

# SAGITTARIUS EYE

ISSUE **15**  
NOV 3304

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## COLONIA EDEN · EVOLVED



### ALSO FEATURING:

GUARDIAN COVERUP  
CARVING THE KINGDOM  
ORRERIAN VICIOUS BREW  
CO-PAWLOTS

LAB NOTES  
UA BOMBERS  
CANONN

SHIPS YOU DO FLY  
NOT THE FUTURE IMAGINED  
BLACK FLIGHT  
LAVE: REVOLUTION

# SAGITTARIUS EYE ISSUE 15

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# Editorial

*Souvarine*

Your correspondent has spent the last few weeks revisiting memorable places he found on his first big voyage, in 3302. This 'reunion tour' has involved some moving moments: lonely laps around impromptu race tracks on untouched worlds; pearlescent blue and green planets seen by no-one but him; and distant nebulae looming closer with every jump, like old friends.

One stop was Colonia. When this writer was there in the heady, early days, the 'New Bubble' was one barely-functioning station awash with refugees fleeing the escalating tensions between superpowers back home.

In a speech made at the time, he remembers telling assembled colonists that "one day we'll meet again, in a place like this, under these stars — and it will be to celebrate building a whole new civilisation."

Well, that civilisation has now been built — but not by the ragtag band of colonists gathered that day. In their wisdom, in early 3303 the Colonia Council invited Pilots Federation groups from the Bubble to export their factions to the new settlement.

As our writer J C Warren explores in this month's cover piece, the result is a bustling patchwork of factions not unlike the Bubble. It's not the individualist haven we early settlers dreamed of, but it's undeniably a success.

This strategy reminds this correspondent of an example from history. It is as if the Founding Fathers, after the Declaration of Independence of the United States of America, had decided to invite the landed gentry from England to set up replica estates in the New World.

They didn't, of course — America became a land built by waves of disparate immigrants, bound together by nothing but an ideal and a work ethic; in the end, it was the precursor to the Federation, the most successful society humanity has ever known.

What could have been, we wonder?

Anyway. Your correspondent was struck, as ever, by the magic of Colonia. Countless stars against a surreal purple sky, on the cusp of the Galactic Core; it is a fantastic dreamscape. If you haven't been, go.



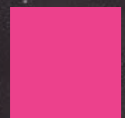
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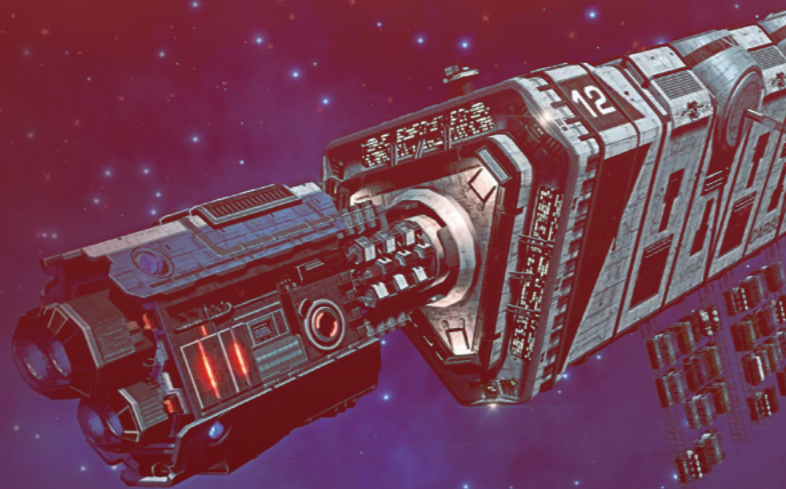


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# THE GUARDIAN COVERAGE

Their civilization rose and fell more than a million years before humanity touched the stars. In their prime, they were a Kardashev Type II civilization, like ours, and ruins of their bases can be found across the entire Galaxy. Since our first discovery of them, a small number of independent commanders have uncovered Guardian bases nearly as far from our inhabited space as the Galactic Core. The only thing more astounding than the Guardians' massive reach is the fact that humanity only started hearing about them two years ago.

For those readers unfamiliar with the Guardians: in short, they are a long-dead race of humanoid aliens, about whom we have been able to unearth a vast amount of information through study of the ruins they left behind. More than that: drawing from the documentation of their ancient conflict with the Thargoids, we have even researched, reverse-engineered and integrated Guardian technology into our own ships. Most recently, we have even deployed three new types of fighter based upon Guardian tech, which are an incredible sight to behold.

It is a painstaking process to uncover Guardian sites, investigate and gather data from them, and develop that research into new starship technologies compatible with our current designs. But considering how dramatically different Guardian technology is from our own, were these two years really enough time? When it comes to our understanding of the Guardians, quite a lot of the timeline does not add up.

### Undiscovered until now

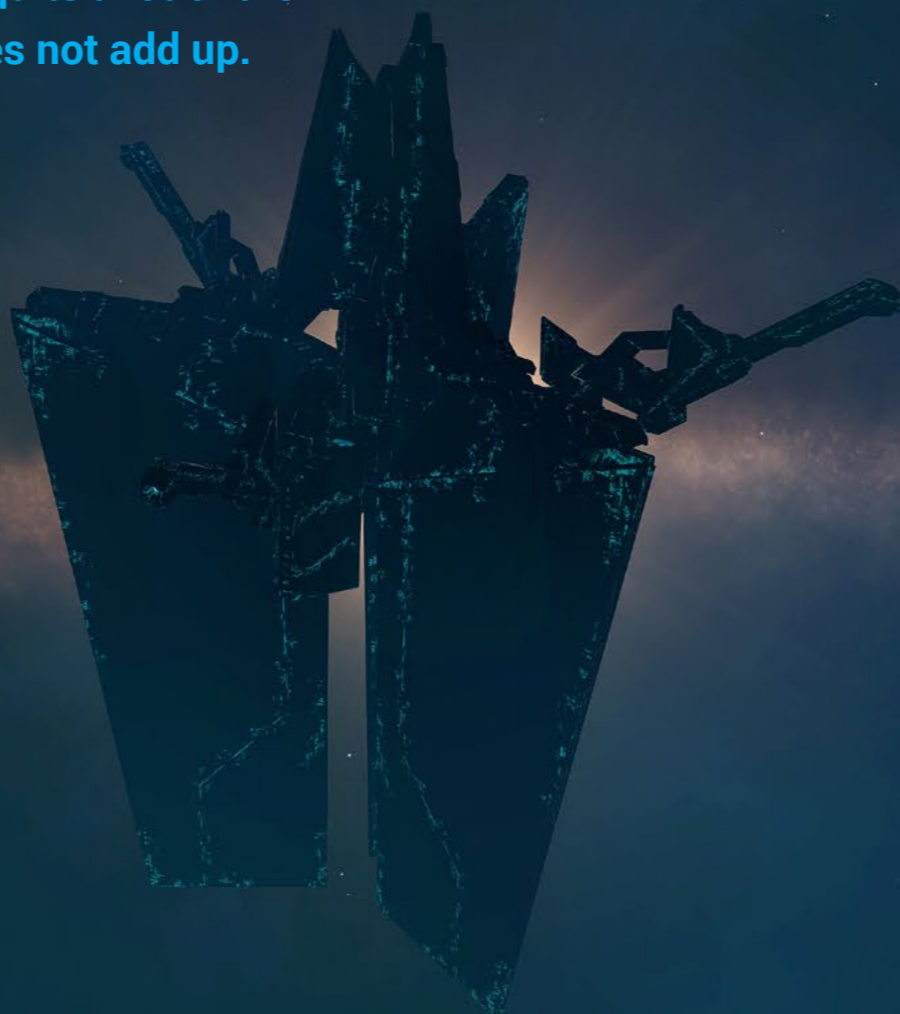
The modern FSD was first introduced to the public in 3290. For the first time in humanity's history, a jump between stars took seconds instead of hours. To say that this revolutionized space travel would be the understatement of the millennium. Not only has the technology had enormous influence on interstellar commerce, but it has also opened the Galaxy to exploration more widely than at any point in history. Without the current FSD and all the recent improvements made to it, it may well have taken humanity millennia to explore the whole of our Galaxy.

For this reason, it could be argued that it is unsurprising that Guardian technology lay hidden and undiscovered for most of our spacefaring history. After all, most human interstellar travel is conducted for the purposes of trade, not exploration — the vast majority of trade routes are crossed thousands of times. There is simply no requirement to scan known systems and little time for unknown ones when a shipment of biowaste sits festering in the cargo hold.

Still, since 3290, we've had access to fast, reliable space travel for nearly a decade and a half. It's not as if Guardian ruins are rare: humanity has explored an infinitesimal fraction of the stars in our galaxy and already found more than a hundred sites. Perhaps this is due to the fact that their main territory and homeworld appear to be in a region of space quite close to ours. Likewise, this is all the more reason to believe it is unlikely that Guardian ruins remained obscured for so long.

Were Guardian ruins ever uncovered prior to Commander XDeath's triumphant, and very public, discovery? Perhaps humanity at large was just... left out of the loop? ▶

“ When it comes to our understanding of the Guardians, quite a lot of the timeline does not add up.



## The Club

This publication has discussed at length the assortment of shadowy, powerful figures known, in some circles, as 'The Club'. What we know, thanks to the brave efforts of Lady Kahina Loren, is that this secret group has members at every level of society, and they take actions to shape the course of human history. The full extent of their influence is unknown, but it is reasonable to assume that such power could be responsible for our failure to notice the remains of an alien race right under our noses.

First, the Club has a history of alien cover-ups. Though some details are unclear, we know that humanity previously experienced armed conflict with at least one group of Thargoids. One would think that an interstellar war is something that would be impossible to cover up and yet the Club did just that, reducing humanity's understanding of the prior Thargoid incidents to little more than a legend, whispered about in bars and dismissed in civilised society (covered extensively in Issue 7 of this publication). This, more than anything else, demonstrates their nearly-unlimited power to shape the consciousness of the inhabitants of the Bubble.

