

ISSUE 6
FEB 3304

SAGITTARIUS EYE

TIMELINE

THREE TRAILBLAZING YEARS

CANNON

TERRORISTS AND WARMONGERS?

IN THE SHIPYARD

RUMOURED SHIPS FOR 3304

SIRIUS CORP

PROFITS

BEFORE PILOTS?

**CURRENT AFFAIRS:
SAVING THE ENIGMA
OPERATION IDA**

5CR



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SAGITTARIUS EYE

Wilfrid Sephiroth



The first month of 3304 has elapsed without leaving much of a trace. We have become callously accustomed to the Thargoid attacks that—with disturbing regularity—continue to plague the Pleiades sector, and human affairs in the Bubble carry on without much disruption.

So for this February Issue of *Sagittarius Eye* we have chosen to look backwards, recounting and analyzing the events in our past that shape our present. A detailed timeline, summarising the turbulent events that have shaken the Bubble's political landscape from 3300 to the present, sets the stage for in-depth critical reports on the development of two very different but extremely influential organizations: the Sirius Corporation and the Canonn Research Group.

We would be remiss not to keep our eye on current affairs though, and so we bring to your attention two praiseworthy initiatives that have emerged from the goodwill of independent Commanders of the Pilots Federation. Moreover, we take a brief look at the future in our 'What's On' column, as well as speculating on new upcoming ships and technology.

Although this wasn't the most eventful of months for our galaxy, it has been a busy and exciting period for the *Sagittarius Eye* editorial team. We have undergone some major internal restructuring in the wake of an influx of new and eager reporters and artists who have joined our team—as you can see from the longer list of contributors overleaf. This new and energetic editorial team will allow us to turn some ambitious new ideas for the future into a reality.

The first issue of *Sagittarius Eye* was published just over six months ago: something of a minor milestone for us, and a goal that would not have been possible to achieve without the overwhelmingly enthusiastic feedback we received from our readers. We think that we have slowly but steadily improved the look, feel, and content of our magazine over the last six months, achieving a well-defined editorial identity. The next big milestone now lies six months ahead of us: we hope that our growth will continue steadily, and we will endeavour to keep bringing you high-quality and insightful content.

Thanks for your support!

Correction

In our review of the Lakon Type 10, published in the January issue of *Sagittarius Eye*, we had criticized the manufacturer for having equipped their new ship with an underperforming Class 6 power distributor, as well as for having somewhat forsaken the Type 9, made obsolete by the newer model. Lakon has once again proven itself an attentive company—mindful of the opinions of its customers—and has recently announced that the Type 10's power distributor will be upgraded to a Class 7, and that the Type 9 will be equipped with an additional size 8 optional internal slot, significantly increasing its cargo capacity. Although our complaint was simply voicing the opinions of many, we would like to personally thank Lakon for their prompt intervention.



CURRENT AFFAIRS

- 2** The Race to Rescue the Enigma
- 6** Operation IDA
Saving the Pleiades
- 10** The Federal Reclamation Co.
The Thin Red Line
- 14** Perez Ring Brewery
The Next Galactic Power?

SHIPS

- 34** Rumoured Ships and Modules

EVENT

- 24** What's on?

HOT RODDER

- 38** Ichor



18

Sirius Corp
Profits Before
Pilots?

COVER STORY



26

ED Timeline
Three Trailblazing Years



30

Canonn
Terrorists and Warmongers?



FEATURE



THE RACE TO RESCUE

THE ENIGMA

TEXT: Mini_Watto PHOTOGRAPHY: DJTruthsayer, Mini_Watto

“ Within mere hours, it had been decided that this was not how history would look upon the fate of the Enigma Expedition. ”

On the 12th of January, a fleet of 577 ships gathered at Jackson’s Lighthouse. Their mission: deliver medical and tactical data to Colonia; more specifically, the megaship *Dove Enigma*. With Thargoid activity on the rise and the threat of inter-species war at the forefront of people’s minds, many are now beginning to turn their gaze toward Colonia. In the event of such conflict, the ever-growing bastion of humanity some 22,000 light years away is likely to be the destination of uncountable refugees.

Many of humanity’s finest medical minds are today struggling to deal with the injuries suffered by victims of the strange organic spaceships that have begun attacking Aegis facilities in the Pleiades. The data carried by the Enigma Expedition fleet was to be vital in coping with the crisis.

However, as it always has been the case throughout history, there are some among us who would thwart our efforts. It was reported on the 30th of January that the relief mission’s destination had been sabotaged.

Through local black-market facilities, a number of Thargoid sensors (formerly known as unknown artefacts, or UAs) were smuggled on board the *Dove Enigma* megaship, where they caused the vessel to

start malfunctioning. This threw the entire mission into jeopardy—the fleet’s arrival date sat a mere two days after the sabotage occurred. Hope for the expedition seemed lost.

However, the events that followed can only be described as one of the most remarkable displays of solidarity in our recent history.

As word of the sabotage came back to the Bubble, many observers felt compelled to do something about it. Within mere hours, it had been decided that this was not how history would look upon the fate of the Enigma Expedition. So much careful planning and effort for such a noble cause was not going to be wrecked by the work of a poisonous few.

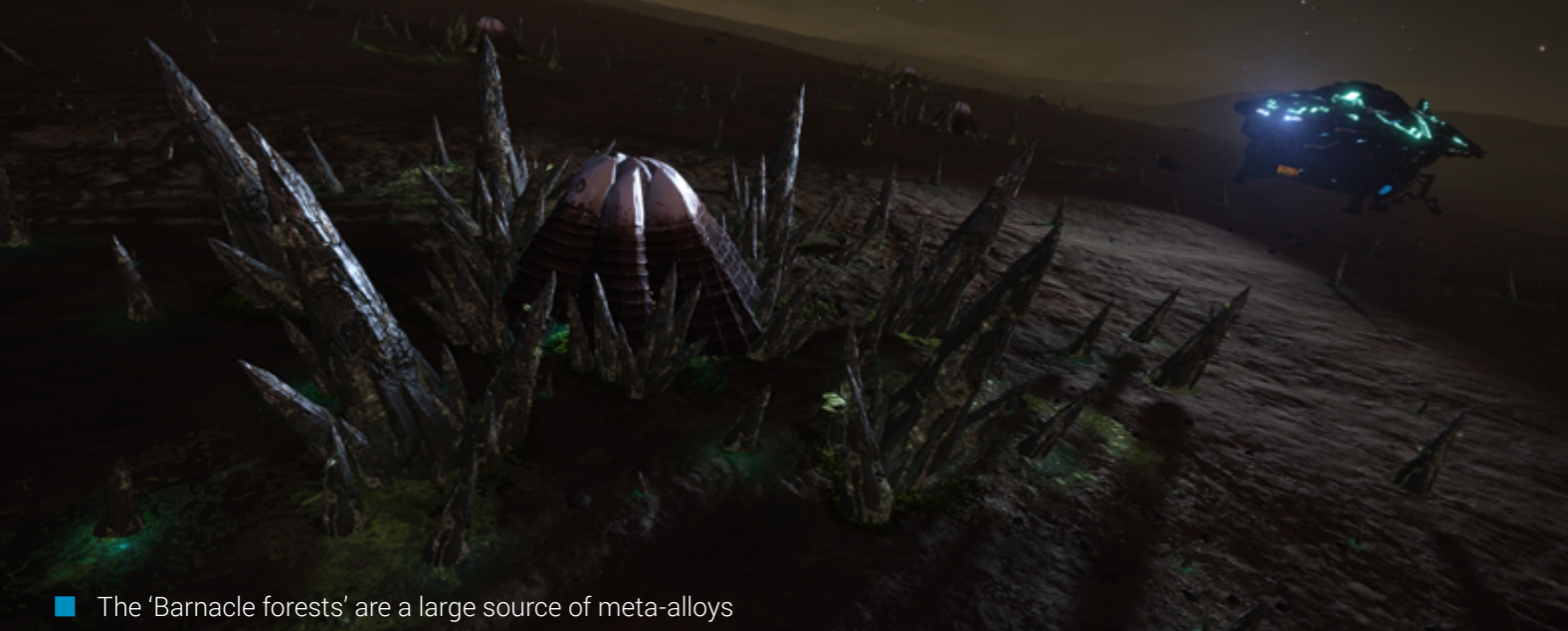
This turn of events was not going to be accepted.

Pilots plotted their routes to the Pleiades, in search of the expedition’s salvation: meta-alloys, the strange fruit of the Barnacles that litter airless worlds in the Pleiades. Some sought out the Barnacle forests. Others, at great personal expense, travelled to Darnielle’s Progress in Maia—where the meta-alloys are stockpiled—and purchased large batches to be delivered with dedicated haulage vessels.

Over a period of less than twenty-four hours, one of the largest independent fleets in the history of humanity had begun what would be for some the most arduous journeys of their lives—nearly totally spontaneously. Pilots from both the Imperial and Federal navies, along with Alliance operatives and independent Commanders, all worked

■ Commander DJTruthsayer’s *Anaconda*, the *Ledley King*, made the journey to Colonia in eighteen hours





■ The 'Barnacle forests' are a large source of meta-alloys

together without regard for rivalries or allegiances. This was an expression of solidarity for humanity as a whole. In total, some five to ten thousand courageous pilots had decided to undertake the race to save the *Dove Enigma*.

The rescue fleet began to arrive in Colonia within only twenty four hours from conception in mere trickles, as the vanguard of the armada arrived in highly engineered vessels designed for exploration. Some of these pilots had not even slept in order to reach their destination in time. Quickly though, the trickle became a torrent, as thousands of meta-alloys began to flood into the *Dove Enigma*. The station engineers worked tirelessly as supplies arrived to bring station services back online and protect the vessel from further Thargoid sensor interference. Not a moment too soon, *Enigma's* mission had been rescued.

The expedition fleet arrived shortly thereafter at the repaired megaship. Their mission complete, they delivered the essential data to the waiting Colonia medical officers.

Commander DJTruthsayer was amongst the 'Enigma Armada'. As the leader of the Sovereignty (a powerful organisation governing the Brestla system and its environs), he was well-placed to leverage support for the initiative.

He didn't leave the bridge of his Anaconda, the *Ledley King*, for over eighteen hours. Coordinating with his comrades in the Sovereignty, 349 tonnes of meta-alloys were rapidly loaded aboard his ship. No sooner had his limpets collected the final tonne than he pointed his ship out into the black. The heavy payload reduced his vessel's jump range significantly, but just after midday on the 31st of January he arrived at the *Dove Enigma* to deliver his cargo. SAGi caught up with him in the hours after the rescue was completed.

"There was outrage at first, followed by a sense of directed purpose—there was a problem, and it needed

“ It was, unquestionably, one of the greatest displays of human determination and defiance we have memory of.

fixing, quickly. So we decided to fix it. We took our ships and dealt with the problem, because that's what Commanders do.”

