where Project Blackstone is starting to manifest and gather material, so 2504 is the most sensible)*
- StarCraft II: Tutorial
 - *(Nothing confirms the placement of these, but their role as tutorial implies they're immediately prior to the events of WoL)*
 - Mission 1: Basic Training
 - Mission 2: Field Duty
 - Mission 3: Infestation
 - Mission 4: Retaliation

STARCRAFT II: WINGS OF LIBERTY

- Wings of Liberty Intro cinematic
- Frontline: Volume 4: Homecoming
- Mar Sara Mission 1: Liberation Day

- Mar Sara Mission 2: The Outlaws
- Mar Sara Mission 3: Zero Hour

- Acid Burns (2504 section)

(The only missions that have canonically confirmed placements are that Evacuation is first and Supernova and Maw of the Void are shortly before Char. The rest of the order is pure speculation based on the Kyla Velassi UNN reports and the gut feeling of "What would Raynor do." Breakout, Safe Haven, and Belly of the Beast are the canon branches of the choice mission)

- Colonist Mission 1: The Evacuation

- A War On

§ (If you want to mix in the flashbacks, they take place during StarCraft: Brood War, but the fact they go over the each marine's life means it's hard to make it fit well)

- Artifact Mission 1: Smash and Grab
- Covert Mission 1: The Devils Playground

- Lost Vikings

§ (this short story takes place as the zerg are pushing the Dominion into evacuating their fringes, and Braxis is on the fringe, so it fits early WoL)

- Colonist Mission 2: Outbreak
- Covert Mission 2: Welcome to the Jungle
- Artifact Mission 2: The Dig
- Prophecy Mission 1: Whispers of Doom
- Revolution Mission 1: Great Train Robbery
- Revolution Mission 2: Cutthroat
- Artifact Mission 3: The Moebius Factor
- Prophecy Mission 2: A Sinister Turn
- Covert Mission 3: Breakout

- *Prophecy Mission 3: Echoes of the Future*
 - *Lens of the Void*
 - § *(This can basically be anywhere in WoL or HotS, but I lean pre-HoS as the protoss egress from their defensive stance according to Mengsk at the start of HoS)*
- *Colonist Mission 3: Safe Haven*
- *Revolution Mission 3: Engine of Destruction*
- *Revolution Mission 4: Media Blitz*
- *Prophecy Mission 4: In Utter Darkness*
- *Revolution Mission 5: Piercing the Shroud*
- *The Fightin' SceeVees (goes through the next two missions)*
 - *Artifact Mission 4: Supernova*
 - *Artifact Mission 5: Maw of the Void*
- *Char Mission 1: Gates of Hell*
- *Char Mission 2: Belly of the Beast*
- *Char Mission 3: All In*
- *Flashpoint*
- *Command Performance*
 - *(No confirmed date, but this gives warhounds enough time to appear only in HoS)*
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2505

- *Project Blackstone begins*

- (Project Blackstone consists of a number of unconnected tweets and articles and it makes it very difficult to line up, for the sake of sanity I'll only note instances of where tweets/emails DO line up with specific HotS missions)

- **Kerrigan: Hope and Vengeance**

STARCRAFT II: HEART OF THE SWARM

(Char > Zerus > Kaldir is shown to be the canon path by Shadow Wars, as much as I personally dislike that path as a narrative. The second half is unconfirmed, but Space > Skygieer just makes sense, given Kerrigan's desire to find Jim)

- **Umoja Arc**

- Mission 1: Lab Rat
- Mission 2: Back in the Saddle
- Mission 3: Rendezvous
- **Just an Overlord**

- **Char Arc**

- Mission 1: Domination
- **Operation: Blind Devil (Broken Horn upgrade flashbacks)**
- Mission 2: Fire in the Sky
- Mission 3: Old Soldiers

§ **Operation: Blind Devil (Warfield flashback, other leviathan parts can be woven in)**

- **Frenzy**
- **Project Blackstone Log 4**

- **Zerus Arc**

- Mission 1: Waking the Ancient
- Mission 2: The Crucible
- Mission 3: Supreme

- *The Education of PFC Shane*

§ *(implied to take place before Log 10 of Blackstone, but just early enough to where Shane's corpse can be dissected, as it's implied to be his corpse they get)*