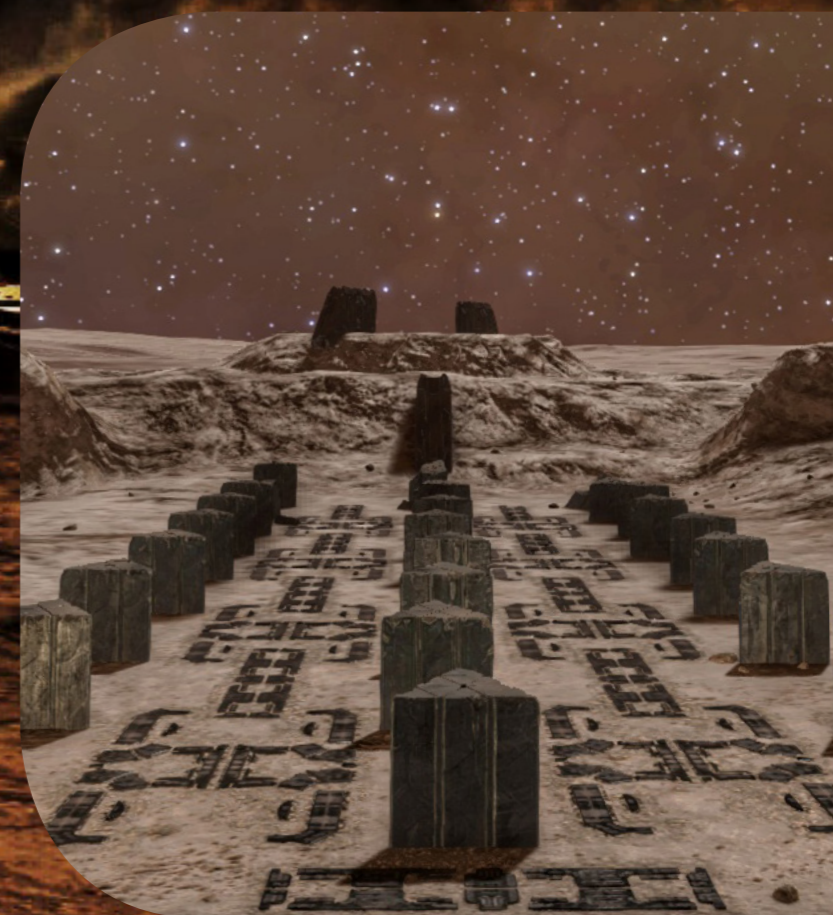
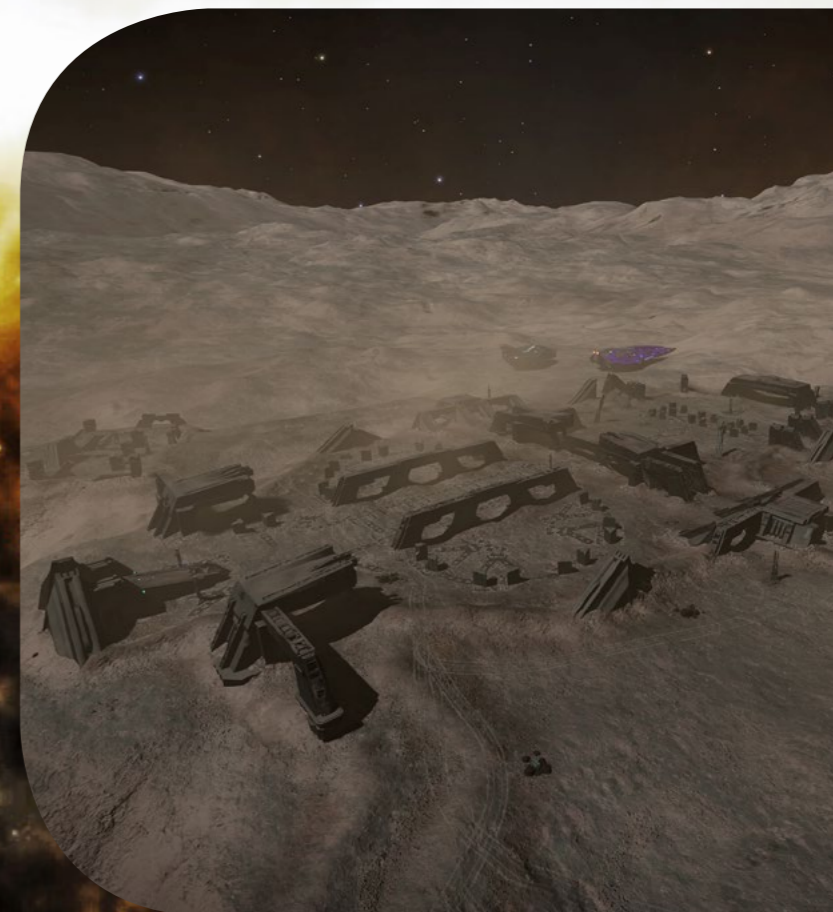
Second, the timing of our Guardian discoveries seems too coincidental. A few short years ago, independent commanders first observed 'Unknown Artefacts' being carried by secret Federal convoys. These artefacts continued to be noticed as we began finding other clues to the coming threat like the 'Barnacles' and 'Unknown Probes' around the Pleiades and California nebulas. Whispers began to spread of an alien race, perhaps the legendary 'Thargoid Menace'.

Then, seemingly out of the ether, we became aware of the Guardian ruins in late 3302. It wasn't until several months later that the first pilot stumbled into a Thargoid interdiction whilst in hyperspace. Fast-forward two years, and we have suddenly acquired highly effective hybrid Guardian weaponry and ship modules aiding us in our conflict with the Thargoids.

Starship engineering specialists will understand how utterly improbable this is. Humanity and the Guardians are two entirely different civilizations, with completely different languages, mathematical notations, and systems of technology. While Ram Tah and other engineers have proven their capacity for innovative technological work, historically two years is simply too short a time for this kind of advancement to have taken place without significant preparation. We must conclude from this that the public narrative about the Guardians is not entirely correct.

Here, then, is a theoretical, alternative narrative, the first posit of which is: humanity's leaders have known about the Guardians for some time.

“ ...the timing of our Guardian discoveries seems too coincidental.”





Even, perhaps, as far back as the discovery of the Mars Relic more than a thousand years ago, there seems to have been some indication of alien influence in human society. The item itself is still shrouded in mystery to this day (covered in a previous issue of this magazine).

Perhaps, it was not seen as useful to the Club — or whoever was working to keep the Guardians secret — for knowledge of the alien ruins' existence to become public. Using their documented connections in industry and the Pilots Federation, they may have been able to permit lock certain known systems and shield detection of other Guardian ruins by ships' sensors from a distance. This could have allowed them to study and perhaps utilize Guardian technology much earlier than publicised, thus helping to establish the technological edge so quickly after first contact with the Thargoids.

However, with the Thargoids' recent return, this strategy of concealment would have become counterproductive; it would have become clear that humanity needed 'all hands on deck,' so to speak, to survive this war. That would have meant opening up these highly effective Guardian technologies to anyone who could use them in the upcoming battle. In the end, our shadowy benefactors may have condoned the need to lift their restraints on our ability to find these ruins, just to ensure there was an acceptable explanation for these incredible new advancements. The resulting discoveries of Cmdr XDeath and others eventually introduced this alien race to the Bubble's population at large.

As the war began in earnest, a big show of technological development was made, ending with highly complex hybrid technologies that ought to have taken at least decades of research and re-engineering to become compatible, with advanced design testing before finally being mass-produced for the war effort.

“ ...if the idea of the Guardians' existence was concealed from us, what else could we be missing?”





“ ...three new types of fighter based upon Guardian tech, which are an incredible sight to behold.



### What else is being kept from us?

The fact of the Guardians' existence is now incontrovertible. It now seems impossible in our vastly interconnected era that, as happened with the past Thargoid conflict, members of the Club would be able to erase the entire concept of these ancient Guardians from our racial memory.

That said, we should remain vigilant in trying to determine what may have been known about the Guardians before our first public encounters with their lost society. The fact that their presence in the Galaxy is now so obvious in hindsight leaves us with one other lingering question remaining: if the idea of the Guardians' existence was concealed from us, what else could we be missing? What more is out there in our galaxy, already known to but a few, powerful, and anonymous manipulators, perhaps too egotistical or too afraid to let the public in on their hidden secrets?

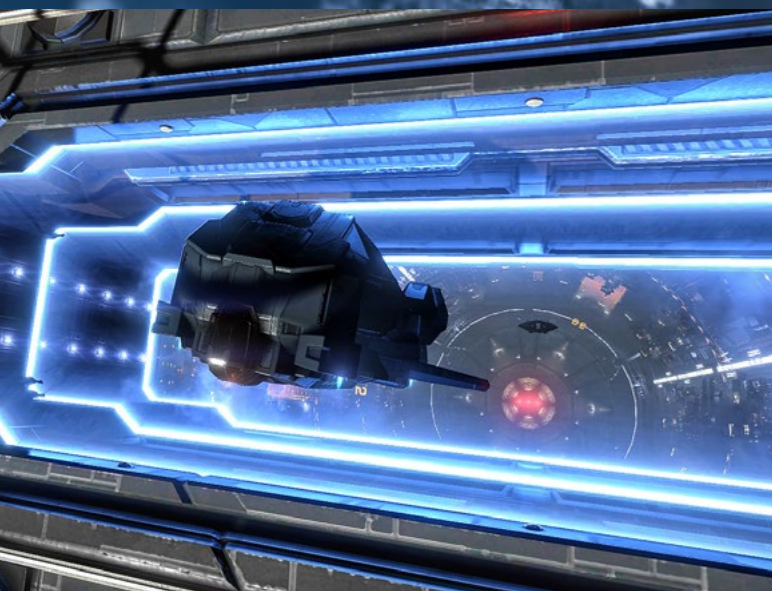
When the conflict is over, and perhaps even before then, humanity would do well to turn its attention to its mysterious overseers, and not allow them to slink back into the shadows from whence they came.

*The Guardian Coverup*

**Text:** Adurnis

**Images:** pSyren\_Farseer, TwoSpoons77, Sebastian Wehmeyer, Hvacker

**Design:** Donald Duck



# CARVING OUT THE Kingdom



Conflict is an inherent part of the human condition. Without conflict there is no drama, no tension, no striving for the next thing, no power to push us forward. Conflict has driven every major technological development in our past, and likely in our future too. If we consider the basic human desire to factionalise into groups, and compete against each other for available resources, then we can see what it means to be human.

There are countless socio-political, economic and military factions into which humans divide themselves. Beyond the big three – the Federation, Alliance and Empire – the most recent census data indicates as many as 766,000 registered socio-political groups operating inside human space.

All of these groups are in a constant struggle with each other, jostling for primacy, access to resources, and control of valuable assets.

As independent pilots, we are both outside all of these structures and reliant upon them. They control the stations and ground ports where we must land to conduct trade, refit and repair, and take on contracts. There is, however, a tiny but measurable butterfly effect on the fate of the factions for anyone choosing to interact with them. Smaller, low population factions especially can be greatly influenced by the decisions of a footloose interstellar starship pilot.

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**...the most recent census data indicates as many as 766,000 registered socio-political groups operating inside human space.**

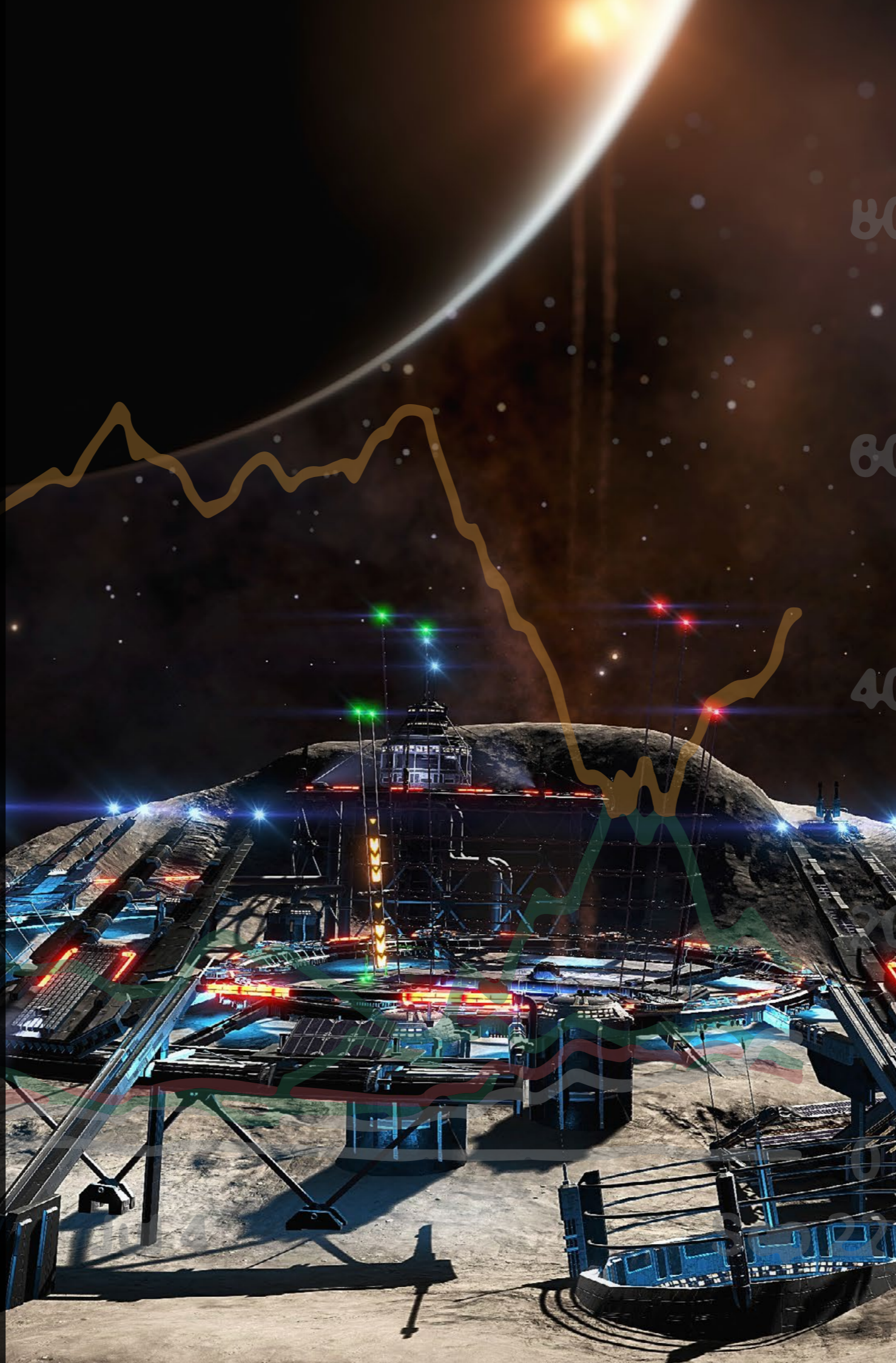
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Some commanders prefer to hide from this tangle of socio-economic forces, either by choosing not to think about the individual effects they have, or by taking to the black to actively avoid such interactions. A few, on the other hand, embrace the chaos of this system, working with it and within it to manipulate the balance of power around them. These pilots choose to align themselves with a specific factional power, promote its interests and allow these factions to gain ascendancy over their rivals.