This is but one example of the brave actions that were taken over that two-day period. It was, unquestionably, one of the greatest displays of human determination and defiance we have memory of.

There will always be those who try to hold us back. Historians remember those skeptics who, 1,400 years ago, told Wilbur and Orville Wright that humans were never supposed to fly. Today, we have the power to cross our Galaxy.

Let it be known: if one person wishes to shout 'No', there will be thousands who will shout back: 'Yes'.

Mini_Watto

An experienced combat pilot, Mini_Watto can usually be found in San Tu duelling with Commanders from all walks of life. Constantly tinkering with the pride of his fleet, *Ichor*, a *Ferde-Lance*, he is always looking to improve his ship's capabilities. As a member of Paradigm, a collection of like-minded Commanders, he seeks to be the best pilot that he can be. He aims to pass on some of his knowledge to readers of SAGi, and hopes to increase the popularity of modern combat sport. Prior to his piloting experiences, he became a qualified astrophysicist and worked in the field for a number of years.





Operation IDA

Saving the Pleiades

As every reader will know at this point (and if you don't our last issue will help you get up-to-speed!), the Ammonia-based aliens have been crawling all over the Pleiades for a while now, and recently they've started hitting back against all us space monkeys out there. The jury remains firmly out on 'who started it', but started it has been.

TEXT: Louis Calvert PHOTOGRAPHY: Sagittarius Eye

Recently the Thargoids have been conducting hit-and-run strikes on our stations in the area, killing thousands of people and severely damaging the infrastructure vital to a functioning interstellar economy.

After the brave and desperate rescue missions flown by thousands of pilots to evacuate people from the burning stations, the time has come to total up the material damage. Each station requires thousands of tons of repair materials, and at the time of writing there are eleven stations in desperate need of repairs. It is a daunting and seemingly insurmountable task.

While most people were still reeling from the attacks and discussing the enormity of the task ahead, Cmdr Fett_Li quickly organised Operation IDA with this simple statement:

As many of you are probably aware, there are many damaged stations out there. I'd like to start a loosely organized group of pilots that aims [to] start to repair said stations. In my

eyes, there is nothing to discuss about this. There have been civil stations attacked and although AEGIS' intents can not clearly be judged as good or bad, their stations are part of a critical infrastructure in the Pleiades Region and home to many civilians.

The response was immediate, and extremely positive; Pilots from all over human space started signing up and Cmdr Fett_Li quickly set up a virtual space to help organise teams. The first objective for Operations IDA was to get a single station up and running: The Oracle, located in the central Pleiades Sector IR-W d1-55.

We were lucky enough to get a few minutes with Cmdr Fett_Li while he was organising the next shipment to the beleaguered station. The Commander met us aboard his Type-10 Defender, the new ship already showing signs of wear and tear and what looked like large-calibre munitions dents in the thick armour.

Fett_Li is looking somewhat frazzled, and there are at

least five datapads piled up on the console showing various market breakdowns and shipping routes. The main display shows his virtual meeting space, with a long list of fellow Commanders discussing the current supply numbers and best routes to follow. Sucking coffee from a zero-g squeezebulb Fett_Li closes down the console and rolls his shoulders before our meeting. It's clear that the efforts to organise the station repairs weigh heavily on him.

Thanks for taking the time out of your busy schedule to talk to us. Some people have said that the stations require an impossible amount to repair, but you clearly believe it's possible. Is that blind faith or did you work it out mathematically?

My faith is limited. It's more about getting the repair-engine started. In the end: Those numbers are finite and have been hauled before. How hard could it be? At least—that was my first guess. Later, I checked how many Cutter runs it'd take to repair one station. About 15,000. If we have hundred Commanders doing 10 runs per day it takes 15 days. All of that doesn't sound too unreasonable, doesn't it? But in the end, let's remember: Those numbers are just finite.

At what point did you realise there needed to be a significant organised response to repair the stations?

It didn't realise that it was needed. I just saw the lack of it and enjoyed the thought of it. I wouldn't have imagined that we can get about one hundred and seventy five Commanders joining us in just twelve days. I hadn't planned anything. I just wanted it to get started!

Do you have a priority list to work on? Obsidian Orbital is obviously a key touchstone for many people in the Pleiades, is that next on your list?

We definitely have a priority list! Right now we're working on The Oracle. It was the first station to be damaged and the numbers are moderate there. We saw the opportunity to prove the possibility of repairing a station to the Galaxy. We're loosely planning to repair Cyllene Orbital next. It's a refinery station which is badly needed for repairing other stations. We're yet planning to repair Obsidian Orbital. As it stands, there are enough people getting it on the way. Doesn't seem like they need our help at the moment. And a bit of competition is always a good motivator. Let's see who finishes first!

This is obviously a huge project to organise and coordinate. Who has been helping you out with this?

There are two Commanders standing out. That are Cmdr Ninj and Cmdr Relix Typhon; those two had a loose group ongoing before Operation IDA was founded. We relatively quickly came to the point that it'd beneficial to both operations to work together cooperatively. That was a key



■ The Oracle under repair

moment and a huge boost for motivation.

Also not to forget the Hutton Orbital Truckers. I guess most of us know those Commanders for their dedication to moving large piles of commodities so I reached out to them and asked whether they'd join our operation. They did! They have a separate internal project that broadcasts our priorities to their members. That's a huge plus. Also the 77th Federal Strike Division offered to do caravan protection jobs—in case there are bad guys out there. It's good to have them covering our back. And last but not least, I think Cmdr Obsidian Ant did a very important job of covering us in the news. That led to about one hundred Commanders joining us in one day. Without him we would have never been able to grow that fast.

Before you started this crusade, what were you up to in the Galaxy?

I was more engaged in helping the Alliance grow. I was doing classified operations for the AEDC to spread some freedom in the Galaxy. But that should not get mixed with Operation IDA—it has nothing to do with each other. I think for this Operation, we need to stand together as humans to work for some humanitarian relief. We don't care what the Commanders joining us did before or will do in the future. Right now they're basically improving the lives of thousands of others.

To anyone wanting to join Operation IDA—what's the best way to get started?

Search on the public message boards for Operation IDA and you'll find us.

At the time of writing, these were the totals compiled by Commander Factabulous and updated daily:

Station	System	Needed	Supplied	Completed	Completion
Hudson Observatory	HIP 17694	7,887,213	1,249	0.0%	17 years
Obsidian Orbital	Maia	8,632,424	141,674	1.6%	8 weeks
The Oracle	Pleiades Sector IR-W d1-55	8,758,480	84,380	1.0%	3 months
Reed's Rest	Merope	9,214,683	1,816	0.0%	13 years
Bao Landing	HIP 17497	10,341,546	847	0.0%	33 years
Cavaliere	Electra	12,275,808	31	0.0%	1084 years
Liman Legacy	HIP 16753	13,333,844	0	0.0%	never
Cyllene Orbital	Atlas	14,922,070	210	0.0%	194 years
Copernicus Observatory	Asterope	15,867,236	1,066	0.0%	40 years
Artemis Lodge	Celaeno	18,181,028	3,549	0.0%	14 years
Titan's Daughter	Taygeta	23,618,901	0	0.0%	never

■ A Commander inspects vital cargo



These illustrate the enormity of the task ahead!

On Operation IDA's virtual meeting space you can find lists of supplies needed, as well as frequently updated recommended starports to pick up the goods necessary. Recently we received word that Canonn's megaship the Gnosis is making a jump back to the Taygeta system to help with the repair efforts.

Many argue that what humanity does best is go to war, and there certainly is ample evidence for that. But there is also a massive and growing body of evidence that humanity's true strength lies in our ability to band together against apparently insurmountable odds, and pool our collective efforts to achieve something astounding. The pilots of Operation IDA and the other groups tirelessly shuttling materials to the wounded stations are proof positive of this resolve.

Louis Calvert

...enjoys nothing more than exploring the facts behind a mystery and getting to the 'truth' of the matter. Not disciplined enough for a career in the Sciences and not dedicated enough for a career in Law Enforcement, his only recourse was to become a journalist. He can be found chasing a story in his battered Cobra, the *Hot Needle of Inquiry*.



The Federal Reclamation Co:

The Thin Red Line



With the retreat of the Federal Navy from the Pleiades sector, beginning on the 7th October 3303, many Federal citizens who occupied the few starports in the area were left unsure of their fates. Paranoia and desperation multiplied amongst these citizens as reports and later confirmations of the return of the Thargoids came to light. These Federal citizens, alone and afraid in the black, waited defeated for the new year and the Thargoid swarm to come to their door.

TEXT: R.Sharpe PHOTOGRAPHY: FRC

But death and destruction did not come. Instead, the brave Commanders of the Federal Reclamation Co. (FRC) flew out into the black, hardpoints ablaze with fire and plasma to hold back the horde, allowing vital supplies to be transported to the most distant communities in the Pleiades Sector.

The FRC is a Federal-aligned corporate government that, instead of claiming one system as their home, work across the entirety of Federation Space, in an attempt to aid any Federal pilot or Citizen in need. They also mount regular excursions—numbering around twelve pilots in total—to areas within the Pleiades Sector where Thargoids have been spotted. The most recent mission was on January 20th 3304.

Why would this Federal aligned government pick up the work that the Federation itself abandoned?

The answer is Cmdr Mackenheimer, Squadron Leader of the FRC organisation and the pilot credited for organising the group's first anti-Thargoid operations. *Sagittarius Eye* spoke to Cmdr Mackenheimer, to ask how the Federal Reclamation Co. got itself involved in the affairs of the Pleiades.

Our attacks on Thargoids are a part of our overall directive to protect Federal citizens. The very first Thargoid attacks were on Federal Navy vessels and for a long time Federal ships were the only ships attacked by Thargoids. I predicted that they would only grow more bold and aggressive, and have been proven correct again and again.

Although I was the one who started our anti-Thargoid activities for the FRC Many members of the group are involved in planning and participating in our ops. The latest one was organized by Cmdr Ender Prize.

It would seem, then, that this shift of attention towards a response to the Thargoids in the Pleiades is not an abandonment of its duties within Federal Space, but rather an extension of its operational reach. A soothing thought for any readers who regularly rely on FRC support in human space.

Yet is this what is to be expected of a faction in 3304—to be stretched between protecting helpless pilots within inhabited space as well as those on the Frontier? A cynical observer could reasonably ask why the superpowers themselves are not shouldering this burden. Are they expecting a Thargoid incursion into the Bubble?

■ Basilisk succumbs to the power of the FRC

To be honest, I'm a little disappointed at the Federations response. I know that Hudson is the only leader truly advocating force against the Thargoids, but the Federal Navy still withdrew from the Pleiades Sector. I think that was a mistake. I recognize that Farraguts are vulnerable to the EMP fields, but smaller craft can be protected. There's thousands of Federal citizens out there that have been left to fend for themselves. I do my best to protect the few that I can and the FRC does its part to make sure supply lines stay open. We've been asked to choose between Federal citizens, not between human lives or alien lives. To me it's a no-brainer. How Hudson can see it another way is beyond me.