- Kaldir Arc

- Mission 1: Harvest of Screams

§ Project Blackstone: Mistaff IV log

- Mission 2: Shoot the Messenger
- Mission 3: Enemy Within
- *Carrier*

§ *(Can be any time, I just maintain given it leans on the controversy of almost removing the carrier in HotS, it should take place in HotS, but only works when Kerrigan's invasion begins to pick up steam).*

- Operation: Blind Devil (Angdra and DCCS Lab sections)

- Space Arc

- Mission 1: With Friends Like These...
- Mission 2: Conviction
- *Momentum*

§ *(Confirmed to be 2505, but must be late enough to where the protoss move back to a defensive stance given they attack Moria)*

- Skygeirr Arc

- Infested
- Hand of Darkness
- Phantoms of the Void
- *The Exit*

§ (WoL entries says that Kerrigan was aiming to create detached neural parasites at the time, which appear here, so it only fits sometime in HotS. This arc is when we get those infestors with detached neural).

- Cold Symmetry

§ (Sets up the hybrid controlling the zerg broods on Aiur, and preliminary scouting forces for the initial invasion, so implied to be late HotS)

- Korhal Arc
 - Planetfall
 - Death from Above
 - The Reckoning
- Project Blackstone (Log 14 – End)
- Sector Six
- StarCraft Field Manual

2506

- Ascension
 - (this and Children of the Void can be 2505 or 2506, I tend to put them 2506)
- Children of the Void
- Whispers of Oblivion
 - Mission 1: Dark Whispers
 - Mission 2: Ghosts in the Fog
 - Mission 3: Evil Awoken
- Reclamation

STARCRAFT II: LEGACY OF THE VOID

(There is no confirmed canonical order for the split missions, so I'll put them in how I see them. Unlike the prior two expansions, there is no canonical implications for what you pick other than what characters are there, so the order doesn't matter)

- Aiur Arc
 - Mission 1: For Aiur!
 - Mission 2: The Growing Shadow
 - Mission 3: Spear of Adun
- Shakuras Arc
 - Mission 1: Amon's Shadow
 - Mission 2: Last Stand
- Korhal Arc
 - Mission 1: Sky Shield
 - Mission 2: Brothers in Arms
- Glacius Arc
 - Forbidden Weapon
- Ulnar Arc
 - Mission 1: Temple of Unification
 - Mission 2: The Infinite Cycle
 - Mission 3: Harbinger of Oblivion
- Slayn Arc
 - Mission 1: Steps of the Rite
 - Mission 2: Rak'Shir
- Revanscar Arc
 - Templar's Charge

- Endion Arc
 - Mission 1: Unsealing the Past
 - Mission 2: Purification
- Return to Aiur Arc
 - Mission 1: Templar's Return
 - Mission 2: The Host
 - Mission 3: Salvation

Between 2506 – 2508

- *Nova: The Keep*
 - *(UNN says the Moebius attacks on the Dominion were a recent event, which makes it unlikely to be too many years after LotV)*
- This Sacred Land (Issues 1-3)

2508

- Into the Void
 - (the official timeline moves the two year timeskip from the Raynor scene post-epilogue to between LotV and the epilogue, which authors I've talked to have confirmed)
 - Mission 1: Into the Void
 - Mission 2: The Essence of Eternity
 - Mission 3: Amon's Fall

Between 2508 – 2511

- *One People, One Purpose*
 - *(we only know this story is after LotV, but I tend to see it as after Amon's death based off its tone)*

- Nova Covert Ops ARG (Defenders of Man Access Point)

STARCRAFT II: NOVA COVERT OPS

- Mission 1: The Escape
- Mission 2: Sudden Strike
- Mission 3: Enemy Intelligence
- Mission 4: Trouble in Paradise
- Mission 5: Night Terrors
- Mission 6: Flashpoint
- Mission 7: In the Enemy's Shadow
- Mission 8: Dark Skies
- Mission 9: End Game
- Waking Dreams

2511

- Evolution

2511+

- *Scavengers (Issues 1-4)*
- *Survivors (Issues 1-4)*
 - *(Scavengers and Survivors can be any time post-HotS, but given Soldiers being parallel to Shadow Wars, it stands to reason the whole Dark Horse run is in the post-Evolution era)*
- Shadow Wars (Issues 1-12)
- Soldiers (Issues 1-4)
- Nature of the Beast (Comic and Short Story)

- *(You can also put the skinset “stories” in this era, all we know is they’re post-NCO)*

8 Years after Soldiers

- **Soldiers (Epilogue)**