

Rust Town Wars - Early January

- Woodbury is founded on what will become Rust Town Wars between North and Next Valley
- London is founded by UK players on RTW, friendly to Woodbury
- Bandits known as the Lannisters terrorize London, eventually leading to its demise
- Brother Kenneth builds a church to praise Rustia and the Monks of Rustia found Three Pillars
- The Republic, a paramilitary group declares war on Woodbury
- Three Pillars falls from its peaceful status and a subsection of monks take up arms

Era 1 - January

- Gabenville is founded in southern resource valley
- Lord Bacon claims the Southlands, excising taxes and banning military gear
- VeinHarvest founds Echo Village in Hangar
- Gabenville becomes Jerpi Town
- Woodbury is rebuilt in its former location in Next Valley, the first Church of Cage is built nearby and the Papal State of cage is formed.
- The Cathedral of Caerbury is built on Resource Road

Era 2 - February 6

- Deegistan illegally claims land owned by The Union of Socialist Ducks (UOSD)
- BP and UOSD form an alliance to destroy Deegistan.
- Deegistan is formed in Hacker Valley by the People's Liberation Army of DeeG
- Grumbles between factions occur in relation to the aggressive nature of the Browncoats and BP.
- The UOSD declare war on BP after an ambush by BP in UOSD territory.
- BP and the Browncoats form "The Browncoat Union."
- Multiple battles ensue eventually driving both powers to white peace.
- Realizing their power, The Browncoat Union becomes the Browncoat Reich and states no faction is safe.
- The Confederate Church of Cage is built on Resource Road
- A Cage extremist attacks Travolta
- Travolta seizes the church with the help of the Browncoat Union
- The Indians attack Travolta
- The Indians, Travolta and other factions raid the Browncoat capital
- The Earth that Was Inn becomes a casualty of Indian raid on the Browncoats

Era 3 - February

- Era 3 begins with several factions claiming territory throughout Rustifac, most notably BP in Rad Town Valley, The Crips on Metal Hill, The Nights Watch in the Northern Wastelands, and Nova Roma in Hacker Valley North.
- Chaos reigns as bandits flood the lands of Rustifac. During this tumultuous time a new faction is formed known as the Monks. Preaching peace and declaring their neutrality in all conflicts they begin building their free city in Portugal.
- The bandits of Rustifac gather, forming a faction known as DEX. BP declares war on DEX, intent on purging the lands of their presence.
- The Red Priests arrive in Rustifac and begin construction of their Temple of the Guiding Light high in the Northern Everest Mountains. Nova Roma adopts the teachings of the Red Priests as their official state religion.
- As the Monk city, now known as Nirvana, grows in Portugal the Knights are formed, vowing to protect the pacifist monks from any hostilities.
- Nirvana opens a soup kitchen and rock fighting arena for all citizens of Rustifac.
- BP institutes their kill on sight policy, declaring all citizens found in or near Small Rad fair game, regardless of faction affiliation.
- A group known as the Bungle Boys begins making incursions into BP held territory from an unknown location in the far wastes.
- Ragnarr's Host lands on the shores of Rustifac, demanding all faction leaders swear fealty to their chief, Ragnarr the Boneless.
- Nova Roma holds its first Senatorial meeting, declaring an alliance with the Night's Watch.
- Ragnarr's host is thrown back into the sea by BP and several other smaller factions.
- The second Senatorial meeting of Nova Roma takes place, this time attended by representatives from the Knights of Portugal, The Nights Watch, and the Bungle Boys. An economic system for all of Rustifac is proposed.
- The Nights Watch suffers a combined assault from BP and Crips forces. Nearly overrun, the Nights Watch put out a call for all allies to come to their aid. Nova Roma and the Bungle Boys respond and the BP/Crip forces are driven back. The Nights Watch and allies launch a counterattack, though with little effect.
- The Bungle Boys build the 'Bungle' sign in North Valley, declaring cultural victory.

Era 4 - March

- The Nights Watch claims Portugal and begins building the fortress known as Castle Black.
- China is formed and claims Next/North Valley, beginning work on their great wall.
- The Monks begin work on 'The Sanctuary' located in Wasteland South.

- BP claims Metal hill and begins making punitive raids against the Nights Watch.
- Nova Roma is overrun by bandits on Resource Road. Their leader is forced into exile, finding a new home with the Nights Watch.
- After several small skirmishes over resources in Next Valley China declares war on the Nights Watch.
- BP and China assault the Nights Watch in Portugal. BP manages to occupy several buildings before being driven off by the rallied forces of the Nights Watch.
- Ruigi's Rest Stop & Trading Post opens in Metal Valley, offering it's services to all citizens of Rustifac.
- China suffers several attacks by bandit tribes.
- China and the Nights Watch reach a compromise, opening Next and North Valley to farmers of both factions.
- The monks announces that they will be disbanding at the end of era 4.