The Thargoids seem content to stay in 'their' territory—a bubble 165ish light years around Merope. They appear to be consolidating their forces. They are studying us as much as we are studying them. It's only a matter of time before they start incursions into the Bubble. They don't seem to recognize territory in a human way. I think the only way to dissuade them from moving towards the Bubble is overwhelming aggression from humanity. If they could or wanted to communicate with us they would have done so already.

Coming from someone who has been in constant conflict with the aliens since last year, this is a sobering thought. Yet the Commanders of the Federal Reclamation Co. are not alone; over the last few months the galaxy has seen a huge increase in members of the Pilot's Federation taking part. For these daring pilots, Cmdr Mackenheimer has these words of advice:

To fight the Cyclops variant solo you will want a Anaconda A-fit at minimum, heavily engineered if possible. Four large AX multi-cannons (fixed if you are ok with fixed, turreted if not), two flak launchers and two small turreted beam lasers. You need a Xeno Scanner, Shutdown Field Neutralizer, a heatsink and a lot of shield boosters. For internals you want the biggest Bi-Weave or Prismatic Shield Generator possible. A couple of 6A Shield Cell Banks, a Class 6 fighter bay, and the rest all Hull Reinforcement Packs and Module Reinforcement Packs.

Remember that they're not invincible. Don't throw your life away—if you get below 50% hull, leave! High wake if you have too. The swarm is the main threat, so deal with it first. Practice makes perfect. Only the best of the best can solo a Cyclops on their first try. Stay positive!

As a closing statement, Cmdr Mackheimer had this thought to share with the Galaxy:

I would just like to remind everyone that the Thargoids attacked our stations and they take our occupied escape pods every chance they get. Those people are never heard from again. These are someone's son or daughter, mother or father, husband or wife. Remember that when you choose to believe that they come in peace, or that we started this war.

KNOW YOUR STARPORTS

KNOW YOUR CORIOLIS FROM YOUR ORBIS



OUTPOST
(NO LARGE PAD)



ASTEROID



MEGA-SHIP



CORIOLIS



ORBIS



OCELLUS



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PEREZ RING

Not many can say they remember the date when, in late 3301, a small family-run brewery started the sale of beer in the LHS 2637 system with a population of barley 11 million people.

Today, few can say they haven't heard of the multi-system corporation which has boomed in the Alioth Cluster. As of the 3304 census, an incredible population of 55,509,809,319 souls live on worlds and stations governed by the Perez Ring Brewery (PRB), making it the most populous minor faction in human-inhabited space.

TEXT: R. Sharpe PHOTOGRAPHY: Aid

Perez Ring Brewery: The Next Galactic Power?

In this exclusive report *Sagittarius Eye* was able to secure a few words with members of '[Aid]', the group of directors solely responsible for the Brewery's success.

It only takes a few minutes of conversation with any faction leader to determine that expanding one's governance into another system is a logistical nightmare fraught with dangers and setbacks. Yet for [Aid], expanding operations into new star systems have been perfected into a near art form. But being the biggest faction by population size was not an initial goal for the group:

Becoming the most populous faction was not a concrete goal of the PRB. During our humble beginnings in LHS 2637 the sale of Perez Beer was originally supposed to be financing auxiliary operations of [Aid]. The newly-founded company was however so successful that it quickly developed into an important stabilizing factor in the region. Since then, both humanitarian as well as economic interests

have been driving our expansions. Possible target systems for expansion undergo an extensive analysis of different factors such as the situation of the markets, but also social conditions are taken into account. So the PRB liberated, to give some examples, Orishis from a slavery-funded dictatorship, and recently STF 1774 which had a corrupt government. The immediate goal in such systems is then to improve the living conditions of the population. He Bo and Alkaid on the other hand were important strategic markets which were acquired to cover the increasing demand of resources generated by our production of Perez Beer. Over time it became clear to us that we are slowly becoming the largest faction. Naturally we were excited—our success is also the success of freedom and democracy after all.

Yet what motivates the pilots who have turned the once-small backwater brewery into the massive corporation that is now today? Is it the chance to gain from the trade brought through the busy starports? Is it the hop of expanding the reach of the Alliance? The members of

[Aid] describe it thus:

The main motivation of our brave pilots is the struggle for freedom and justice. These may sound like buzzwords, but our actions speak for themselves. Advocating freedom was the founding motivation which made our group [Aid] evolve from the Quivira War and its aftermath, the support of refugees in the Summerland System, May 3301. After that we have worked hard across many systems to turn the Alioth Cluster region into the melting pot of human rights in the galaxy—by now almost all systems there have joined the Alliance. In the meantime our pilots were also significantly involved in the repeated defence of peace in the Old Worlds and in the creation of prime minister Mahon's trade network. Since our foundation the core mentality of our members has not changed.

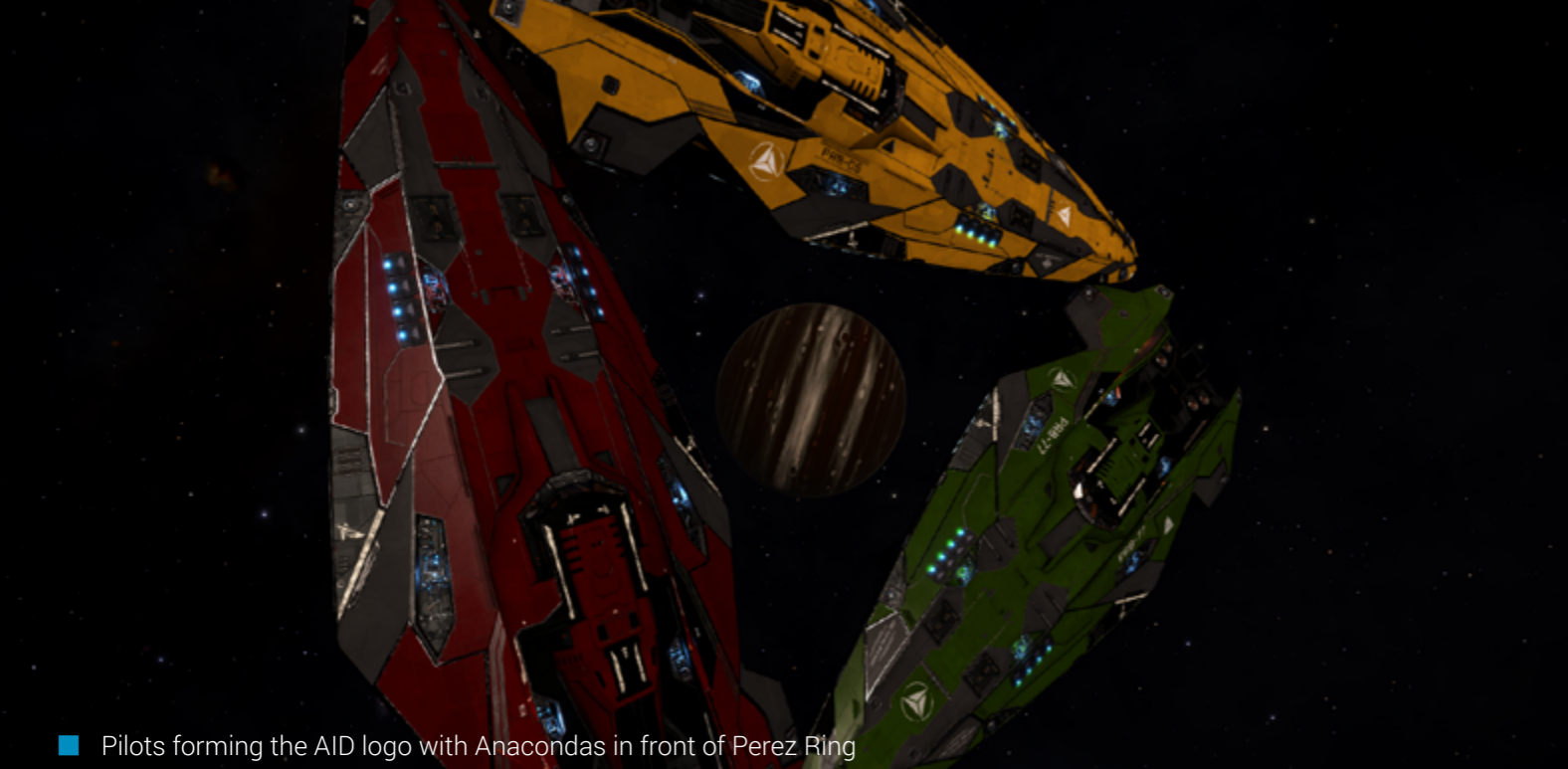
Coupled with the logistical nightmare of expansion are the inherent problems of resulting social discord and necessary re-education. A potential problem that could

ferment within newly-acquired territory is that populace freed from a feudal—or dictatorship-style government could find it hard to adjust to democracy. [Aid] and the Perez Ring Brewery seem to have found ways to overcome these problems:

By the use of numerous social initiatives, investments in education and the reestablishment of constitutional norms like elections, we are able to fundamentally improve the living conditions in a system. At the same time we reform the administration and eliminate unnecessary bureaucracy. Without this an integration into our information and logistical networks would probably be impossible. We ultimately also end up boosting the economy by doing it.

But can a person be free under a corporation? Can democracy thrive both in the boardroom and in the lives of those under Corporate rule?

Outsiders often get the misleading impression that under



■ Pilots forming the AID logo with Anacondas in front of Perez Ring

the administration of PRB, a corporation, democracy would not be possible. We believe though that we actually make many things better than some who claim to be “democratic”. Naturally we do have regular elections to form regional parliaments in all our systems. The representatives have the final word regarding local politics. In the case of an emergency the PRB vice president, Rodger Clay, has the authority to make quick decisions. The parliaments are regularly reviewed by the supervisory board of the company to prevent corruption and partisan politics. With the free and secret voting supervised by election observers of the Alliance, the citizens always have the option to secede from PRB administration – so the people always remain the real sovereign. The retreat from Viroluk in 3303, where the people had favoured another faction’s administration, is a good example for such a case.

Can a corporation defend and protect all of its citizens in a time of widespread galactic crime as well as the resurgence of a violent alien species?

The PRB keeps the systems under its administration safe through a synergy of multiple factors. Notably we have always managed to find a peaceful and democratic way to expand, as previously mentioned. We made no enemies except for a few unnoteworthy criminal syndicates and dictators which we have taken care of long ago. We are well-connected and benefit from good diplomatic relations with a range of factions, both within the Alliance and outside of it. This has led to a number of defensive coalitions. Our fleet might not be the biggest one, but we still can rely on our reputation. In fact, our local system police forces and Alliance Defence Fleet (ADF) contingents often receive help from independent Commanders who are eager to assist our cause.