Do not be deluded; this is not a democratic process of change; this is hard economics. Choosing – for whatever reasons – whom to serve has consequences for local citizens as well as for the wider galactic community.

GalNet recognises fourteen government types, fourteen economic conditions, and fourteen socio-economic states that describe in the broadest possible strokes what a visitor can expect to encounter in any given system. GalNet heuristics distill all the available transaction data, census studies and opinion polls into a simplistic rating of relative influence produced by the Bureau of Galactic Statistics (BGS).

This rather abstract information also allows anyone an opportunity to play a role in shaping the inhabited Gal-



axy. By applying small amounts of pressure here or there, supporting one faction over another, or selling valuable exploration data to one faction over another, one can influence who rises to ascendancy in a system. By helping their influence to grow, anyone can begin to carve out a kingdom for their chosen faction.

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**...killing the law enforcement themselves will quickly diminish the ruling faction's influence.**

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### Choosing colours

Everyone will have their own reasons for choosing to support one faction over another. Perhaps they fly with a particular wing that supports a faction, or perhaps they just happen to like their ethos, their location, their space station, or even their name. Whatever it is, that's OK. Simply pitch up and muck in.

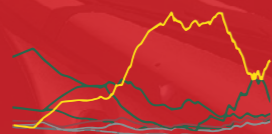
But, if having serious designs on carving out one's own kingdom, be choosy. Other pilots may have significant interest in the system or adjoining systems. Success requires selectivity.

The first step is to survey the system in full, and check that a prospective homeport has access to at least the basic essentials – repairs, outfitting, and a shipyard – as well as a viable trade commodity or two, and a well-stocked mission board. Some system features, like a scoopable star or a ringed world that supports resource extraction, may also be of value.

The second, highly important variable to determine is the quantity of system traffic. The more traffic by independent pilots, the more difficulty there will be supporting a chosen faction. Actions of every pilot will add together, making individual influence less substantial. Other Commanders might be supporting rivals or just taking the highest paid or most interesting jobs, and that can count against any single pilot's efforts. Pick a quiet system, out of the way and infrequently visited by others. Minimising the impact others will have on the system will make your early machinations much more successful and less chaotic.

Once a choice is made, the first task is to build up reputation with your new faction. The better the relationship with them, the better the missions they will offer you, with higher influence to exert leverage on that faction's position. This is crucial for the long term development of political power.

## SOCIO-ECONOMIC STATES



GalNet presently recognises fourteen economic states, which can be subdivided into four groups: conflict, territorial, economic and special.

### Conflict states (War, Civil War, Election)

...Occur when two factions have similar levels of influence and need to establish dominance, either by war or by election. If one of the factions owns an asset in the system then it will be captured by the victor.

### Territorial states (Expansion, Investment, Retreat)

...Occur based on the levels of influence a faction holds in a system. High influence leads to expansion to new star systems, while very low influence leads to a withdrawal of forces. On those rare occasions when expansion is not possible due to a lack of viable system candidates, an investment state can be triggered which allows expansion over a greater range. The projection of political power is critical to establishing control of another system over distances of light years.

### Economic states (Civil Liberty, Boom, Civil Unrest, Bust, Famine, Outbreak, Lockdown)

...Describe the workings of the economy and types of missions that factions offer. Economic booms and busts affect the profitability of trades. Famine and outbreak indicate the presence of profitable mercy missions in the form of sourcing foods and medicines. Civil unrest and lockdown are security states that result in station services being restricted.

### Exile state

...Is a rarely-occurring state which can only arise when a previously-ruling administration in a permit-locked system is forced out.

## A system of influence

At any new home base, take a few moments to look through the local news articles. Reports are available on system traffic, bounty hunting and relative faction influence, as well as present and future socio-economic states.

The socio-economic state of the faction determines the contracts they offer to itinerant pilots, according to those factions' needs. In simple terms, the different states will require different goods or services to address whatever state they are in. Providing those goods or services will help them emerge from inimical states or induce or prolong positive ones.

The road to political dominance is not a straight one. At some point, there may be calls for bounty hunting; at other times, sourcing or shipping specific commodities. Ignoring these requests places any chosen faction at risk. Over time, all actions will bring about change. Fulfilling more influential missions will bring this about more quickly.

At some point, a faction will need to fight for control of the main space station or ground base in the system –

and with it, control of the system itself. Depending on the relative government types of the faction and the incumbent, this may result in either a war or an election to determine dominance.

## Over time, all actions will bring about change.

In a war state only winning battles in combat zones will affect the balance of power and the outcome of the struggle. Destroying the ships of an opposing target faction will also bring about a reduction in their influence.

Elections, on the other hand, are won or lost on political or trade influence, so missions are required. Note that the delivery of trade goods and cartographic data are only of benefit to the station's owner – if a supported faction is not in control of a station in the conflicted system, do not trade in the open market or sell data to try boosting their influence. You'll only succeed in boosting the faction already in power!

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Nov 5 May 20 Jul 4 Sep 22



### Getting your hands dirty

The faction in control of a system can be destabilized more quickly by undertaking illegal actions. Killing 'clean' ships belonging to that faction will put a bounty on the killer and bring them into conflict with law enforcement, while killing the law enforcement themselves will quickly diminish the ruling faction's influence. This leads to the population losing faith in that faction's ability to keep them safe. This method will quickly boost the offender's notoriety, though – and that can mean other problems.

**By helping their influence to grow, anyone can begin to carve out a kingdom for their chosen faction.**

### Expanding the kingdom

There will be no time to rest on one's laurels. Once a chosen faction is in control of a system, there is more to be done. Even if there are no immediate designs for further expansion, the distant butterfly effect of thousands of other commanders will gradually eat away at what has been built, if it is not maintained. Other system factions should be kept in line or played off against one another to prevent them from gaining influence and threatening a controlling position.

In time, a monarch's gaze may fall upon other systems, pushing their faction into expansion and attempting to gain purchase in a new system. How far one goes and how much territory they claim depends largely on the strength of their ambition and their commitment to the cause.

*Are you ready to seize your crown?*



### *Carving Out the Kingdom*

**Text:** McNicholl

**Images:** David Cooper, Sebastian Wehmeyer, StarFox, OrangePheonix, nickweb85

**Design:** Donald Duck

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Art: HAMM3RSMITH



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RARE COMMODITIES SPOTLIGHT

# Orrerian Vicious Brew



No one is quite sure why several of the rare commodities in the Old Worlds sector are so aggressively named. However, Orrerian Vicious Brew is definitely a potent mix and has been the talk of the system for decades.

Art: Ian Baristan



## STRESSED OUT?

### NEW AFRICA NATURE & HEALTH RESORTS

The origin of this commodity is believed to stem from way back in the 3100s. Bootleggers smuggled samples of a fermented tree sap extract to Sharon Lee Free Market Station. It is believed that this sap was mildly poisonous and came from a species native to the planet, but that it had been mixed with the rind of an old colonial fruit whose name has been lost to time.

The alkaloid content in the resultant brewed batch was incredibly high — not uncommon in the Orrerian diet. Natives of the system enjoy a particularly bitter mix of tastes in their food and drink. Orrerian seasoning is also bitter, and one of the first things any Orrerian pilot will pack into their personal effects when heading out into the black.



■ Available exclusively at Sharon Lee Free Market, Orrere

The 'Vicious Brew' is so high in caffeine and natural sugars that it is often classed as a narcotic. Both the addictive properties and resulting sleep deprivation are well-known effects and have, on occasion, been blamed for wild incidents of criminality.

It is said that one drunk pilot (a Commander Timothy Tubbs), who had recently lost a fortune at cards, tipped half a keg of Orrerian Vicious Brew into the engine of his Sidewinder and promptly blew a hole in the landing pad when trying to take off. Since then, supplies of the brew have been restricted and regulated by Sharon Lee Free Market authorities to ensure quality and rarity on the interstellar market. However, that does not stop the system's planetary populations from drinking as much as they like. Down on the planet, local variations are common and rumoured to be even more potent.

Visitors to Orrere do say that the bitter diet makes for a bitter people. The spiteful nature of the locals is just a stereotype, but it has been widely circulated and parodied in several holo-vision comedies. Orrerians are often portrayed as sarcastic insomniacs who can't take a joke.

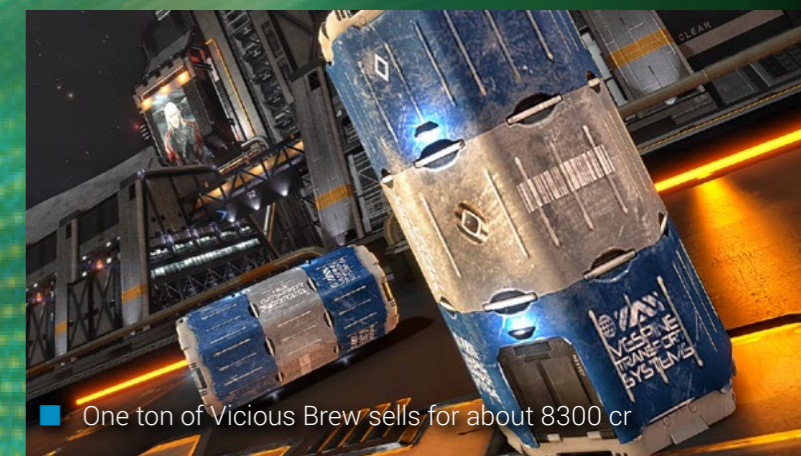
Whatever the true origin of this eye-popping moonshine, it certainly fetches a good profit when taken out of the sector. Martian coming-of-age rituals often involve the

“ The 'Vicious Brew' is so high in caffeine and natural sugars that it is often classed as a narcotic. ”



imbibing of a particularly potent off-world drink and Orrerian Vicious Brew is one of the most favoured, owing to its aggressive taste. Leestian Evil Juice comes a poor second at parties, but is the primary choice for the upper class.

A sip of Orrerian Vicious Brew immediately stimulates the tongue. Both sour and salty taste buds are engaged, producing a sensation along the left and right peripheries of the mouth. The astringent quality causes a mild swelling on the tongue and the surrounding gums, giving the impression that this 'vicious'ness will be without end.



■ One ton of Vicious Brew sells for about 8300 cr

On swallowing, the drinker will feel this sensation transfer to the back of the throat, along the pharynx and down. This has been known to cause choking as the swallow reflex is interrupted, and the drinker will find their mouth filled with the 'vicious' taste for a long time. Water can help reduce the effect, as can a little salt.

However, once a drinker becomes used to the taste, Orrerian Vicious Brew can quickly become a preferred refreshment. The strong kick quickly eliminates any sense of thirst, making the drink a good starter for any pilot on a tight budget who doesn't want to stay around long enough to buy the next round.