Era 5

- Rustifac becomes overrun by bandits, making it extremely difficult for factions to establish themselves.
- The Rustifac Police Department is formed to deal with the bandit problem.
- The Rustifac Police Department collapses due to internal corruption. Bandits continue to dominate Rustifac.
- Bandits abandon Rustifac in large numbers, mostly due to boredom. The Beach Bums build their beach clubhouse on the shores of Secret Valley.
- The Knights of the Round Table begin construction of Camelot on Lone Tree Mountain.
- The Epotep Tribe, a confederation of neolithic hunter gatherers, set up camp in the forest near Resource Road and begin trading with local inhabitants.
- More factions claim territory throughout Rustifac, including Goon, BP, Mordor, the Jedi Council, Bean Squad, Nova Roma, LBD, and the Crips.
- Mordor begins building the Eye of Sauron in Wasteland West.
- Ruigi begins opening trading posts throughout Rustifac.

The Great War of Era 5

- Goon moves into BP territory, building their fortress within site of BP headquarters. BP declares war on Goon and immediately launches an offensive against the Goon positions.
- Goon forms an alliance with the Rock Bros, long time enemies of BP
- Bean Squad launches a surprise attack against BP, driving them from the field. In the aftermath Bean Squad joins in alliance with Goon and the Rock Bros, naming themselves the Triumvirate.
- BP broadcasts a call for allies, with Mordor, and the Crips declaring themselves the Axis Alliance.

- The Jedi Council joins the Triumvirate.
- The Battle of Silk Road. Axis forces successfully raid Bean Squad Headquarters in retaliation for surprise attack in Small Rad. Bean Squad is forced to disband.
- The Epotep Offensive. The Triumvirate successfully defends Epotep City against an attack by Mordor, and Crips forces.
- The Epotep Offensive II. The combined forces of the Axis assault Epotep City a second time, this time overwhelming it's defenses and destroying several buildings.
- The Epotep tribe abandons their ruined city and join together with the Rock Bros.
- The Battle for Fortress Goon. Goon successfully defends their fortress against an assault by Axis forces. The Axis are forced to retreat, suffering heavy casualties.
- The Bock Bros engage in several small skirmishes with Mordor and Crip forces.
- The Triumvirate launch their first major offensive of the war, attacking BP headquarters. Despite initial success the attack fails.
- Nova Roma calls for aid during a conflict in Next Valley with LDB. BP and Mordor respond, surrounding LDB's stronghold and forcing their surrender. In return Nova Roma pledges their support to the Axis alliance.
- The Sauron offensive. Axis forces, led by Mordor, launch an all out assault against Rock Bros. holdings. The attack is successful, leading to the unconditional surrender of the Triumvirate.
- The Red Celebration. BP hosts a victory celebration at their headquarters, inviting all major members of the Axis alliance. During the festivities a high ranking official of BP orders the wholesale slaughter of the non-BP attendees.

Era 5 post war.

- KFC opens their first store outside Small Rad, serving chicken to the population of Rustifac.
- Nova Roma builds the Rustian Amphitheatre in Next Valley.

Era 6

- Former members of BP and Mordor form Genisis, claiming the territory around Small Rad.
- Bartertown is constructed in the valley between Resource and Everrust Mountains. Traders from throughout Rustifac open trading posts within it's walls.
- KFC sets up a trade corporation outside small rad.
- The Crips claim territory outside Factory Rad and begin selling their Cripsy chicken in direct competition with KFC.
- KFC begin conducting raids into Crips held territory.
- The UF (United Factions) is formed to help mediate faction conflicts and enforce Rustifac declarations. They build their headquarters in Portugal.

- Tensions between KFC and Crips continue to escalate, with independent traders being caught in the middle of the conflict.
- A number of traders propose a price cap on all trade in an attempt to stabilize the economy.
- An unknown terrorist faction raids several holdings throughout Rustifac. Allegations are made but no factions claim responsibility.
- The UF begin regular patrols through Bartertown in an attempt to protect neutral traders from hostility.
- The UF hold a vote on free trade, with representatives of all major factions in attendance. The motion for free trade is defeated 6 to 3 and a price cap on all trade is officially instituted.
- KFC, using the defeat of their proposed free trade as their reason, declare war on the Crips.
- The UF set up checkpoints on the roads leading into Bartertown.
- The UF checkpoints are attacked by KFC leading to several casualties on both sides and the abandonment of Bartertown by the UF peacekeeping forces.
- KFC defeats the Crips, removing them as competition.
- Ruigi's Thunderdome opens on Resource Road.