So what’s over the horizon for what can plausibly be claimed to be the Bubble’s largest faction? The members of [Aid] have set their sights on bringing the famous Perez Beer brand to an even wider audience:

Our famous Perez Beer is currently only available in some selected localities such as the Liberté Bar on the Perez Ring (LHS 2637). In the near future we hope to realize our plans for a galaxy-wide export, so that people can benefit from Perez Beer’s taste and at the same time support our peace and freedom efforts in accordance with the policies of the Alliance. We are currently in dialogue with the Galactic Trade Organisation (GTO) regarding a distribution license for our beer as an official “rare commodity”. Apart from this, our mission is not over yet and our motivation is just as optimistic as it was the first day!

The Alliance, one of the major superpowers within the Bubble, is set to hold their next set of elections soon. Could the Perez Ring Brewery’s popular Vice President Rodger Clay position himself as a possible Prime Minister of the Alliance? The Brewery’s representatives were reluctant to comment.

At yeast the Galaxy’s drinkers can be sure that, as well as good cheer, their favourite tippie is spreading democratic values throughout space.

R. Sharpe

A grizzled trader who has been following market trends and elusive profits in the Bubble since his teens. This veteran of the Radio Sidewinder Crew has turned to writing for SAGi in the hope of alleviating the effects of Space Madness brought about by excessive numberhandling at the commodities market.



LAKON

SIRIUS

ILLUS

corporation

TEXT: Louis Calvert PHOTOGRAPHY: Sagittarius Eye

It's impossible to travel anywhere in known space without seeing the sharp 'S' of the Sirius logo stamped on something. The vast majority of people don't know that it's actually the name of what used to be the brightest star in the night sky of old Earth, and our distant planet-bound ancestors used to call it the 'Dog Star' reflecting its prominence in the constellation Canis Major (Greater Dog). This is because the nearby Orion constellation was known as 'the hunter'. A 'dog' is an animal from ancient Earth that was domesticated and used to assist in hunting.

PROFITS BEFORE PILOTS?

During the early diaspora from Earth, the precursors of the Sirius Corporation were the first to actually send out a colonising mission, in 2339, with the intention of using the destination star as a business asset. Deliberately heading to a system with no known habitable worlds was a massive risk, both financially and in humanitarian terms. The Sirius venture was, of course, immensely successful. The corporation was able to quickly establish a viable colony and develop the infrastructure necessary to leverage the enormous power potential of the bright white main-sequence star Sirius A.

The Sirius Corporation was officially founded in 2350. The fledgling corporation was able to rapidly synthesize

custom elements—including military-grade fuel—in vast quantities, giving it a near-monopoly in production that would last for centuries. Sirius quickly increased its financial status as a result of supplying the war fleets of both the Federation and Empire during the First Interstellar War.

The Modern Sirius

Sirius in the 34th Century is a sprawling corporation larger and more complex than many governments. It has a great many subsidiaries primarily centered around fusion reactors, fuel and drive production. Sirius governs dozens of systems with billions of people and provides governmental services under the umbrella of Sirius Gov. It operates product—and service-oriented divisions

such as Sirius Catering, Sirius Power and Sirius Luxury Transports.

In addition to these consumer-level corporations Sirius has its own Navy, with ships primarily made by the Imperial Gutamaya yards. It also has a large hand in terraforming under the brand Sirius Atmospheric, bespoke heavy industrial installations for smelting, refining, processing and manufacturing as Sirius Industrial and mining services and infrastructure under Sirius Mining.

The development of frame shift drives (FSDs) in the 3290s reinvigorated the declining fortunes of Sirius across all aspects of the corporation, not least interstellar exploration. In March 3301 Sirius embarked on a huge expansion into nine new systems for the first time in decades. Since then the corporation has been involved with an increasing range of activities, including a continuous expansion into new territories and providing assistance to the development of a counter to the Thargoid Sensor interference that plagues many starports.

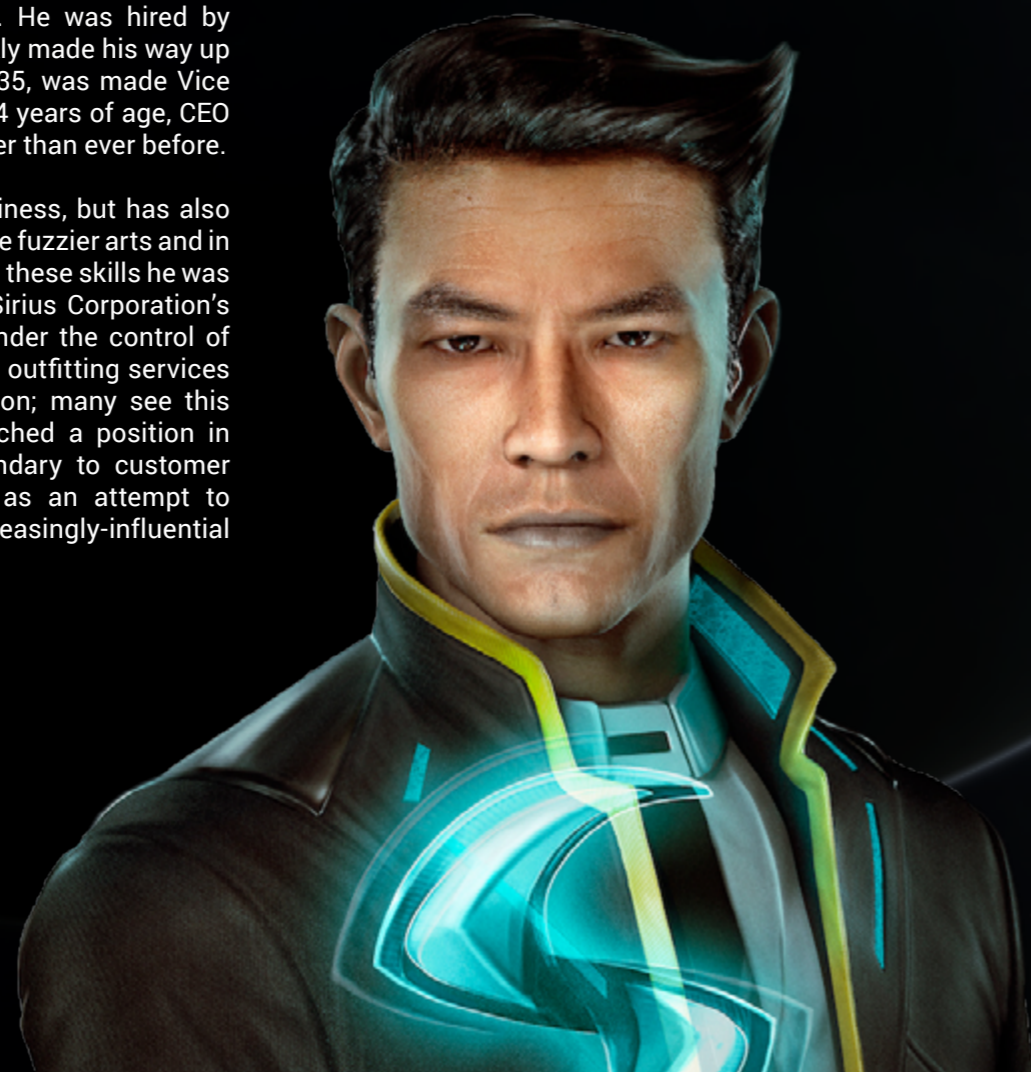
The Corporate Dynasty

The Li dynasty's involvement with the Sirius Corporation can be traced back to the company's founding almost 1,000 years ago.

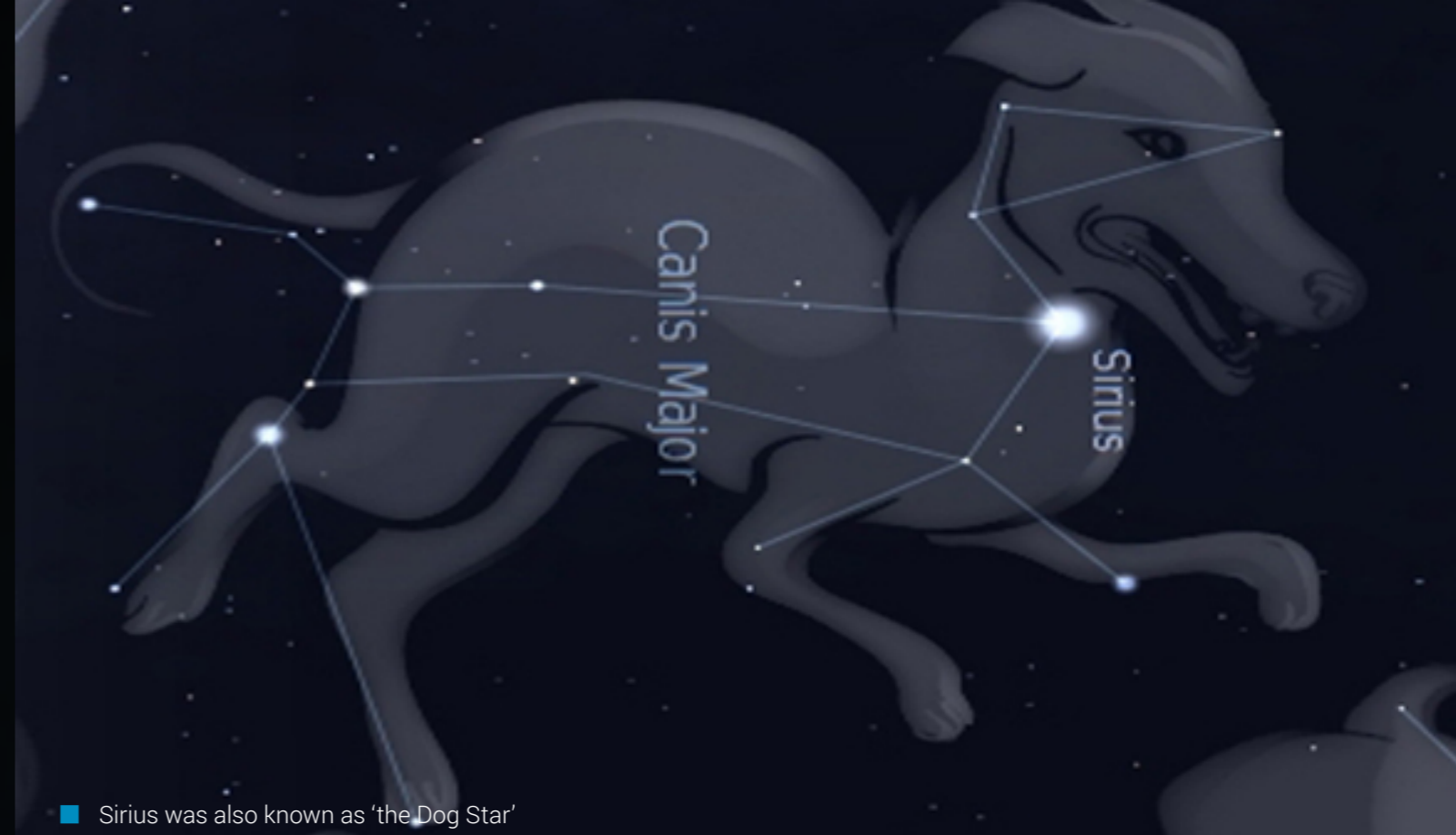
By the age of twenty five, Yong-Rui had earned doctorates in physics, politics and economics. He was hired by Sirius straight from college. He quickly made his way up the ranks, and at the tender age of 35, was made Vice President of Forecasting. Now, at 104 years of age, CEO Yong-Rui has seen Sirius reach further than ever before.

