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ANCIENT HISTORY

According to Seit documents, their species evolved during 500,000 years on a planet that they call Nohtavhar or “cradle of mind”.

Analyst's note: An extremely short period for evolving into a technologically advanced species, but one cannot prove or deny this, since Nohtavhar has been destroyed when the Milky Way absorbed the Amerigo Cloud.

Nohtavhar had aggressive fauna, and Seit as a physically weak species, had to seek shelter within caves or underground holes. This dictated their anatomical development.

Evolution gave Seit an advantage: a well-developed brain with rudiments of psionic abilities.

Due to natural selection, individuals with better psionic abilities had higher chances of survival.



The first communities mentioned in the Seit manuscripts are called **Sahcains** (“life safety”) – these were the dark times, full of fear and desperation. Initially, psionic abilities were regarded as a gift of the gods or a sign of elitism. Shamans that could concentrate and conduct the tribe’s psychic will, became leaders. An age of religious wars followed. Nearly all states during Antiquity and Middle Ages were theocracies, with **Sahnan** church (“light of safety”) being the most powerful among them. This cult praised safety and value of life. Its followers built monasteries and improved themselves, constantly training the power of mind. This conserved the Seit society, but major social processes resulted in the birth of **Domahts** movement (“dominion” is the closest analog).

Sahnan was the pinnacle of theocratic society, and Domahts was an effort to protect science and scientific way of thinking. Oppression and persecution by the church crystallized the Dominion’s power and consolidated a clandestine organization that learned to adapt, manipulate and subdue. Founding of

Samir also dates back to that period. This was another major player, a trade coalition of free cities.

Religious wars and witch hunting periodically shook the Seit society, but most of the time the civilization lived in peace, preferring to engage in political intrigues and competition.

Analyst's note: As far as we know, no race in the Galaxy has ever experienced such constant and devastating wars like the humans did. All races had long periods of peace and stability, spanning several hundreds of years.

During the long years of peace, the Seit suffered from terrible pandemics and famines due to overpopulation.

Analyst's note: Epidemics are nothing special, considering the circumstances. For several thousand years the idea of safety turned into a religious paradigm. Prayers and rituals replaced common sense and hygiene. Obviously, epidemics were regarded as divine punishment that struck the unjust.

The same could be said about famine. Safety-driven theocracy encouraged living as densely as possible. By that time predators still posed a serious threat, and of course, large settlements exhausted local food resources due to over-cropping.

There is a record of one conflict that brought Seit to the edge of extinction.

The Great Patriarch, his Highness Magaharan Hakut, declared that the Highest Light gave him a sign and showed the way to safety for the whole Seit civilization, after several periods of famine and a great plague.

Analyst's note: Now we don't have other suggestions regarding the meaning of Sylyhar - "cradle of death".

This miraculous salvation was within Magaharan's mind. He was an extremely powerful psionic obsessed with safety. More and more monasteries joined the universal meditation and poured their minds into the mind of his Highness. Ordinary Sahnans followed by thousands in the process. At that time Samira and Dominion had to cooperate and act fast, and some hierarchs of the church allied with them instead of joining the meditation. Entire cities died out becoming one with the Great Patriarch.

The moment to counter this threat quickly was lost - Magaharan became too powerful and could not be dealt with using any methods known at that time. A psionic dome surrounding Magaharan's citadel was so strong that even the best elite units could not break through. Despite the horrible death that awaited them, numerous ordinary Seit continued to merge with Magaharan, giving him even more power.

That was the time for pure science to step forward. The society that stood on mystical teachings and magical practices perished to the fire of the first cannons.

Analyst's note: Nohtavsyly ("death of mind") is the name of the corporation that produces Seit combat drones.

Only cooperation and joint opposition saved the Seit civilization from total collapse. Mind merging technique was forbidden, and the Sahnun teachings were declared dangerous. This was the moment of Technological Dominion's birth – an over-state conglomeration that united the whole planet.