*Rare Commodities Spotlight:*

*Orrerian Vicious Brew*

**Text:** Allen Stroud

**Artwork:** Ian Baristan

**Images:** OrangePheonix

**Design:** Donald Duck



■ Text: Kres Lliad  
 ■ Image: OrangePheonix  
 ■ Design: McNicholl

**Commander name:** Kres Lliad

**Co-Pawlot name:** Jasper

Cmdr Lliad is the newest addition to the SAGi Art Team, and flies with a less ordinary companion!

*"Can it be a Co-Pawlot if it doesn't have paws? While I do have two feline companions, Jasper is my trusssssssty co-pilot!"*

Do you have a Co-Pawlot you'd like to share with the Galaxy? Hop on to [www.sagittarius-eye.com/submissions/](http://www.sagittarius-eye.com/submissions/) and let us know! Include a picture, your Co-Pawlot's role aboard and a sentence or two about them.



Co-Pawlots



Lab Notes



■ Text: Undomyr  
 ■ Image: OrangePheonix  
 ■ Design: McNicholl  
 ■ 3D art: Ian Baristan

Art: Ian Baristan

**(PRAY-zee-o-DIM-ee-um)**

Praseodymium is a metal you might have seen when mining some metallic asteroid or scrolling through the commodities market without ever having paid it much attention, due to its wide availability and mid-tier valuation.

Atomic number 59, it has atomic symbol 'Pr' and is part of the 'lanthanides' group of metals. It is a soft, easily cut and deformed metal with a 'fish-scale' pattern on its surface, giving it a scintillating sheen.

Praseodymium was first discovered by Carl Auer von Welsbach in 1885, but was found to have no practical use beyond colouring glass – the addition of powdered praseodymium into the molten glass has the effect of colouring it bright yellow.

Von Welsbach isolated it together with another metal, neodymium. 'Didymos' means 'twin' in ancient Greek. Praseodymium exposed to oxygen gains a green oxide layer; 'Prasinos' means 'green'. Praseodymium thus became known as "(the) Green Twin" of neodymium.

In the centuries following its discovery, praseodymium found use as a component in the production of very high-strength magnetic alloys, mainly used in the aeronautics industry due to the alloy's light weight. Today,

there is still the need for low-mass, high-strength materials for spacecraft and station construction. The metal also responds well to the requirements of precision tooling, and so can be used in the manufacture of laser optic components.

Another major application, together with neodymium (a twin, indeed!), is in the production of extremely high-powered electromagnet cores. These are used in the magnetic coils that generate the containment fields that safely restrain the high pressure reactions in our fusion drives.

A more deadly use for the material is in the accelerator rails and main suspension-field generators of high-power, subluminal velocity mass driver weaponry, like the railgun. Plasma accelerators also require these magnets to generate the containment fields encapsulating the ionized gas projectiles.

It would have been very difficult to imagine, then, how deeply von Welsbach's discovery has embedded itself into our economy and more directly, our technology. Without it, the advent of the fusion plant as the main source of power production, let alone the century of aeronautical innovation preceding humanity's leap into space, would have never gotten off the ground.



# COLONIA: EDEN EVOLVED



The summer of 3302 was marked by optimism and excitement following the discovery of Jaques Station, marooned in a distant nebula. As a nascent colony sprang up around it, the dreams of early settlers began to coalesce into a new outpost for humanity. Two years on, we revisit the story of the 'New Bubble'.

The Colonia Region is humanity's budding frontier. A tiny speck of the Milky Way Galaxy, it's cradled between the Festival Grounds and the Western Neutron Fields and is today home to more than 71 systems, inhabited by over nine million people. The Colonia system is about 22,000 light years from Sol and boasts the famous Jaques Station, currently in orbit around Colonia 4.

To get there, pilots must travel the extraordinary distance of the 'Colonia Highway' — an investment of time that puts off all but the most determined. But once they arrive, visitors find a thriving region offering pristine mining fields, lucrative trade routes, unique possibilities for exploration, and the opportunity to become a true pioneer.

## Humble Beginnings

Colonia became an important point of interest on the Galactic map soon after the re-discovery of Jaques Station following its mis-jump to Beagle Point on May 19, 3302.

Commander Jaquès and his starport went missing for nearly a month after the initial jump, and most of the inhabitants of the Facece system feared the worst. Fortunately, a savvy explorer by the name of Commander Cly tracked down the crippled starport in mid-June of that year, and word of the discovery spread quickly through populated space.

In a little over a month, the exploration community organised a rescue operation with pilots shipping tons of meta alloys across the Galaxy to the damaged starport. That mission seamlessly transitioned into what would become known as the August Exodus / Jaunt to Jaques expedition. This expedition became the second largest independent commander-supported event in recorded history, just behind the original Distant Worlds expedition. Close to 600 Pilots Federation ships joined the effort and raced their way out to Eol Prou RS-T D3-94 in the effort to repair Jaques Station and establish the beginnings of a new and distant human colony.

## To Colonise a Nebula

The Colonia Citizens Network (CCN), founded by a few explorers including Erimus Kamzel, Unrealization, Qohen Leth, and Souvarine (now chief editor of this magazine), quickly followed. This organisation offered a communications hub for use by the colonists in forming their own society. From this initiative, it grew into the central core of activity for the colony, seeing close to 2,000 settlers join the network and commit to migrating into the region during the months that followed.

"The hope that many people had was that Colonia could become a different sort of place from the Bubble," Souvarine said. "The atmosphere out there was incredible – everyone collaborating to build the new society. Everyone flew out in the open, hailing each other cheerfully, without fear of being caught in the crossfire of some war or picked upon by some murderous bully. We thought it would always be like that."

In December of 3302, the Colonia Council created colonization plans for the Colonia Region, instigating the Colonia Expansion Initiative (CEI). This was a series of monthly community goals, which later became known as the Colonia Migration Appeals, designed to allow Pilots Federation groups in the Bubble to set up a base of operations in Colonia.

In a matter of days, the Galactic community began gathering resources in competitions designed to determine which organisations had the most to offer the colonisation effort. The top ten contributing groups of the first Colonia Migration Appeal were awarded migration visas and permitted to help colonize pre-selected systems.

This migration had a dramatic impact. "It changed the way Colonia felt," remembers Souvarine, who left the CCN and Colonia shortly after the CEI began. "Most people didn't want factions moving out there, exporting their wars and politics from the Bubble. The whole point of Colonia was that it didn't have those things."

Following five successive Colonia Migration Appeals, each granting invitations into Colonia for a number of additional organisations, the CEI was formally shut down in May of 3303.

The Pilots Federation groups with offshoots in the region now began to learn to live alongside one another. The Jaques Accords were created, following protracted negotiations between the new factions. The CCN began to be perceived as an overtly political organisation by some, seeking to cling on to a 'first mover's advantage' in the region that many of the new groups felt was no longer relevant.

"The early days of the Colonia region were tough. The lack of outfitting and facilities was particularly grueling," remembers Commander Hagz, a CCN leader. "But, there was a sense of optimism, community and excitement that has since dwindled. Seeing new people all the time was simply wonderful. Civilisation has meant though, that's all but gone now as the mistrust burgeons between factions."



## Of Thargoids and Pirates

One year later and humans were racing out to the Colonia Region once again. But instead of welcoming and hosting groups of self-sufficient immigrants on their way to new settlements, the outposts were now receiving an influx of refugees fleeing the ongoing conflict with the Thargoids in and around the Pleiades Nebula. Fearing for their safety, entire families were taking what they could and leaving their homes in the Bubble to attempt the long and dangerous journey to Colonia.

In light of this, the Colonia Council decided to initiate a large multi-station construction campaign. Bids were accepted for delivery of construction materials to Pilkington Orbital in Einheriar, and the appeal was supported by commanders from every corner of the Bubble. Within weeks, specifications for new outposts were provided to architects in the Colonia Region.

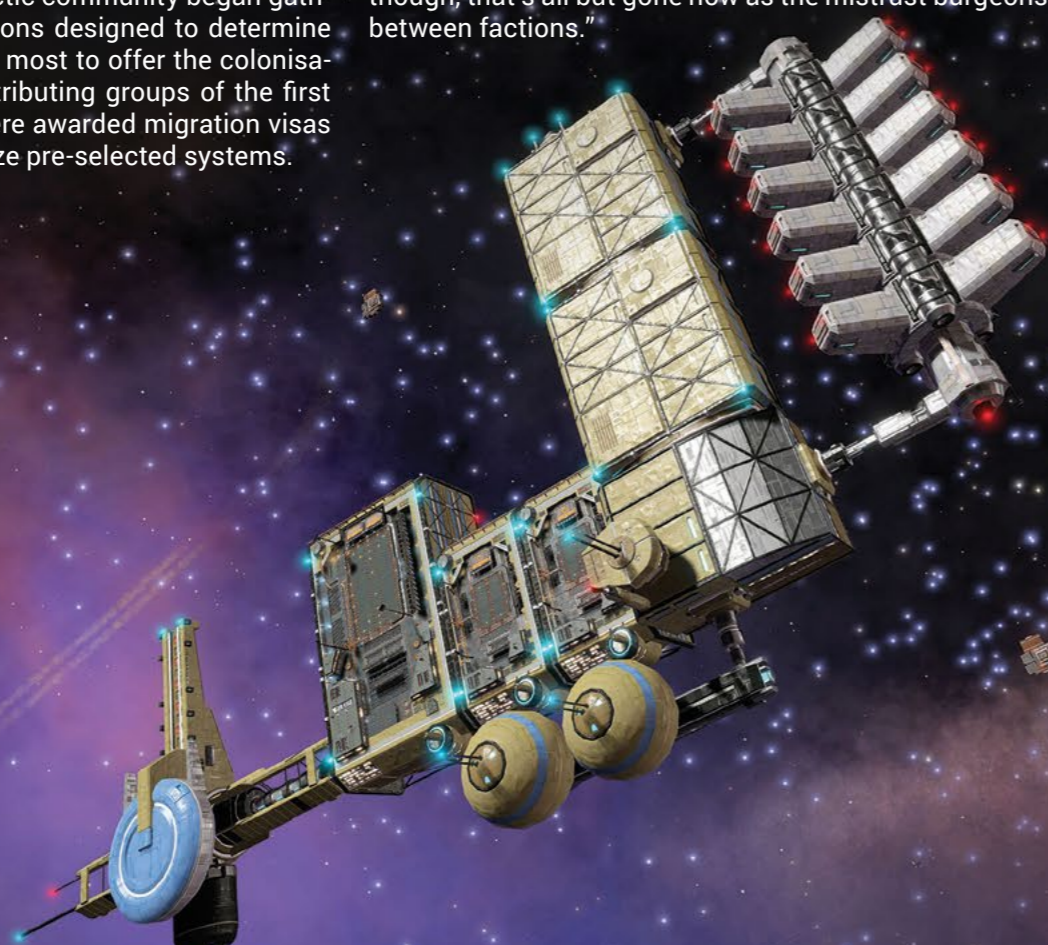
As construction began, refugees continued to arrive in Colonia. GalNet news quoted an unidentified source claiming several leaders within the Federation and the Empire were angry with CCN leadership for claiming that the new expanse was a safe haven from Thargoid aggression. In addition, scientists with Canonn Research scoffed at the idea of creating a safe haven from alien lifeforms and pointed to the Pleiades Nebula as their proof.

The controversy did not stop any migrants or refugees from continuing to pour into Colonia, which forced the

...the second largest independent commander-supported event in recorded history...

Council to call for additional infrastructure initiatives in an effort to accommodate them. For millions of people, the safest idea was to get as far away from the Thargoids as possible, and the Colonia Region was the logical answer to that most urgent and immediate threat.

Sadly, as more refugees arrived in the nebula, criminal organisations also began to blossom. Piracy ran rampant as privateers and seekers of fortune took advantage of under-armed cargo and transport ships piloted by new immigrants. The CCN sent word of the carnage back to the Pilots Federation, pleading for assistance. Within days, bounty hunters were sprinting across the 22 kly to the Carcosa system, armed with high-powered weapons and the skill to use them. To the surprise of no one, the largest of the many felonious groups was completely dismantled in less than a week. Order was once again restored to the fragile region.