He has a proven track record in business, but has also demonstrated significant insight in the fuzzier arts and in particular the art of government. With these skills he was considered the ideal candidate for Sirius Corporation's new Sirius Gov division. Systems under the control of Yong-Rui grant a 15% discount on all outfitting services for members of the Pilot's Federation; many see this as proof that Sirius has finally reached a position in which financial concerns are secondary to customer satisfaction, though others see it as an attempt to buy loyalty from the legion of increasingly-influential independent pilots.

“ As with any political or corporate entity (in this case both), Sirius Corp is dogged by rumours of misconduct, price fixing, espionage and virtually every other crime there is. It's important to note that no accusation has stuck, though this may have as much to do with the corporation's virtually infinite legal budget as much as any culpability.



■ Li Yong-Rui, the CEO of Sirius Gov



■ Sirius was also known as 'the Dog Star'

Sirius in 3304

Commenting on the Thargoid threat and the discovery of abandoned Intergalactic Naval Reserve Arm bases, Li Yong-Rui stated in October 3303:

If there's one thing these INRA logs make plain it's that humanity is capable of defeating the Thargoids, especially when we work together. And remember, most of the galaxy is functioning exactly as it always has, despite the presence of these alien aggressors. So let's maintain some perspective, shall we?

Such comments can be seen as emblematic of both the reserved optimism often shown by Li and the isolation of the upper echelons of megacorporations, nestled safely in the most heavily defended portions of human space.

The open corporate governmental structure of Sirius Corporation and the benefits of association have also attracted many independent pilots in recent years. Commander McCaslin of Sirius Inc. gives an insight into the freedom their pilots enjoy:

Sirius Inc. is an independent, democratic offshoot of the Sirius Corporation and member of the GalCop coalition. Presently, Sirius Inc. operates as a kind of public-benefit corporation with a board of directors, and internal promotion of active and competent members. However, we encourage the free exchange of ideas.

In January of 3304 Sirius Inc. announced plans to construct a flight-operations megaship in the 42 n Persei system, which occupies a strategic position on the route

to Maia. The vessel, which will be named the *Dionysus*, is hoped to dramatically improve services in 42 n Persei.

Senior Aide Humberto Guthrie, speaking on behalf of Sirius Inc., released the following statement:

We are disturbed by recent events in the Pleiades and the vulnerability of our systems. If the superpowers cannot protect us, we will protect ourselves.

Hundreds of independent commanders supported the campaign by delivering commodities to Green Enterprise in the Ngalia system, and by eliminating agitators in Ngalia, thereby ensuring the safety of traders contributing to the initiative.

Many other groups of pilots identify with other aspects of the vast Sirius corporate dynasty. A couple of notables include the Pan-Galactic Mining Corp headed up by Commander Matzov, which operates predominantly as a talking shop for swapping mining tips, tricks and best practice, and the Guardians of Tranquillity who run Tranquillity Station in the Tarach Tor System. This group forged a partnership with Sirius Corp to help them protect their heritage, the rare Tarach Spice.

The Dark Side of Sirius

As with any political or corporate entity (in this case both), Sirius Corp is dogged by rumours of misconduct, price fixing, espionage and virtually every other crime there is. It's important to note that no accusation has stuck, though this may have as much to do with the corporation's virtually infinite legal budget as much as any culpability.



■ Canis Major as seen from ancient Earth

Playing The Long Game

In August last year, Sirius abstained from the Federation-Empire scuffle in the Pleiades over the alien barnacles, but did coincidentally establish “mining support” outposts in Merope. Daxton Sung of the Imperial Herald commented:

Right now, the Federation controls Merope. But Sirius is playing the long game. They've positioned themselves close to the barnacles so that if the Federation pulls out of the system, they can swoop in and start hoovering up meta-alloys.

This isn't the first time the corporation has been accused of playing the superpowers off against each other; In historical archives there are suggestions that the early Sirius Corporation deliberately prolonged the war between the Empire and Federation in order to make greater profits from the sale of fuel and materials to both sides.

The MetaDrive Affair

Around October of 3302 Sirius appeared to be heroes to a small company called MetaDrive, whose mismanagement had caused a near-total collapse. Sirius purchased the company, saving the jobs of all the staff and acquiring the rights to the new technologies reportedly under development. Unsurprisingly, rumours surrounded the sudden buyout, specifically regarding a scramble of activity between several police agencies to locate an ex-MetaDrive employee, Raan Corsen, who seemingly disappeared in Alliance space.

Rumours persist that Sirius caught wind of a new stealth hyperdrive development and via some form of covert manipulation engineered the buyout of MetaDrive and all its research—Corsen, allegedly, took the research files to the Alliance rather than let Sirius have them.

The Loss of the Antares

Over fifty years ago, in 3251, Sirius launched the Highliner Antares as a much-publicised reveal of a new ‘Type 3’ Fast-Hyperdrive technology. The ship suffered a catastrophic failure and was lost with all hands. Almost four decades later the Frame Shift Drive was released by Sirius and initially any connection to the failed ‘type 3’ drives were denied, despite many functional similarities. However, in 3301—when then-President Halsey’s official starship catastrophically malfunctioned—links were drawn between Sirius’ failed Antares and the Presidents Starship One disaster.

This link was further underlined when Federal Times reporter Elaine Boyd investigated and discovered a spate of ‘accidental’ deaths that, she alleged, proved a connection between Sirius and what some were calling the attempted assassination of the President.

Elaine Boyd’s investigation was cut short by her apparent suicide after being implicated in the very murders she was investigating.

Later, the full report by Boyd was released via a dead-man-programme, apparently activated upon her death. Sirius was again able to shake off this potential scandal with ease.

Beyond Reproach?

To many people, Sirius represents a physical manifestation of the axiom—do more good than harm. It’s undoubtedly true that Sirius has done a great deal of good over the near-millennium that it has been around. It’s also certainly true that, to date, no accusation of wrongdoing levelled against the megacorporation has stuck, or even really made a dent in the public gloss.

Ultimately it’s up to each and every person to make the decision whether to keep buying Sirius, in every sense of the word, or to take a stand against what many feel is an incarnation of all that’s wrong with unbridled capitalism.

Louis Calvert

...enjoys nothing more than exploring the facts behind a mystery and getting to the ‘truth’ of the matter. Not disciplined enough for a career in the Sciences and not dedicated enough for a career in Law Enforcement, his only recourse was to become a journalist. He can be found chasing a story in his battered Cobra, the *Hot Needle of Inquiry*.



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What's on?

TEXT: Dual Eclipse PHOTOGRAPHY: Dual Eclipse



Will you take the 'A*' Challenge?

The Race; the moment of joy when you feel the first G forces pushing you down into your seat, on the maiden flight of your brand new Asp Explorer. Jetting out of the mail slot at around 345 metres per second into open space. Sliding into supercruise towards a nearby asteroid belt—not to a Resource Extraction Site, the popular hunting grounds for unsavory characters—to let out the taps and start boosting around the nearest asteroid. The proximity alarm starts to go off, and you are getting closer and closer until—at the very last moment—you turn away, nearly caressing this ancient hunk of rock, and then boost again towards the next one, and the next one. To daringly speed through the narrow openings between these minor planetesimals time and again is an intoxicating experience.



Now, if this introductory paragraph appeals to you Dear Reader, then *Sagittarius Eye* has some great news for you. There are some amazing community-run events and races, in and around stations across the Bubble, as well as timed events that will involve crossing the Galactic expanse all the way to Sagittarius A*, at the center of the Galaxy.

The first event on our list is another race hosted by the Buckyball Racing Club. In our last edition of *What's On* we featured 'The Last Gasp' time trial, an event where pilots turned off life-support for a 25 minute event. This time around, starting towards the end of February, the 'Chicken Run' will take place. Its host Cmdr Ashnak assures us this isn't a reference to the ancient Disney movie. This race will be limited to [unengineered Haulers](#). In the open class it is a free race, since everything will be permitted except Frame Shift Drive boost synthesis as per the usual

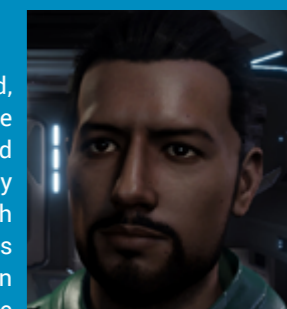
regulations of Buckyball Racing Club. This time around the race will start from Noriega Station in LTT 2151, with the candidates carrying a specified cargo throughout the entirety of the race.

The next challenge on our list is an endurance race from Sol to Sagittarius A*. This challenge is open to all Commanders throughout the galaxy. There is no deadline, you just enter and run any time. Some Commanders that have done this run seventy times! Yes, you read that correctly, seventy times going from Sol to Sagittarius A*. That trip is 25,900 light years one way: not for the faint of heart. There are different classes that you may choose when doing this challenge, ranging from *Classic* and *Neutron*, to *Unlimited* (all information in linked below). Even though this event was created three years ago in 3301, there are brave and steadfast commanders who still take up this challenge.

The community can be found [here](#). For other races and events please check out the [Official Racing Club Website](#)

Dual Eclipse

Born and raised on an asteroid base one thousand, five hundred light years outside of the Bubble, he grew up seeing explorers and passengers. He desired to experience life in all its facets instead of simply hearing about it on Galnet. Trying to distinguish himself through poetry and now writing about his adventures far away from home, he became an experienced combat pilot, explorer, and miner. He has made his home in the Horsehead Nebula—which he hopes to help build into a new Bubble, much like Colonia is now.