An age of scientific and technological advance had begun. The Seit were only a few steps from reaching the stars, where new dangers awaited. And the Dominion knew how to deal with them.



THE SPACE ERA

Consolidated and driven by scientific progress that almost became their new

religion, the Seit society launched towards the stars. In a remarkably short time the Seit founded the first colonies and introduced a corresponding colonial policy.

It wasn't long before they encountered other intelligent species.

Analyst's comment: Most of what we know about that period is taken from the Shork legends and heroic sagas. It's very hard to tell anything about the period that preceded the appearance of symbiosis between these two races. All we can do is make assumptions and reconstruct partial information.

The first combat engagements showed the Seit that they were physically weak. Too weak. Representatives of the Seit suffered from discrimination, but soon decided to make use of it. The Seit abused the image of naïve, weak and peaceful progressors to uncover enemy plans or provoke aggression of their neighbors towards each other. But when two enemies eventually jumped at each other's throats, the Seit could not make use of that situation: their own armed forces were not ready for total war. Psionic abilities allowed to achieve local victories fast, but massed and well-trained armies resisted the Seit psionics.

Plotting and deception only postponed the moment when the enemies (*the Seit archives don't mention their names*) would learn the truth and turn against the weakest. Again, the Seit stood one step from extinction.

Once more the scientific communities came to the rescue: **Zalginry**

(found Shorks and created the main terror weapon – Raptors), **Samirkar** (improved the Seit robotic army) and **Karybu** (developed the space fleet).

Each of these groups worked on their own responses to new dangers.

Karybu exploited weaknesses of other races and prevented the enemy fleets from uniting and becoming a major threat.

Samirkar created several classes of combat drones that completely replaced the Seit on the frontlines. This made the odds slightly better but was not enough to turn the tide of surface battles.

Zalgirny provided the third component of the Seit military power. Genetical and biological modifications. Raptors were the first – and to this day are an effective weapon of terror.

Analyst's note: Many experts claim that the Seit overestimate Raptors as a means to disrupt infrastructure of agricultural worlds. However, it is worth mentioning that most human planets have loose firearms legislation and Raptors face an opposition of numerous hunters or armed civilians able to organize patrols and search and destroy operations.

Another breakthrough of the **Zalgirny** group were so-called MOBs (mindless biological organisms) – another attempt of manipulation and psychological warfare.

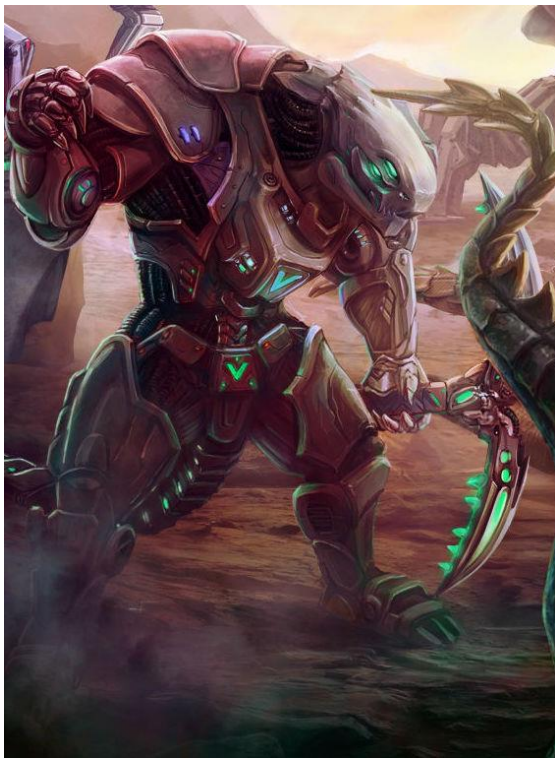
We assume that in ancient times the Seit resisted predators by inspiring fear through light psionic influence. Later they learned to control weaker minds of animals. The concept of MOBs is perfectly

understandable: hordes of former relatives and friends turned into “zombies” that assault friendly positions are indeed a powerful tool of psychological pressure. There has been no confirmation of the Seit “raising the dead” though. Individuals constituting MOB hordes are alive, but their personalities are wiped out at neuron connection level. Creating MOBs requires prisoners of war, and the process itself takes much time.