## Ongoing Research

Once law and order were enforced in the area, scientists had the chance to begin their work. During May of 3304, Professor Alexei de la Vega launched a research project to determine if the region could support larger populations in the future. Upon receiving resources from independent local pilots, de la Vega's team seemed hopeful that expanding the Colonia Region was possible.

The following June, de la Vega launched a new initiative in the Tir system in partnership with Tir Technology Services to construct a scientific installation.

With new data at their disposal, his team determined that the region's population was growing at an alarming rate, much faster than resources could be

extracted and made available for them. The new installation began focusing on monitoring the overall infrastructure, tracking the progress in terraforming systems, and developing logistics plans to help manage the region's supplies and avoid critical shortages.

August of this very busy year also saw Professor Diana VanCleaf, a scientific advisor to the Colonia Council, announcing plans to construct a new hydroponics facility in the Randgnid system following research projecting food shortages in the near- to mid-future. Once finished, the project, led by the Colonia Research Division, plans to provide natural and bioengineered foodstuffs for the populace of the nebula. The facility will also house a dedicated research laboratory for biotech science teams developing new crops.

## Engineers Arrive

When Councillor Giselle Kingspear of the Colonia Council announced that four talented engineers had established bases providing their services in the nebula, her popularity may have skyrocketed.

"The Council believes it has a duty to support those who contribute so much to the region's stability," she explained. "That's why we have consulted with engineers in the core systems to identify individuals who could offer similar services here in Colonia."

The four engineers all have a variety of skills which should improve as they practise their vocations. Mel Brandon, based in Luchtaine, specializes in laser-based armaments, shields, engines, and frame shift drives. Etienne Dorn works from the Los system and is an expert on sensors, scanners and high-energy weapons. Petra Olmanova is based in the Asura system and develops ship armour, countermeasures, and explosive weaponry. Lastly, Marsha Hicks in the Tir system offers upgrades in ballistic weapons, fuel scoops, refineries and limpets.

"...there was a sense of optimism, community and excitement that has since dwindled."

## Wish you were here...

Today, next to the Bubble itself, the Colonia Region is one of the most thoroughly-explored areas of the Galaxy. Being situated within a dense starfield, it is overflowing with resources and beautiful sights, including a multitude of pristine ringed planets and minor stars.

"As an explorer, I need to visit unexplored systems, so in the Colonia Region I don't have to jump one thousand light years to find uncharted space. In the Colonia Region it's all around you." – Cmdr Hellium7

The large number of visible nebulae nearby make the region even more fascinating, when we consider the possibilities of Barnacles and other alien life which have been found near the Pleiades and California nebulae. Since there is still so much left to explore, who is to say what new or long dead alien civilizations may yet be discovered in or near the region?

It is ironic that Jaques' misfortune was the stimulus for the creation of the most successful settlement outside the Bubble there has ever been.

*Colonia: Eden, Evolved*

**Text:** J.C. Warren

**Images:** OrangePheonix, SebastianWehmeyer, StarFox

**Design:** McNicholl

**Thanks to:** Hagz, Hellium7

SECRET LIFE OF

# UUA

## BOMBERS

'Thargoid Radiation Treatment', or TRT, is the act of disabling a space station using only Thargoid Sensors (formerly known as Unidentified Artefacts, or UAs). One of the groups who have perfected this form of warfare is The Dark Armada. *Sagittarius Eye* had the opportunity to meet one of their leaders and discuss what the community at large calls 'UA Bombing'.

As many pilots have found out the hard way, ships need specialised corrosion-resistant cargo racks in order to safely transport Thargoid Sensors. The sensors maintain themselves by continuously extracting inorganic material from their surroundings, resulting in cumulative corrosion to the cargo hatch and other ship subsystems. Any ill-prepared pilots will find themselves watching their remaining cargo drifting off into space once their cargo hatch inevitably fails.

Lord Mysteron, and his group The Dark Armada, have perfected the art of safely collecting these dangerous artefacts and using them for their own nefarious purposes. The squadron dedicated to this dark art are known as the 'Shadow Wing'.

The Shadow Wing ships are highly optimised for the task. They run without shields or scanners in order to maximise their capacity for UAs, and their frame shift drives (FSDs) have been modified to maximise jump range.

One Shadow Wing Anaconda can carry up to 144 UAs per trip, collection of which usually takes over two hours. The work is time-consuming and tedious, Mysteron tells us, but the effects of a successful bombing are substantial. Upon delivery of all 144 units, a pilot can expect to make around 40 million credits.

Once a station has been successfully bombed, the station communication system announces that it is suffering from 'technical difficulties'. Everything shuts down: services like refuelling and repair are no longer offered,

**"The Shadow Wing rises from the depths of the void to strike at the enemies of the Empire"**

**– Lord Mysteron**

and outfitting workshops and shipyards all close. The station market is reduced to the barest of bones, with capacity only for trading critical items such as food and a few of the cheaper stocks available.

At the time of writing, application of meta-alloys, the strange materials yielded by the Barnacles, is the only known way to repair the damage caused by the Thargoid Sensors. Stations affected can remain in shutdown indefinitely if sufficient meta-alloys are not delivered, with the typical duration being at least seven days.

### Why knock out a station?

For the factions that control them, large orbital stations are fantastic money makers and instruments of economic control. Commodity trading, passenger traffic, and sale of exploration data all generate tax income and influence for the controlling faction. Not only that, but stations are typically where factions solicit the help of starship pilots in accomplishing their goals – usually via the Missions Board. Factions use the revenues from stations, as well as the help of passing pilots, in pursuing their strategic aims. Disabling the platform from which they do this has obvious strategic advantages for that faction's enemies.

### How many UAs does it take to knock a station offline?

That may sound like a joke, but a prospective bomber needs to know how many UAs to collect in order to disable their station of choice. According to Mysteron, it's simply a matter of population. The higher the population of a system, the more UAs you need to knock the target station offline.

Thargoid Sensors, like any other commodity, have a certain level of demand within any given system, which pilots can view in the trading interface of their heads-up display. The demand figure governs the sale value. When it comes to UAs, it also indicates how many are needed to disable the space station.

In order to sell the Thargoid Sensor, a station must have a black market. It is a criminal offence to sell or even possess them, as nearly every system in the Bubble has outlawed the UA trade. If caught, smugglers will find themselves with a hefty fine nearly equal to the value of the goods held.

Mysteron tells us that it is always advisable to sell a greater number than the demand figure of UAs into a black market, both as a margin for error and also to take into account the actions of other commanders (who may be selling meta-alloys into the station at the same time). Generally, 100 extra will do the trick.

For larger populations, it can take around 600 Thargoid Sensors to render a station completely inoperable. For populations greater than 10 billion, it may take over 1,000 UAs to knock just one station offline.





### A question of honour

What about the moral implications? Mysteron is keen to draw distinctions between disrupting stations for military or political means, and merely for disruption's sake.

"There are those who would shut down stations using UAs purely to cause chaos and strife in the Galaxy. They target well-known and well-used stations. These people have no honour," he told us. "What we do is direct retaliation for attacks against us (and the Empire)."

We wondered whether other spacefarers viewed the Dark Armada's activities in the same light. Surprisingly, Mysteron says that resistance is limited to a few pirates trying to interdict. "When flying a shieldless ship a pilot must be very certain of his skills to successfully avoid an interdiction," he explains. More important, when entering the target station, is to deploy heat sinks as needed in order to avoid being scanned by system authority vessels. The chances of being interdicted by a hostile Pilots Federation member are apparently very slim.

There is the danger of being interdicted by Thargoid vessels, but these generally turn out to be benign encounters in which the Thargoid vessel scans your ship and leaves it unmolested. This makes sense in what we already know about the Thargoids; as they are only interested in meta-alloys and occupied human escape pods, and will destroy a ship that refuses to jettison this cargo.

The chances of being interdicted by a hostile Pilots Federation member are apparently very slim.

Our time together drawing to a close, Mysteron left us with a cryptic and nihilistic message:

*There will always be war in the depths of the void and there will come a time when chaos reigns... This is not a bad thing, it is a necessary thing. Every Commander seeks a purpose, a cause: and war will come to us all in time, whether we wish it or not.*

### Secret Life of UA Bombers

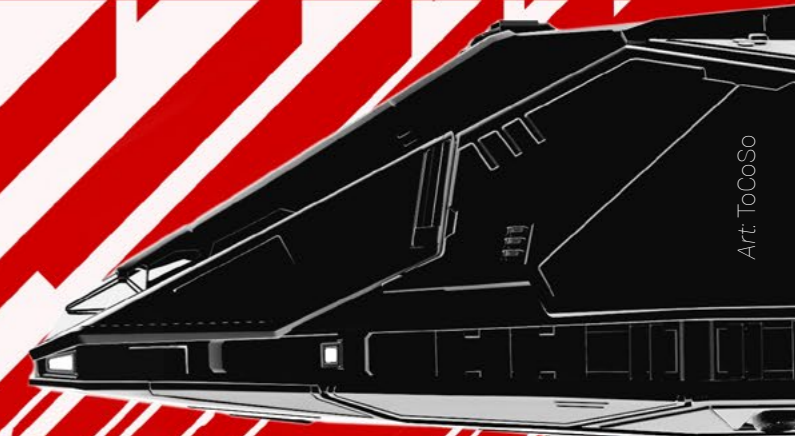
**Text:** G-Dubya

**Images:** Lord Mysteron, McNicholl

**Design:** McNicholl

**Thanks to:** Lord Mysteron, bluecrash

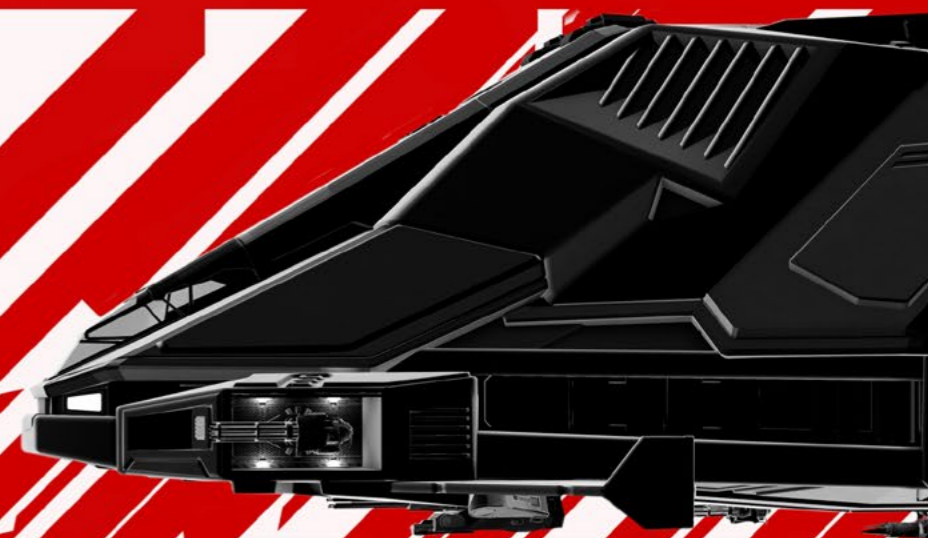
# DROP



# ASSAULT

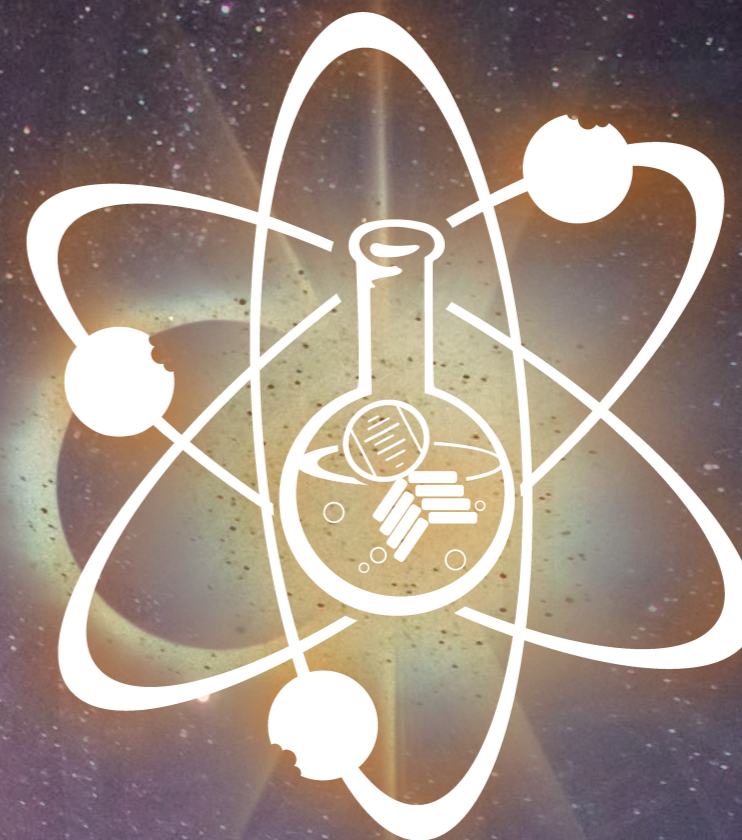


# GUN



**EVERY SHIP FOR EVERYMAN**  
ALSO RECOMMENDED FOR ALL WOMEN, WELL EVERYONE!!!!





# CANONN

## *SERVANTS OF SCIENCE*

One of the best-known factions in the Galaxy: Canonn Interstellar Research is the largest and most well-established independent science group within the Pilots Federation. This month, we recap the origins and significant discoveries of this band of pilot-scientists.