3 TRAILBLAZING YEARS

TEXT: Souvarine PHOTOGRAPHY: Sagittarius Eye

Just over thirteen years ago, something monumental happened in the history of humankind. In 3290 the Sirius Corporation (covered elsewhere in this issue) unveiled their new consumer-grade hyperdrive. At the time, only wealthy private individuals were in a position to benefit from this development, and its import went relatively unnoticed. However, over the next decade, manufacturers all over the galaxy licenced and improved the technology. By 3300, commercial Frame Shift Drives became widely available, and the first pioneering independent pilots started making forays out into the black. The ramifications of this democratisation of galactic travel have been felt all over inhabited space, with leagues of pilots taking to the stars.

In this feature *Sagittarius Eye* takes a look at what's happened in our recent history since that landmark moment.

3300

The Empire began undergoing the contortions that would reshape its internal structure. The Emperor, Hengist Duval, was announced to be unwell – igniting a frenzy of speculation and intrigue among the upper echelons of Imperial society.

While Hengist's son Harald was dismissed as not of sound mind, the little-known Senator Arissa Lavigny declared herself the Emperor's illegitimate daughter. Denton Patreus, somewhat cryptically, implied that he would back her claim to the throne—announcing that Imperial succession is about “power, not blood”.

Meanwhile, the ideological divides at the top of the Federation widened, with the authoritarian President Jasmina Halsey cracking down on narcotics, and the opposition Shadow President Zachary Hudson calling for lower taxes. However, few suspected what would happen the following year.

3301

That January, Vice-President Nigel Smeaton was found floating face-down in his swimming pool on Mars. The Federation hadn't seen this level of political sensation for years. As speculation boiled, that spring President Halsey came under increasing pressure over her heavy-handed approach to security issues in the Federation.

Meanwhile, the now-Princess Arissa ordered a massive security drive of her own, following an attempt on the life of her father, the Emperor.

In May, after weeks of frantic rumour-mongering, an 'unknown artefact' was sighted in the custody of a Federal convoy. The Cannonn Research Group (also covered in this issue) formed to investigate. Meanwhile, on Mars, the beleaguered President Halsey departed on Starship One for a tour of the Federation frontier systems. The ship disappeared soon after, and Zachary Hudson assumed the Presidency of the Federation in June. Halsey would return a changed woman, and she later joined the Alliance Prime Minister Edmund Mahon in an advisory capacity.

In the Empire, a convalescing Hengist Duval prepared to marry Florence Lavigny. On his wedding day, Duval himself was assassinated by the group that would become known as Emperor's Dawn. That same autumn Denton Patreus' crusade against the organisation captivated Imperial society, while Arissa Lavigny-Duval was declared Emperor, supported by a strong majority.

That autumn also saw the emergence on the public scene of Professor Ishmael Palin, at the time still employed within the Federation. He led the first official enquiries into the Unknown Artefacts, which were mysteriously terminated only a few weeks later. Undeterred, he set up his own independent laboratory to investigate the spate of starport malfunctions linked to the alien artefacts, which were being traded for huge sums.



■ The megaship Zurara at Syreadiae JX-F C0

3302

Early the next year, not far from the Professor's new laboratory complex, new alien structures were discovered. These would become known as the 'barnacles'.

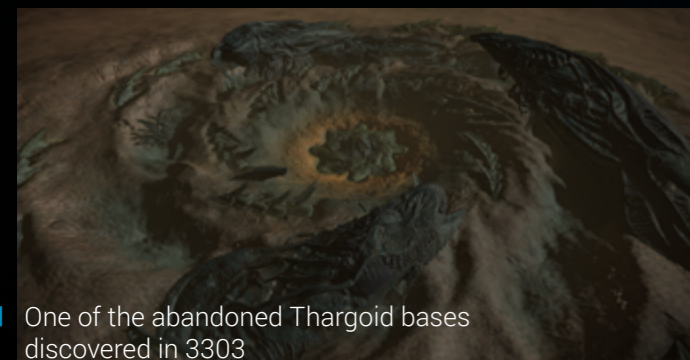
The spring of 3302 saw the launch of the single largest space expedition of all time. Distant Worlds was organised by independent pilots, and included more than 1,400 ships. The expedition took place over several months and traversed the entire Milky Way galaxy, reaching the Beagle Point system.

Shortly after the expedition came to an end, the famous cyborg Jaques tried to jump his travelling starport to Beagle Point himself. His attempt failed and the station went missing, only to be discovered in a distant and unremarkable nebula close to the Galactic Core, a full 20,000 light years away from Sol.

When discovered, the starport was in desperate need of repair. That summer hundreds of independent pilots made the long journey to bring the supplies he needed. The settlers soon began colonising the nebula, renaming it 'Colonia'.

Meanwhile, Kahina Loren was accused of an attempt on the Admiral of the Imperial Fleet, Denton Patreus', life. That autumn she was tried and sentenced to life imprisonment in a trial which was widely labelled a sham.

Outside the Bubble, the first Guardian ruins were discovered. The galaxy was fascinated. However, this alien revelation is nothing compared to what would happen the following year...



■ One of the abandoned Thargoid bases discovered in 3303

3303

In January the first independent pilot was pulled out of hyperspace by what we now know to be a Thargoid ship. As the sightings mounted, both the Federation and the Empire mobilised military power in the Pleiades region, the region where both ships' and Barnacles' sightings proved to be more common. The ratcheting rhetoric between the superpowers was condemned by the Alliance.

Kahina Loren escaped before her prison transport could reach Koontz Asylum, kicking off an Empire-wide manhunt. A group linked to her, the Children of Raxxla, assisted in the discovery of an abandoned megaship called the Zurara in the Formidine Rift. They also discovered abandoned surface settlements, apparently all part of a secret project called 'Dynasty', the purpose of which was to create backup enclaves for humanity in the event of an existential threat.

That existential threat was revealed to be the Thargoids themselves by Loren and her accomplices. She was killed and her ship destroyed in April of that year, but her message to the galaxy got through. The Federation, Alliance and Empire faced searching questions as to their knowledge of the Thargoids and Project Dynasty, as giant Thargoid wreckages were found on airless worlds in the Pleiades.

That autumn, the Alliance, Federation and Empire formed Aegis—a joint initiative to develop new weapons and defences against what was by that point universally recognised as the Thargoid threat. One positive effect of this was the apparent de-escalation of tensions between the Empire and Federation. The Aegis initiative began to arm independent pilots and navies with specially-constructed weapons capable of damaging the Thargoids' vessels, who had begun to attack human ships and ports in the Pleiades.

However, an arresting reminder of the risks brought by the existence of unaccountable agencies was unearthed in the form of abandoned INRA (Interstellar Naval Research Arm) bases. The logs recovered from these sites told a chilling tale of humanity's last encounters with the Thargoids — and provided a plausible motive for our becoming the subject of their anger now.

...which brings us to 3304

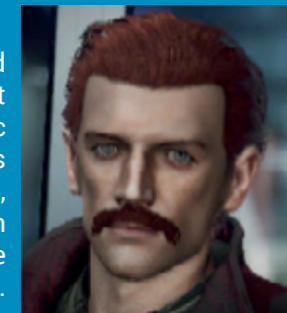
The last few years have seen unparalleled examples of solidarity between strangers, as pilots adopted the new hyperdrives and took to the black. The Distant Worlds expedition, the Fuel Rats, Canonn Research, the development of Colonia... All these represent humbling efforts by hundreds of individuals acting in concert.

However, we've also had our confidence in our political masters profoundly shaken—as we hadn't for decades. We now know that the Federation, the Empire and probably the Alliance colluded in atrocities which, in all probability, precipitated the current crisis.

As the Thargoid attacks draw steadily closer to our core worlds, we can only hope that our timeline is allowed to continue for as many years into the future...

PH Souvarine

...an experienced field reporter. He writes about current affairs, galactic politics and discovery. His Sidewinder-class press ship, the *Salty Weasel*, can often be spotted in the heat of the action, ferreting out the story.





“ They have revealed top-secret information, attacked government ships, and stolen many, if not all, of their research materials. There are also whispers of kidnapping, attempted assassinations, murder, manipulation of the black market, terrorism, and political manipulation on a massive scale.

The last few years have been some of the most exciting in recent history. We’ve seen the death of an emperor, the disappearance of a president, and the return of humanity’s most feared, most mysterious foes: the Thargoids. Canonn Interstellar Research rose from the masses of independent Commanders a short three years ago, just as the mysterious Unknown Artefacts—or, as we now know them, Thargoid Sensors—began cropping up in civilized space. Canonn has been at the forefront of humanity’s recent scientific discoveries, conducting experiments and running tests to reveal the hidden secrets of the cosmos. Doctor Arcanonn, the group’s founder, has been quoted multiple times on GalNet News. For all that they seem to be heroes, Canonn has a darker side nonetheless.

In the early history of Canonn, the Thargoid Sensors had just appeared on our collective radar and were mostly held by Federal convoys, which were presumably transporting them to top-secret research facilities. The early pioneers of Canonn were not to be swayed by mere moral considerations and descended upon these convoys like common pirates, stealing away the artefacts in order to conduct their own research. Additionally, while attempting to discover their properties, they performed dangerous experiments on these artefacts unsanctioned by any kind of external authority. Though Canonn claims to be structured according to a loose hierarchy, they did not hold their individual members to any standard of behavior when it came to their research. They went so far as to demand the release of Federal data on these artefacts, and carried out merciless terror strikes on Federal targets when their demands were not obeyed. These weren’t the actions of a few errant minions, either—Doctor Arcanonn himself condoned this behavior.

Of course, this column has not hesitated to be critical of the Federation in the past. This correspondent campaigns for transparency wherever he sees it is lacking. But it is not always the enemies of the superpowers who are in the right. Information is the people’s due, but not at any cost, and the true cost of Canonn’s reckless behavior is still to be determined.

CANONN ?