Despite all efforts, the Seit kept losing until Zalgirny found Shorks. Since then we can restore chronology more accurately, relying on Shork sagas that they are so proud of and eager to tell. The Seit became gods for the Shorks: descending on their ocean home world and revealing the truth about a divine conflict, a great war against evil. The Seit said they needed champions, brave warriors to fight evil among the stars. In exchange for primitive agricultural and medical technologies the Seit received loyalty of Shork tribes and their fierce warriors. It is uncertain how much manipulation and psionic influence the Seit used, but the Shorks joined them and became the last straw that crushed the backs of their adversaries. With advanced armor and weapons, Shork warriors were a battering ram, a spearhead of the Seit army.

The Seit take care to preserve the primitive state of the Shork civilization with beliefs and attributes of the Stone Age. The Shorks feast on their enemies' flesh during bloody rituals and use their weapons as signs of victory. That is how they obtained glaives and khopesh-like swords. To pay last respect to enemies that fought with honor, the Shorks asked their divine masters to improve these trophies, and the Seit generously agreed.



INCURSION INTO THE MILKY WAY

The stellar cluster from which the Seit originated is one of the many clusters surrounding our galaxy, which we call the Milky Way. From time to time these clusters are absorbed by our galaxy – this is a usual astronomical phenomenon. But a catastrophe for the cluster itself.

About 400 years ago the Small Cluster of Theseus collided with the Milky Way.

Such disasters do not happen in an instant, and the Seit prepared for this one. The Dominion developed an evacuation plan and relocated their civilization to a planet far from the collision zone. Fleets and resources of the Seit were limited, but they managed to cope with a large-scale evacuation operation. By the beginning of this endeavor there were three races in the Dominion. Besides Seit and Shorks there was one more race - Grelts.

Analyst's note: This word is from the Shork language.

They were the only ones who opposed the Seit but weren't wiped out. When the time for evacuation came, the Seit did not hesitate and left the Grelts to die, instead saving not only the chosen and strongest Shorks, but their whole race.

This event is a central point of the Shork epos: glorious warriors, heroes and champions have since then become living idols for earning the gratitude of the gods and saving all tribes from certain death. For the Seit there could hardly be a better way to ensure even greater loyalty of the Shorks.



Upon completion of the resettlement the Seit decided to look around and find out where exactly did they get. They discovered a new galaxy full of dangers and enemies. The Shorks strived for battle to prove their gratitude and dedication, but before acting the Seit wanted to test the waters.

As an intelligent species, they had a right to send envoys to the Galactic Council, and they did exactly that. At first, they came as refugees that suffered a dreadful cataclysm. Later, using intrigue and manipulations, they bargained a couple of star systems for themselves. As soon as they got their bearings, the Seit orchestrated several incidents, mainly on the Triclon borders. The new galaxy was a much more complex battlefield for the Dominion, so it did not try to run before it could walk. Around 300 years ago the second phase of expansion started.



After annexation of several Triclon systems, the Seit paused. Events unfolded just as they've planned. Today we can state that the Seit have been working hard to set a background for future conflicts in the Galactic Council. When the time came, the other races reacted exactly as the Seit expected. Subtle use of old controversies and new demands granted the result that the Dominion needed – instead of united counteraction to the Seit aggression, the Council sunk into strife and brought up the old internal conflicts. The Asgar representatives were not there to stop this descent into chaos.

While the Council tried to sort out the overdue debts, the Dominion laid waste to the Triclon worlds. The fall of the Triclon state is described in detail in another article. In short, the state was far from consolidated, with several competing royal dynasties and a weak navy. Triclons

lived in peace only because no one dared to disrupt the status quo.

Occupying the Triclon kingdoms, the Seit continued to stir the ambitions of other races. The Righteous Union of Eltofa launched their own expansion and the Kja Kingdoms soon followed their example.