## CURIOUS BEGINNINGS

The combination of discrete elements into some other useful substance sometimes requires a catalyst, and in the case of Canonn Interstellar Research, that catalyst was the individual known as Dr Arcanonn.

His first major appearance was in an appeal for information posted on the Pilots Federation forum on the 28th of April 3301, calling for more research on topics arising from his adventures in the deep, such as rumoured alien artefacts and the mysterious Regor sector. At the time, Unknown Artefacts — now more commonly known as Thargoid Sensors — had never been documented and were the subject of much speculation. The interest was such that a prize was pledged of seventeen million credits for the first independent commander to find one.



■ A 'Barnacle Forest'

3301

The search for these new alien artefacts, as well as other rare objects, continued and in time, several dozen were found. In May 3301, it was noticed by researchers that the Thargoid Sensors made odd sub-space vibrations that were picked up and amplified by a ship's hull when being scanned. Incredibly, these were found to contain a simplified version of Morse code. These new discoveries led Dr Arcanonn to make an official announcement on 4th August 3301 of the formation of a group dedicated to studying this and other mysteries. Thus was born Canonn Interstellar Research, which soon after based itself at Thompson Dock in the Varati system.

"Some years ago the presence of aliens was treated as something akin to folklore: few believed, but those few set out to find what was then known as the Unknown Artefact," Dr Arcanonn told *SAGi*. "This loose band of allies grew into a movement, [and] that movement became the Canonn. I didn't consciously form the Canonn, it just grew from those humble beginnings and took on a life of its own."

Word spread fast that an organised group were delving into the mysteries of aliens and any strange artefacts found floating in space. Canonn, already substantial in membership at inception due to wide-ranging interest in these mysteries, grew quickly — no doubt helped by the curiously open structure that it has always maintained. Its membership reached into the thousands soon after.

On the 15th of September, the scientist Professor Ishmael Palin established a research program into these unknown artefacts. It was mysteriously shut down by Federal authorities on the 20th of September. During the public outcry that followed, Canonn invited Palin to join their ranks, but he declined, preferring to remain independent.

On the 15th of December odd bio-mechanical objects were found by Canonn members on various planets. These slightly resembled the Earth life form known as 'barnacles'. This discovery ignited a frenzy of speculation and research amongst the spacefaring community and propelled Canonn into the spotlight.





## 3302

Canonn's first dedicated research outpost was constructed in Col 285 Sector IX-T d3-43 on 10th of March 3302 and was named for the faction as the Canonn Research Institute.

On the 27th of May 3302, a new alien object variant was found, designated as the Unknown Probe. Meanwhile, various discoveries continued to pile up: a wreck of an alien ship in August, a ruin of an ancient alien civilisation in October (later identified as a Guardian site), and the non-sentient alien plant life discovered on Colonia 3 C A later that same month.

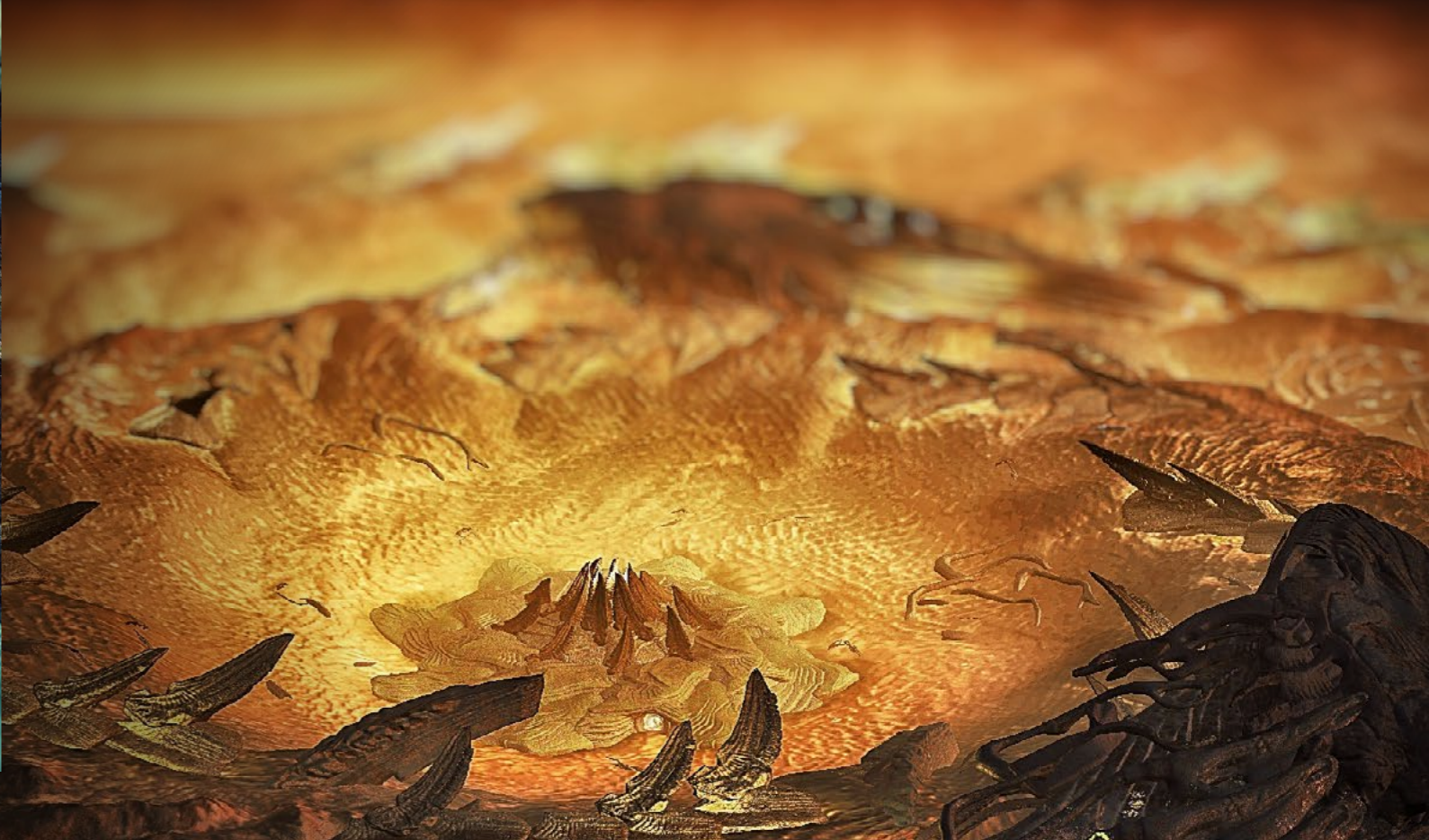
## 3303

The most dramatic event came in January 3303, when pilots travelling through the Pleiades star cluster began to be yanked out of hyperspace by unknown flower-shaped ships, now known to be Thargoid Interceptors. This became colloquially known as 'hyperdiction' and continued for several months without any hostilities between the aliens and those pilots unfortunate enough to be interdicted.

Canonn's research into these phenomena demanded new infrastructure, and so in May, a community goal was set to build a megaship. The *Gnosis* was completed on May 13th, 3303, and its maiden voyage was on September 25th of that year.

In the autumn of 3303, independent pilots traced emissions from within the Pleiades, leading a number of them to locate the first of several large, ominous, alien structures. Using the new information found within these Unknown Structures and the newly discovered Thargoid Links which were first discovered there, a total of 208 Thargoid sites were eventually located and documented by Canonn.

Some time later, on the the 27th of September, one Canonn scientist, Cmdr Panpiper, located an entire 'forest' of Thargoid Barnacles. Panpiper soon became known as the 'Barnacle Whisperer', for his extraordinary ability to quickly and reliably find Barnacles. These Barnacle forests were soon found in several different locations in and around the Pleiades, California and Witch Head sectors.



## 3304 AND BEYOND

Over the four years since the first Thargoid objects began appearing, Canonn Research has been at the forefront of the quest to document and understand them.

The highlights presented here are but a small fraction of the incredible and varied contributions made by this enterprising group of focused adventurers. A curious reader could spend a great deal of time learning the entirety of Canonn Interstellar Research's history. As our Galaxy reveals more of its hidden mysteries, no doubt the formidable minds and white lab coats of these spacefaring scientists will continue to lead the way.

*We have reached a point, a critical mass if you will, that ensures we will be on hand to find the truth no matter where things lead.* - Dr Arcanonn

**A total of 208 Thargoid sites were eventually located and documented by Canonn.**

*Canonn: Servants of Science*

**Text:** Icarus Maru

**Images:** SebastianWehmeyer, OrangePheonix, Jarminx

**Design:** LexMoloch

**Thanks to:** Dr Arcanonn



# SHIPS YOU DO FLY

A pilot's ship progression is as varied as there are commanders in the Galaxy. However, there are certain ships that are acknowledged as all-time best-sellers. Over a few weeks, we collated some of the results of informal polls in order to celebrate the most-loved vessels we all fly.



**HUMBLE BEGINNINGS:  
SIDEWINDER MK I  
FAULCON DELACY**

**W**e've all been there: a lonely commander, getting ready for your first launch in the small yet flexible Sidewinder. Made by famous ship-builder Faulcon DeLacy, the 'Sidey' allows a veteran commander to quickly jump to an Asp Explorer, but for a new pilot, it represents the means to learn to fly.

Some commanders take this wonderful little ship to the edge with engineering and use it for those missions in which data needs to move quickly. Famous engineer Felicity Farseer sells 'enhanced performance thrusters' at her planetary base in Deciat, designed for small ships. While there, pilots would be well advised to take advantage of her engineering facilities. With the best engineering and specialized outfitting, the Sidewinder Mk I becomes great for covert data delivery and can reach a cruise speed of 500 metres per second (m/s).

Though the Sidewinder is rarely purchased deliberately, it deserves praise as that ever-present, dependable ship we come back to when we commit the error of 'flying without a rebuy.'

A curious aside: this writer has never seen a new model, only second-hand examples. If any readers come across a brand new Sidewinder, do let us know.



**BET YOU'VE OWNED ONE:  
COBRA MK III  
FAULCON DELACY**

When they tire of the smell, aspirational pilots often hop up to a Cobra Mk III. At a great standard price of 350,000 credits with a 17,500 credit insurance, the Cobra offers excellent multirole features that make it better for mining and exploration but less optimised for combat or long-range haulage.

In terms of combat capabilities, the Cobra comes with two small and two medium hardpoints: a good arsenal for ships of this size. However, it can be easily outmanoeuvred.