Terrorists and Warmongers

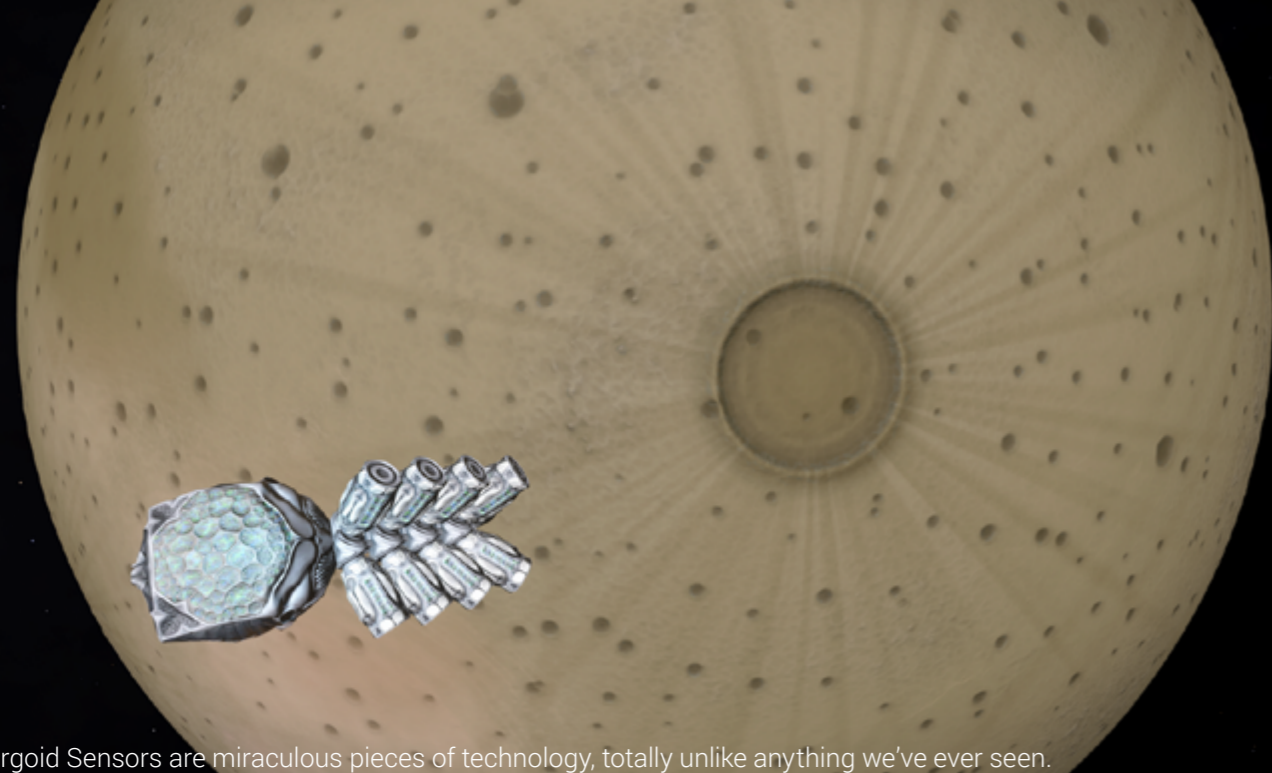


TEXT: Rasudin PHOTOGRAPHY: Rasudin

■ Obsidian Orbital was among many stations to suffer from careless Commanders dropping UAs in their black markets

■ This barnacle site, the first to be uncovered by curious explorers, was savaged by Canonn’s so-called scientists immediately upon its discovery.





■ The Thargoid Sensors are miraculous pieces of technology, totally unlike anything we've ever seen.

Apart from their attacks on the Federation, their release of top-secret data directly to the public—without concern for safety—and their encouragement of untrained, independent Commanders performing their own unsupervised and dangerous experiments, it has been alleged that their work may have precipitated the current conflict with the Thargoids that ravages the outer systems of our inhabited space and claims more lives every day. One might certainly argue that, had Canonn's antics not played a significant part in destabilizing the power structure of the Pleiades, the superpowers might have been able to contain the Thargoid menace to that region. There was no indication that the Thargoids were present at all before Canonn began tearing apart their probes, invading their barnacle sites, and encouraging independent Commanders to flood the sector and bring the Empire and Federation into conflict. They destroyed countless Thargoid Sensors, Probes, and Barnacles, all the while claiming it was "for Science." Certainly we would have considered it an act of war if the Thargoids had visited such destruction on our own technology and installations.

Yet Canonn's recklessness goes even further. It has been alleged that Canonn scientists, upon completing experiments with these Thargoid tools, sold them on the black market to make a quick credit. As most know, such under-the-table dealing has inconvenient or even deadly consequences, as the devices shut down station services all over the Bubble, leaving pilots unable to repair their ships or trade their goods.

Realizing now that their misdeeds are slowly coming into the light, Canonn is extending their PR campaigns beyond GalNet onto their own news hub where they distribute information directly to their supporters. They list secret government projects publicly with the purpose of disrupting them. They steal information from independent government sites by scanning private data beacons and trespassing into classified areas. While they

claim they are conducting this 'research' for the benefit of the public, it seems more plausible that they are simply doing whatever interests them—consequences be damned.

What we know for certain about Canonn gives any open-minded person pause. They have committed theft, vandalism, grave-robbing, destruction of Thargoid property, and desecration of Guardian sites. They have revealed top-secret information, attacked government ships, and stolen many, if not all, of their research materials. There are also whispers of kidnapping, attempted assassinations, murder, manipulation of the black market, terrorism, and political manipulation on a massive scale. All one needs to do is investigate the evidence.

Canonn are not the helpful, inspiring scientists they claim to be. They are dangerous, reckless, and bringing us all nearer to destruction; whether at the Thargoids' appendages or our own hands.

Fly safe, Commanders. Trust no one. Keep an eye on the sky.

Rasudin

Commander Rasudin's articles have been called 'conspiracy theories', but he prefers to call them 'unrecognized truths'. His Asp Explorer, the *Bumbling Wasp*, is difficult to find but often turns up where it is definitely not supposed to be.



LAVIGNY'S LEGION

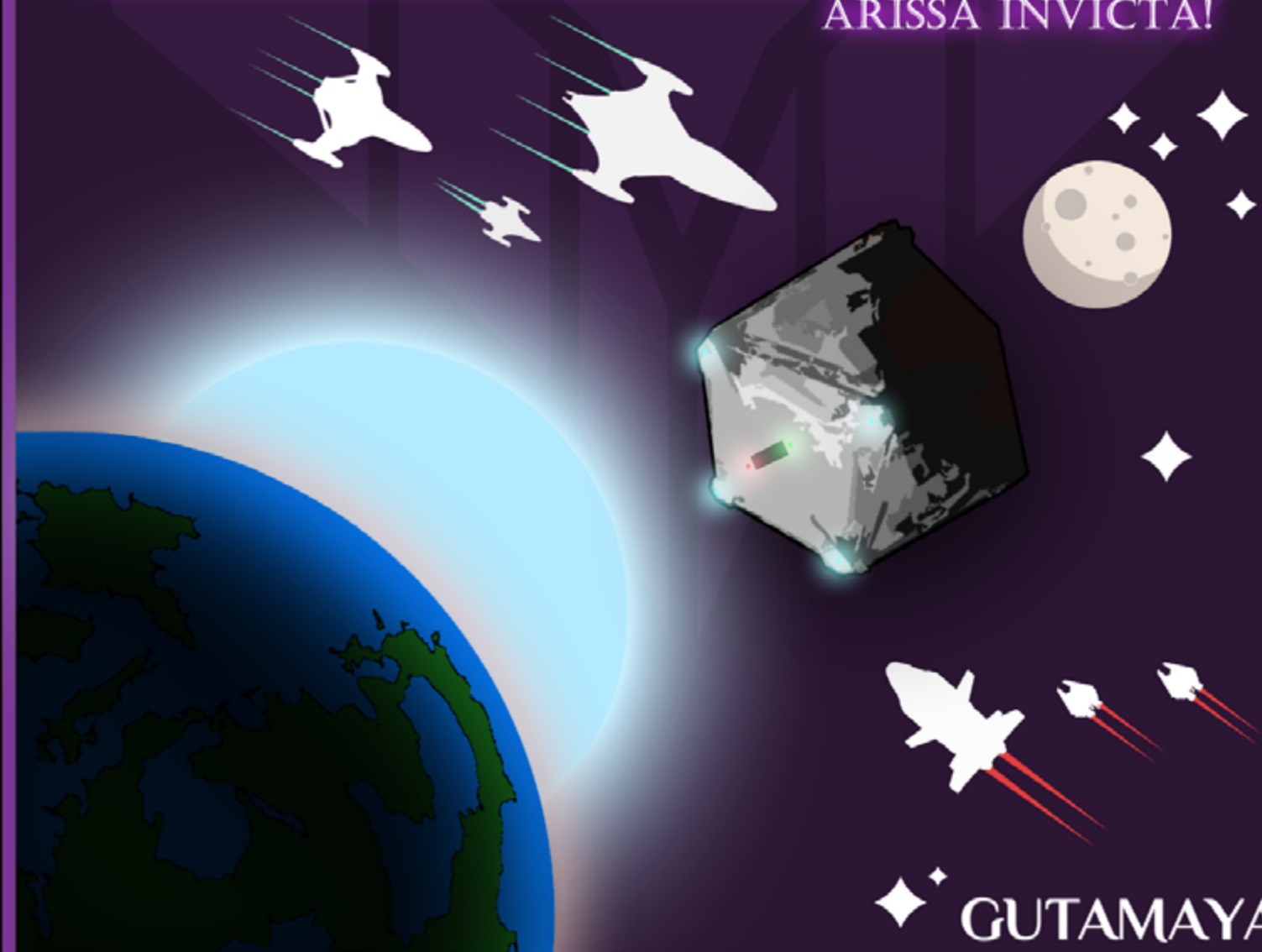
"THE TIP OF THE SPEAR,
THE POINT OF THE SWORD,
FIRST INTO THE BREACH,
AND LAST OUT OF THE FRAY."

2320-PRESENT DAY



ENLIST TODAY!

ARISSA INVICTA!



GUTAMAYA

Upcoming Ships and Modules in 3304

TEXT: Lexic PHOTOGRAPHY: Lexic

We have already seen the Lakon Spaceways' Chieftain dusting off for final tests, another step forward in their nascent relationship with the Alliance. *Sagittarius Eye* will review this new ship in detail next month, but for now we know that this medium-sized ship will boast higher speed and more maneuverability than its similar-sized counterparts.

Another ship to look out for this year is the legendary Krait, a Falcon DeLacy model that hasn't been manufactured or sold for decades. Today it can only be seen in museums and history books—but word has it that we'll be seeing this vintage model once again coursing the spaceways before too long.

The Chieftain

The Chieftain has higher maneuverability and speed than similar-sized ships; however this is not all it has in store. Very good core internal modules for a ship of its size and a variety of optional internal slots give any Chieftain pilot plenty of room for choice. On top of that it also has three class four military compartments, reinforcing this ship's core role as a solid combat vessel. Offensively the Chieftain sports small, medium and large centrally-mounted hardpoints, certainly not something to scoff at, and all this backed up by four general-purpose utility mounts. Overall we're anticipating a ship that will be able to hold its own in a fight.

Given its ability to bring to bear significant AX weaponry we can see pilots getting on well in fights against the Thargoids, both in gunship and support roles. The Chieftain is also, in this reporter's opinion, absolutely gorgeous visually. It will be interesting to see where this joint venture between Lakon and the Alliance takes us when it comes to future ship designs. Be sure to catch our in-depth review of the Chieftain in next month's issue.

3303 was somewhat of a lacklustre year in terms of new ships. The only notable releases were the Type-10 from Lakon Spaceways, in collaboration with the Alliance, and the Saud Kruger Dolphin. We have higher hopes for this year.