When the Asgar finally made notice of what had been happening in the Galaxy, a brand new status quo was established. Almost a dozen states suffered from aggression, occupation and genocide.

The Seit increased their zone of influence tenfold. And we are certain that the Dominion will not stop. Currently the Galaxy is in a violent equilibrium. Whoever wants to continue the expansion needs to gain an advantage. That is why the Dominion started sending expeditions to the Forbidden Sector, which resulted in clashes on Griffon 22-4 and F11-3 between their and our fleets. Detailed analysis of these incidents is available in separate articles.



The Seit did not care much about the outcome of both operations. They had one purpose: to test capabilities of the human navy.

Peace in the Galaxy is fragile, and any sudden move may throw it off balance. All major players are gathering forces and sending expeditions to

abandoned Asgar colonies in search of powerful artifacts.

CURRENT STATE ANALYSIS

The Seit society is monolithic and highly integrated. This reduces the chance of recruiting an agent almost to zero, but we can count on the existence of separate Sahnar branches, which can be used against the Seit civilization. Searching for them requires high-level psi-operatives to make contact, and the probability of success is estimated at 10%.

Conflicts between scientific institutes and corporations might be used indirectly. They are in constant competition and struggle for power within the Dominion. None of them can become our ally, but we can make use of the situation around Griffon to promote one of the groups that poses minimal threat to us. To achieve this, we need to ensure a series of Seit defeats that will lead to the necessary result.

Our main efforts should be concentrated on counterintelligence and elimination of resident cells. As skillful manipulators, Seit most likely have an extensive network of undercover influence agents and sympathizers. The case of "Novaya Rodina" and surrounding colonies proves this. Before sowing discord inside the Dominion, we must provide adequate countermeasures, especially for our remote outposts.

TRICLONS – the first victims of the Seit invasion, a race that took the most damage. They are our trusted allies. The Seit also see Triclons as a direct threat.

Triclon psionics can be our weapon against the Seit.

ASGARS – do not acknowledge that Seit are dangerous. As usual. We can count on partial support from Athene and Bastet, but they're not a silver bullet.

KJA – tricksters and plotters that are wary of the Seit, and at the same time regard them as an understandable adversary. A massive conflict between the Seit and the Joint Kingdoms is unlikely, but provoking border incidents is possible. They will not last too long though, and none of the parties will waste too much resources in them.

ELTOFA – being straightforward and highly susceptible to psionic influence, Eltofa will not tolerate a Seit incursion. Some of their zones of influence already share borderlines, so a long-term conflict is inevitable. The Seit can withdraw, avoid combat and even abandon some of their territories to satisfy the Eltofan appetites. The conflict may be delayed but cannot be avoided completely. We need to speed things up before the Dominion will be ready to play it by their own rules.

SKRAGS – afraid that the Dominion may become a hindrance for their free migrations and trading fleets, they might become a temporary ally in a war against the Seit. They will not strike first. They will avoid confrontation as much as possible, so we'll need to provoke their involvement in Seit-Eltofa conflict for zones of influence.

RUNGAR – they know that the Seit will not stop until they've conquered all the galactic races. Can be counted on as reliable allies, but the Rungar corporations will hold back armed forces. We can buy

technologies and acquire resource contacts from them. Rungar territories can be used as staging areas for our forces and fleet support. We should concentrate our efforts on negotiations regarding these matters.

PIRATES – the Dominion is ready to pay not caring much for prices. Most likely, pirate gangs and privateers will be hired by the Seit. We should refrain from using pirates against the Seit to not compromise our agents in the pirate clans. The only party within the pirate community that can be relied on are free Shorks that strive to liberating their kind. Their aggression cannot be controlled, only directed. Also, most of the Shorks are completely satisfied with how they live and do not want to be liberated.

ARACHNIDS – we don't have any exact data. For now, only their neutrality matters.

Codename "Nag" has been confirmed to contact the Seit. His elimination is top priority.