The six internal compartments give it great versatility, though, and the relative size of its frame shift drive (FSD) makes it a good exploration vessel. Without any weapons, it can achieve a 30 ly jump range, with space for an auto field maintenance unit, advanced discovery scanner and detailed surface scanner. The Cobra Mk III regularly makes 'top ten' lists of preferred ships.

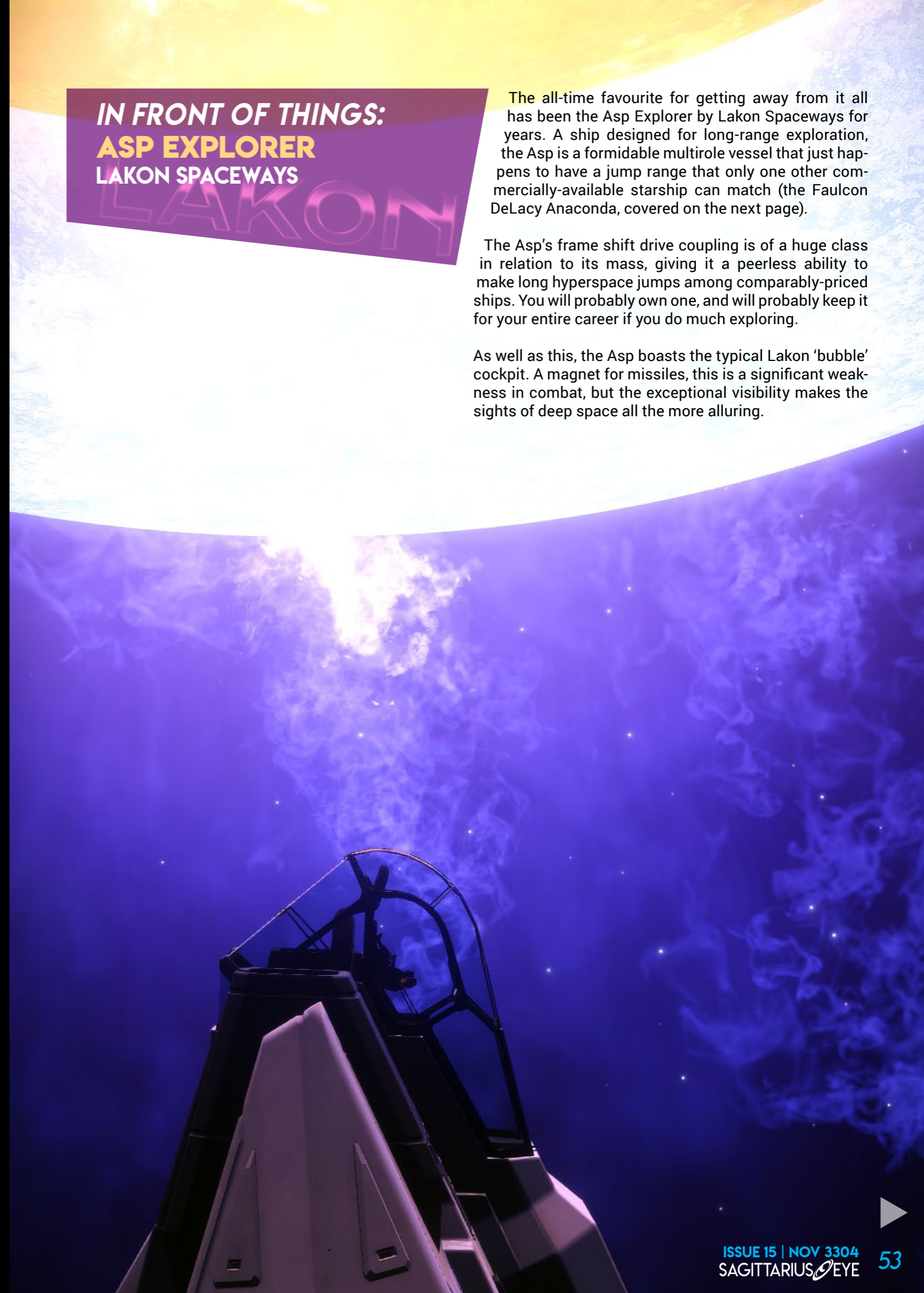
**IN FRONT OF THINGS:  
ASP EXPLORER  
LAKON SPACEWAYS**



The all-time favourite for getting away from it all has been the Asp Explorer by Lakon Spaceways for years. A ship designed for long-range exploration, the Asp is a formidable multirole vessel that just happens to have a jump range that only one other commercially-available starship can match (the Faulcon DeLacy Anaconda, covered on the next page).

The Asp's frame shift drive coupling is of a huge class in relation to its mass, giving it a peerless ability to make long hyperspace jumps among comparably-priced ships. You will probably own one, and will probably keep it for your entire career if you do much exploring.

As well as this, the Asp boasts the typical Lakon 'bubble' cockpit. A magnet for missiles, this is a significant weakness in combat, but the exceptional visibility makes the sights of deep space all the more alluring.





## MASTER OF NONE: PYTHON FAULCON DELACY

## CAN'T LAND ON OUTPOSTS: ANACONDA FAULCON DELACY

## WHAT DEFINES A CLASSIC?

Also a multi-purpose ship, the Python frequently tops Pilots Federation 'most owned' lists. Packed with capacious internal compartments, small enough to land at outposts and generously-endowed with hardpoints, there really is not much that this ship can't do.

It is a good mid-level ship for mining and trading, as large internal compartments allow for voluminous cargo racks and refineries. Three large hardpoints make the Python a respectable gunboat, and while its limited manoeuvrability means that it will never be a pilot's first choice in combat, with some attention from the Galaxy's Engineers this ship can easily scare off most aggressors.

In fact, for sheer versatility, the Python is really only bested by one ship...

For some time, this was the Grande Dame of the commercial ship scene. The Big Daddy, the unparalleled monarch of the spaceways.

The Anaconda is an old design, marketed by Falcon DeLacy as their ultimate multi-purpose money sink. It is enormous — 155 metres long — and eye-wateringly expensive at close to 150 million credits. The Anaconda is a starship the size of a town (with, some might comment, similar mobility).

Recently redesigned to allow the vessel to be piloted by one person, the Anaconda is close to the best at anything it chooses to do. In terms of raw firepower, no other commercially-available ship can match its eight hardpoints. Its frame shift drive alone is larger than many starships, and allows the Anaconda to jump further through hyperspace than any other vessel smaller than a capital ship at the time of writing, despite its 400 tons.

"The Anaconda can't use outposts/medium docks, making the Python a superior choice in many use cases," points out Commander Jmanis — and this really is the only perceived weakness of this behemoth.

Despite these ships' variety, common traits do emerge upon inspection.

"Jump range seems to be a major factor in choosing what ship to use," says Commander Robin of Spiritwood. "Additionally, cargo capacity and flexibility make a ship popular."

Another common trait seems to be being manufactured by Falcon DeLacy. This venerable shipyard has something of a pedigree in reliable, multi-purpose ships, eschewing specialisms in favour of broad appeal. Despite being known for a somewhat relaxed approach to 'user experience' — many brand new Falcon models still ship with tape holding wires in place — these ships form the backbone of many pilots' fleets.

The Krait Mk II, a recent addition to the DeLacy stable (reviewed in a previous issue of this magazine), epitomises this approach — and is fast becoming a future classic itself.

### *Ships You Do Fly*

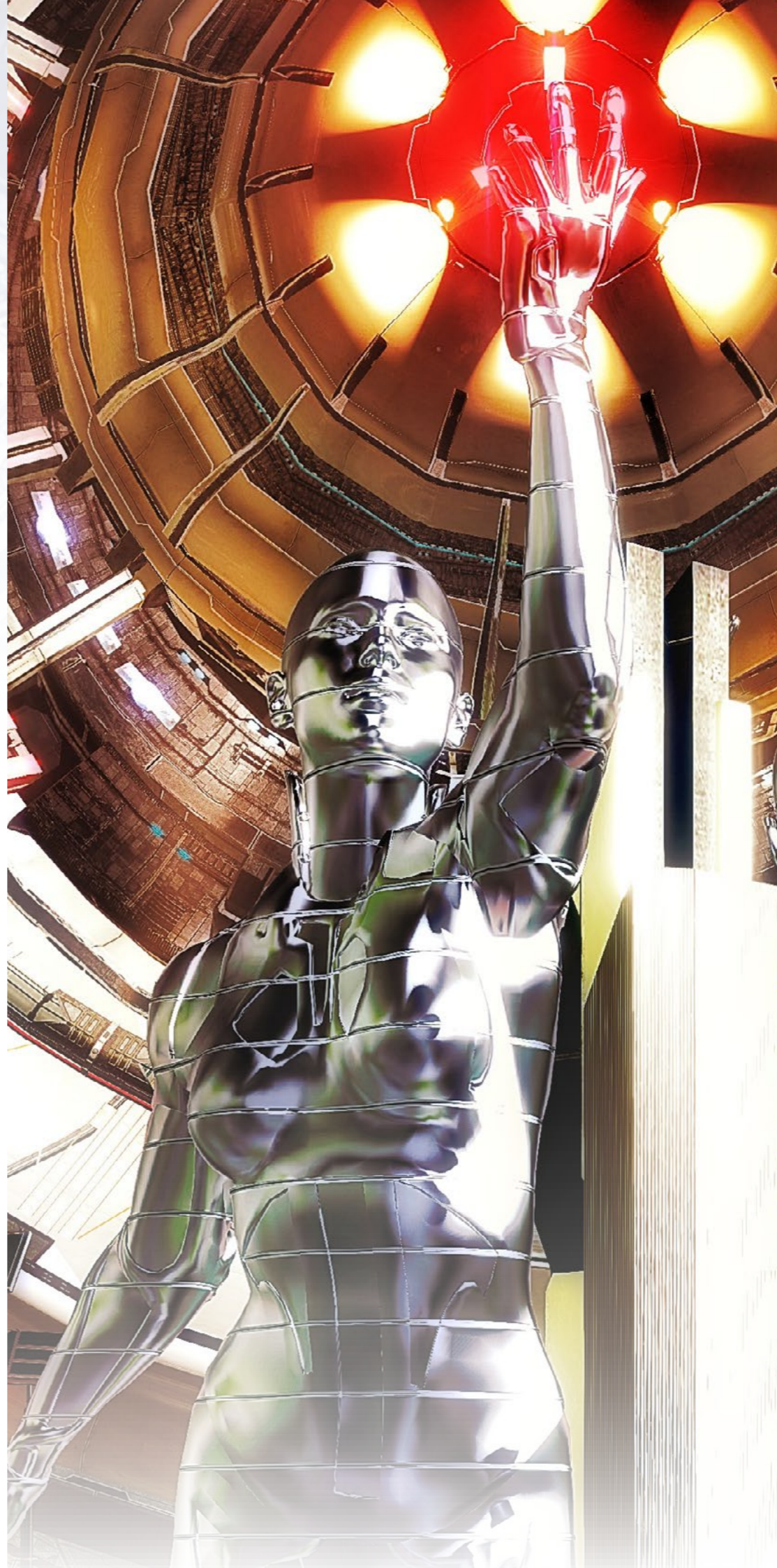
**Text:** buanzox, Souvarine

**Images:** Zer0axis, TolaakGrohiik, Nickweb85, SebastianWehmeyer, Hvacker

**Design:** LexMoloch

**Thanks to:** Jmanis, Robin of Spiritwood

# NOT THE FUTURE OUR ANCESTORS IMAGINED



As a species, our powers of prophecy are notoriously poor. The future we anticipated at the time of our first forays into space was often cheerfully free of pests like hunger, war and corruption. Thirteen centuries on, these old malaises are no closer to being banished. In this article, we take a look at our history and ask: is this what we expected?

**W**hen you were a child, did you think about the future? Perhaps you looked up at the sky and considered where humanity would be when you became an adult?

It might be that you grew up on a planet which had limited access to the interstellar highway. Or maybe you were raised on a farm, far away from the big city spaceports. Maybe those bright lights and tall towers were a remote dream, far from your everyday existence.

If you grew up as part of interstellar society, living on an orbital space station, a mining colony, or even aboard a ship, the cold reality of space was always lurking outside your window.

Looking back from where we've come can be a good way to measure our own – and humanity's – progress.

When the first colonists left Earth in the middle of the 22nd century, they were looking for an alternative future. The risks associated with long duration hibernation back then, before hyperdrives, meant that many pioneers went to sleep without any guarantee they'd ever wake up. Even if awoken successfully, those colonists knew they had to continue their lives without the friends or relatives they left behind.

The decades in slumber would be a kind of time travel: an opportunity to step into their own future, to live in a new time and a new place on a new planet as a courageous pioneer. Their footsteps would be the first in which others could only follow.

For people on those early ships, that time travel could be both a dream and a nightmare. One minute you close



Art: Blair Uaine

**“ ...centuries have passed and every skill you ever learned is out of date.**

your eyes, and the next: you open them, centuries have passed and every skill you ever learned is out of date.

This is why the Federation still tries to keep curious pilots away from generation ships and old sub-light speed colonial vessels. In many ways, the people living on those boats are an archaic curiosity, trapped between times aboard the dying hulks. Eventually, those who have not already finished their journeys may have to be rescued. But when they are, will they find themselves able to cope with the 34th century?

When those people all went to sleep, very few would have considered the possibility they would live again, in twelve hundred years.

At the time we first ventured into space, superluminal flight and instant communication were both thought implausible. These days we have frame-shift drives, cloning, printed organ replacement, instantaneous communication devices reaching out to the corners of the Galaxy,

and inexpensive personal transportation that can take us across that vastness within hours and days. Amidst archives of old hard-bound books, three-dimensional entertainment vids, and their various pieces of artwork, there is certainly evidence that our ancestors anticipated at least some of these things. But if they were hoping we would find a way to live in harmony, both with each other and with anything we might encounter in this vast Galaxy, they would have been sadly disappointed.

Individuals like legendary explorer Augustus Brenquith gave up their lives to explore the stars. Brenquith was one man in a modified Griffin-class freighter, on a “glittering quest” to discover new worlds. He sent messenger probes back towards Earth in the hope they would be found and his discoveries would be shared, but he couldn't know how many of his discoveries would later be colonised. Those that followed in his footsteps were better informed on what to expect, millions of miles away from home, but there was plenty still to encounter and learn about.





Art: Ian Baristan

Now, explorers use their hyperdrive-capable ships to travel further and further into the unexplored regions, returning in hours, days or weeks, rather than years or decades. But even then, they are only seeing a tiny portion of all there is to be seen.

We know the universe is vast, and we are not alone within it.

The Tau Ceti Dilemma of 2161 was the first occasion where human colonists had to make a choice between preserving a xeno-culture and extinguishing it in favour of their own interests. The result of that choice was the destruction of indigenous alien life on Tau Ceti 3 through hunting, at first a necessity and later a trade. There are many parallels between this and the extinction of indigenous cultures, animals and plants on Earth, but this was the first time humanity had destroyed life on another planet to satisfy its own needs.

When we consider those circumstances in comparison to our current situation with the Thargoids, there are many similarities. Each time humanity has faced adversity and

felt the need to murder to survive, it has always done so with little understanding of its target's motivation. This situation is no different.


We do not know what the Thargoids really want, other than to exist. We have no idea of their cultural codes or rules and no idea whether the violence meted out by their spaceships is intentional, retaliatory or simply a consequence of our proximity to them. How do they consider us? Are we a rival, or a bug on the forward canopy? Are we sport to be hunted, or an enemy who threatens their survival?

When considering our own civilization, our ancestors will have hoped their new colonies would be governed fairly and justly; with each man, woman and child having access to new opportunities and technologies, enabling them to live rich and varied lives. Perhaps this is the case in some places, but certainly not most. Poverty and crime are rife throughout human-controlled space. Corporations still exploit the weak, and politicians still lie and cheat their way to power. People still murder for profit, just as they have always done. The victims are

**“ Poverty and crime are rife throughout human-controlled space. ”**

faceless in their ships, their escape pods or even their Remlok suits as they drift away into darkness, hoping in vain for rescue.

However, there are countless new technologies, works of art, and monumental lives that have been lived between now and the time of our Earthbound forefathers. Each of these is precious and contribute to the positive legacy of humanity in our universe.

So 3304, with all its beauty, innovation, faults and flaws, cannot be the fully imagined future of our ancestors. No one could have possibly foreseen this beautiful, imperfect moment we find ourselves in. 

*Not the Future Our Ancestors Imagined*

**Text:** Allen Stroud

**Images:** Sebastian Wehmeyer, pSyren\_Farseer

**Art:** Ian Baristan, Iolair Uaine

**Design:** LexMoloch



# BLACK FLIGHT

## INRA COVER-UP AGENCY?

Their acts have been publicised throughout the Galaxy, their methods considered unorthodox, their intentions unclear. Very little is known about the shadowy military organisation hiding in the Pleiades Nebula that goes by the name of 'Black Flight'. Over time, some light has been shed on them, leading many to decry their methods and intentions. Who are they?





■ Communication hub Zeta 12 in Electra

**B**lack Flight, first observed by Commander Mykl Atrum, Canonn Interstellar Research's head of Archaeology and Technology, can be found in Relay Station PSJ-17 in the Celaeno system. Any approach towards the station will result in an aggressive response from the ships nearby, all of which are Elite. Rather than names, the pilots fly under specialized designations made up of incomprehensible letters and numbers, such as 'SVI-075C'. All of these ships are Diamondback-series, and fly in formation alongside the system security force.

What we do know is that the ships patrol the area for trespassers, and — should they spot any — give warning then quickly open fire. Should the trespasser take out the Black Flight ships, they issue a final wide-band report before they die to a recipient known as 'Command':

*Site breached, flight lost. The data is in the open.*

The data they refer to is in the form of uplink logs scattered around the station. Pilots can use their data link scanners on these to reveal more about the enigmatic organisation.

### Uplink Data

The data found on Relay Station PSJ-17 sheds light on several horrible acts apparently committed by Black Flight as well as providing solutions to a few long-standing mysteries. The first uplink is a missive from 'Command' to a ship designated *Recon 6*. The log reveals that *Recon 6* was in the system HIP 17746 when transmissions from the ship were suddenly cut off. The last fragment received mentions an encounter with some unknown lifeform.

When visiting this system, a pilot can find a crashed Diamondback Explorer with a scannable data point. The log is partially corrupted, but reveals that *Recon 6* was being chased by a Thargoid, and had discovered a signal that does not match any known language. The last distinguishable words are:

*...at Pleiades Sector OS-U c2-7..... I repeat, site is awake...*

It was discovered soon after finding this ship that there is, indeed, a Thargoid site in this system.

The second uplink at Relay Station PSJ-17 reveals that Black Flight targeted the survey vessel *Victoria's Song*. The message instructs 'Black Flight 12' to apprehend the crew for questioning at 'Overlook' — and to kill them if they refuse to comply. The megaship *Overlook* is apparently in the permit-locked system HIP 22460 but this remains unverifiable for obvious reasons.

“ Their motives are clearly to obfuscate, silence and hide...

Should a pilot visit the survey vessel *Victoria's Song*, they will find it severely damaged. Scanning the ship's logs shows that the megaship was attacked by an unknown security force for no discernible reason. The logs also hint that the crew had almost certainly found another Thargoid planetary site:

*We've stumbled onto something big. I don't know what it is, or who built it, but we've definitely hit the mother lode. Aries Dark Region DB-X d1-63 is gonna have our names on it.*

Again, detailed scanning of the system reveals yet another Thargoid base. The uplink describes the attack upon the megaship — in the background audio, a shattering of poly-glass can be distinctly made out.

## Listening Posts

All around the Bubble can be found mysterious satellites called 'listening posts'. These odd devices monitor the area and presumably report what is happening nearby. It is unknown who owns or controls these platforms, but an unsettling uplink taken from the Black Flight station in Celaeno gives reason to believe that they might be behind some or all of them, or at the very least have access to their functions:

*Pleiades Sector IH-V c2-5 1 Log: listening post signal data... Unknown Subroutine NNP-292-A detected... Signal match detected in HIP 17125... Partial decryption achieved... You can't just arrest us, we haven't done anything wrong... This is a registered survey mission, we have all the paperwork... please listen to me... No... Please... We're an unarmed survey team... Please...*

*Black Flight 12 to Command: site secured. Clean-up underway... Beacon signal interrupted...*

## Communication Hub Zeta 12

Orbiting the fourth planet in the Electra system is a station called Communication Hub Zeta 12. Upon exit from supercruise, two ships with Black Flight designations drop in and open fire. If the curious pilot manages to take them out and scan the station's uplinks, they will find that the crew of this station discovered yet another Thargoid site. Armed men later came, telling the inhabitants that they were being sent home and that the station was being automated.

These men had said that they were from 'head office' and had been sent to bring everything under control. But as the crew watched, they noticed the men deleting all the data from the station. Not just on the discoveries, but

everything in the computer's memory. The log details how one member of the station staff suspected that the soldiers weren't from head office at all, and secretly put some of the data in an off-line core for safe keeping. After this, while it seemed that the crew were to be sent home, the narrator believed otherwise. Since the crew seems to have disappeared afterward, their fate cannot be determined.

## All Just A Cover-Up?

The data contained in these logs points at some dark and sinister purpose. Black Flight could be INRA or Aegis agents working to cover up all previous information gathered concerning the Thargoids after they supposedly withdrew — after all, all records recovered from places they attacked detail Thargoid discoveries in some way. Upon the crew of *Victoria's Song* finding a Thargoid site, Black Flight came in to silence them once and for all. When Zeta 12's crew found another, once again Black Flight stormed in to remove them and purge the data.

Was Black Flight just INRA's or Aegis' best hope at attempting to keep the return of the Thargoids from leaking out into the public, and in so doing, prevent mass chaos and panic? Eventually, with the immensity of their operations gaining so much public attention, the jig was up, and all they could do was bury their actions as best they could.

Whatever Black Flight is, it is shrouded in a blanket of deniability. No one has yet been able to link them to any specific superpower. Their motives are clearly to obfuscate, silence and hide the reality of our dealings with the Thargoid adversary — but it continues to remain unclear for whom they do so.



# Dream Big fly high

Art: ToCoSo



# WORLD CRAFT RESORT

WHERE ANYTHING IS POSSIBLE

*Black Flight: INRA Cover-Up Agency?*

**Text:** Icarus Maru

**Images:** OrangePhoenix, Pexels

**Design:** LexMoloch

# LAVE REVOLUTION

## Audio Drama

The revolution on the planet Lave in the historic Lave system in 3265 has been much commented upon by analysts over the last few years. The story of the brutal and manipulative Hans Walden has become legend, and the system itself has attracted sightseers in their hundreds as a result.

In August this year, new audiologs came to light detailing the remarkable events preceding the revolution in startling clarity. Expertly assembled by historians Commander Thane and Allen Stroud from flight recordings, first-hand accounts, station security feeds and surveillance logs, *Lave Revolution: Audio Drama* tells the story of enigmatic Pietro Devander, amoral pirate Heldaban Kel, ruthless Dr Hans Walden and the many other figures pivotal to the events of that fateful year.

Revisionist historians will find much of value here. Stroud is ungenerous in his account of Hans Walden; but as Administrator of Lave Station, he is well-placed to pass verdict on a divisive local figure.

The personal journeys that the memorable characters are swept along, against the background of high-stakes political intrigue, are arresting stuff. The voices of roguish pirates, beguiling Imperial double agents, conscience-stricken bureaucrats and Federal spies all jostle for singular attention. In total, the recordings last for around five and a half hours — perfect listening for long interplanetary cruises.

Sadly all those involved have either disappeared or died since the logs were recorded, but unverified reports of Heldaban Kel in the Lave system do persist.

Pick up your copy from the nearest [historical data repository](#).

*Lave Revolution: Audio Drama*

**Text:** Souvarine

**Images:** pSyren\_Farseer, WDX

**Art:** Bruce Myers, Lisa Voo

**Design:** LexMoloch

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