The Krait

The Krait is said to be a redesign of the old Falcon DeLacy model that hasn't been seen in active service for several decades. While not much is known about this redesigned ship, it is rumored to have a fighter bay facility, which would mean that it will have at least one Class 5 optional internal slot, as well as one or more Class 6 slots. Given this, we believe that the ship may have been developed as a counterpart to Core Dynamic's Federal Gunship: this would be fantastic news for pilots who wish to utilize fighters in a medium sized, combat oriented ship—something that, up until now, has been restricted to Federation-ranked pilots.

If these rumours are true then the Krait may have a familiar core internal layout too. The Gunship has a Class 6 powerplant, Class 6 thrusters, a Class 5 frame shift drive, Class 5 life support, and a Class 7 power distributor. Keeping this in mind, it would be reasonable to speculate that the Krait might have a hardpoint loadout that would make use of the large power distributor. Building on this, and considering the leaked images of the redesign, we

believe that it might have at least two large hardpoints. It's possible that it could also feature four medium hardpoints which would bring it roughly up to par with the Federal Gunship, replacing two small hardpoints with the extra large one.

The Krait also appears to have a far more industrial design compared to DeLacy's existing lineup and the underslung cockpit placement is another unusual feature compared to all other currently released ships, DeLacy or otherwise.

Upcoming Modules

Alongside these new ships a wave of entrepreneurs known collectively as Technology Brokers have begun popping up throughout the Galaxy offering exciting new modules. We've gathered leaked information on three new weapon types being distributed by these Brokers; the Remote Release Flechette Launcher, Shock Cannon and the Enzyme Missile Racks. All of these weapons have a special effect of sorts.

The Remote Release Flechette Launcher ignores shields and does a small amount of damage to the target's hull and internal modules, though the damage is fairly negligible. Shock Cannons feature an autoloader to automatically reload ammo while in use, have a high fire rate, and does higher damage if successive shots land. The downside to this however, is that if the clip empties completely then the weapon enters a slow reload cycle. The Enzyme Missile Racks are the module that this reporter finds most interesting: they seem to represent humanity's first commercial step into reverse engineering and adapting Thargoid technology for human use (discounting the

tinfoil rumours about frame shift drives being reverse engineered from old Thargoid ships).

Almost nothing is currently known about the last module in our list; the Meta Alloy Hull Reinforcement. However, over a year ago, Professor Palin announced that he had found possible defensive applications for Meta Alloys, we believe that it is likely that this module is the culmination of his research.

These new modules seem fairly solid—however all of them also have drawbacks. The added Thargoid-style caustic damage from the Enzyme Missile Racks could very well make it well worth fitting at least one to your ship; however there only seems to be 'dumbfire' versions of this missile type currently under development.

The Remote Release Flechette Launcher is likely to be the least used of the bunch in this reporter's opinion. Whilst it does ignore shields, it inflicts minimal damage and many pilots may struggle to find it worth fitting.

Shock Cannons have a low maximum ammo capacity, and—given their fire rate—this may be a big problem. In addition to all of this, all of the modules above only seem to be available in Class 2.

Despite these drawbacks, they all leave us intrigued. If these are just 'experimental' modules as rumours suggest, then who knows what more refined versions of similar technology may look like? Given that this is only what we have seen so far, merely two months into the new year, this reporter can not wait to see what the next ten months will bring.



■ A Flechette Launcher firing. The barrel recoils while the shell discharges



■ The Chieftain firing an Enzyme Missile. The green discharge is reminiscent of Thargoid technology



■ The Shock Cannon has a high fire rate, but long reload cycle

Lexic Meise

Lexic Meise is a seasoned explorer and investigator. Having managed to keep up with the developments with the Thargoids and Guardians since their discovery, he can usually be found investigating the Pleiades sector or Synuefe for more information regarding the two races in his trusty Imperial Courier, the *Nox Expiscor*. When he is not investigating strange occurrences out in the black he can usually be found at his old bounty hunting grounds in Zaragas in his combat vessel, the *Nox Invictus*.



COBRA MKIII

a classic, defined

ICHOR



Hot Rodder will be a feature in which we look in detail at pilots' ships, encouraging them to share the secrets and stories with the Galaxy. If you have a custom modified ship you would like to be featured in Hot Rodder, feel free to get in contact with us at editor@sagittarius-eye.com.

Ichor (/ˈɪkɔːr/), or ἰχώρ, in the mythology of the ancient Greeks, was the ethereal golden fluid that coursed through the veins of the Gods. When demigods or heroes attacked them, it would be released like blood; it was a sign of a God's weakness.



TEXT: Mini_Watto PHOTOGRAPHY: Mini_Watto

I chose the name carefully. The ship may not elevate me to quite the status of a God, but it's the closest I can get. To match the name, I painted the ship gold, as well as tuning the weaponry to be a bright yellow. I doubt many of my enemies understand the significance of the brightly coloured spectacle before their demise, but it matters little. All that does matter is that it's the last thing they see, or, if they live, that they grow to fear the colour lest I find them again.

Ichor is a Fer-de-Lance (FDL). Zorgon Peterson's recent collaboration with Saud Kruger has produced the epitome of luxury combat vessels. Excelling in firepower, defence, and agility—while not compromising on aesthetics—it is the ship of choice for the successful modern bounty hunter. But even amongst such excellence, *Ichor* is a unique example. I've worked closely with the finest engineers in the Galaxy to accentuate her strengths and cover her weaknesses. Let's go over how I have outfitted the ship, and what aftermarket modifications I have had installed.

Internals

In terms of *Ichor's* internals, there isn't too much out of the ordinary. It closely matches the choices made by bounty hunters who frequently work with the engineers, so to some readers these choices will be obvious. But for our less experienced readers, here's a quick insight into the internals of the modern bounty hunter's preferred tool of destruction.

Core modules

The most important modifications to the core internals

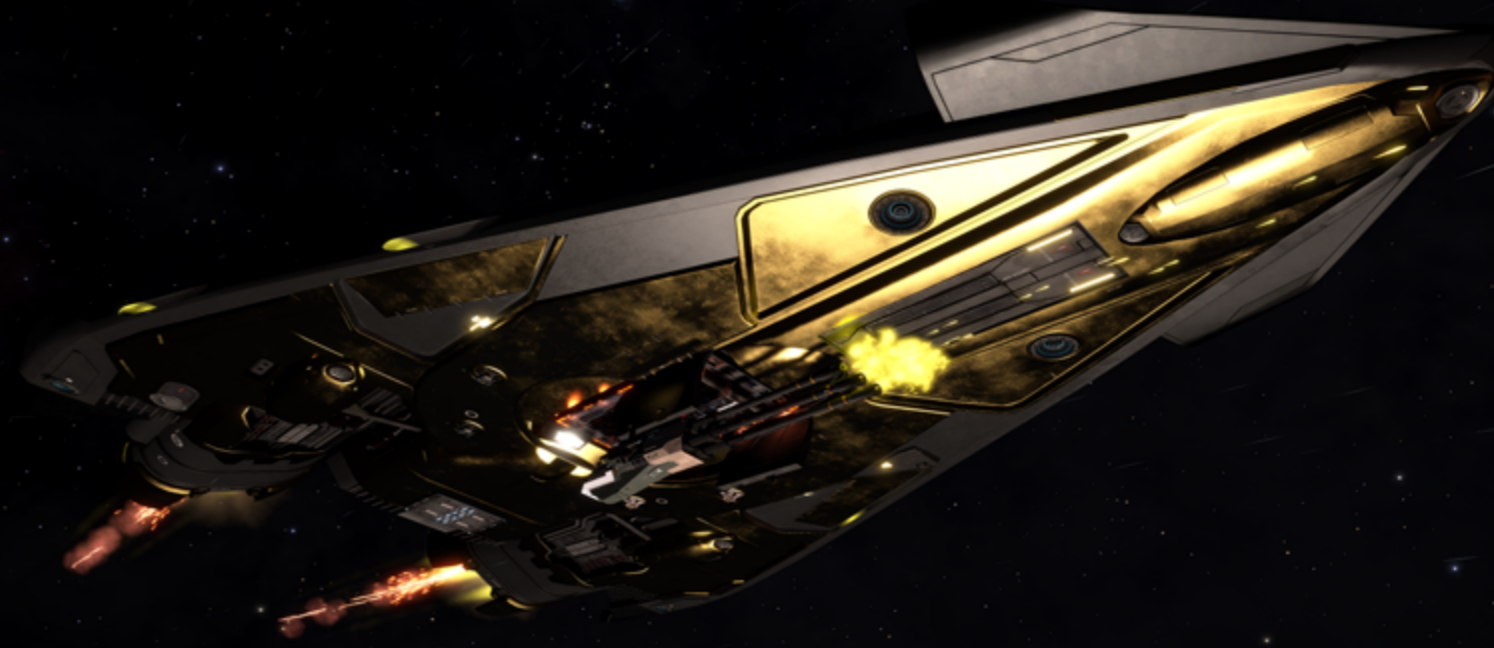
are to the power distributor and the thrusters. The former is modified to enhance the regeneration rate of my systems, engines, and weapons capacitors. These regeneration rates are the main chokepoints on the ship's capabilities, so maxing them out was the priority here. Unfortunately, this comes at the cost of a reduced capacitor size, but it's a price worth paying. As for the thrusters, performance is king. While the technicalities of thrusters are very complex, all you need to know is that the module runs faster and hotter. The heat is a small price to pay for the extreme speeds that result.

Railguns are hot, high damage weapons that are generally modified for very specific purposes.

In addition to these, the ship's power plant is overcharged to allow me to utilise my weapons of choice, about which you'll hear more later. When it comes to bulkheads, in order to keep the ship lightweight, I've chosen reactive surface composite with a lightweight modification. Everything else is also modified to be lightweight, to keep the ship as fast as possible. This costs me jump range due to the undersized frame shift drive, but I usually just pay to have the ship transferred to where I need to go.

Optional modules

The optional internals, traditionally the FDL's weak point, are filled out to maximum efficiency. A Class 5



■ A class 4 gimbaled multi-cannon completes Ichor's arsenal

thermal resistant Bi-Weave shield generator keeps the hull protected, along with a pair of Class 4 rapid charge shield cell banks in an emergency. *Ichor's* shieldplay methods are to keep the regeneration high and to avoid large amounts of damage at once. The remaining internals help to balance armour resistances, along with an interdicator to rip enemies out of supercruise.

External Mounts and Hardpoints

This is where *Ichor* starts to diverge from the average bounty hunting vessel. My choices here allow the ship to perform in a manner that few others can. Let's take a look.

Utility Mounts

Unlike many FDLs, *Ichor* has only three shield boosters. Two of them bolster the shield's damage resistances, while the third boosts capacity. This boosts my overall shield strength to around 800 megajoules, with resistances over 50% across the board. In addition to these, I use two heat sink launchers and a chaff launcher, all modified to have a higher ammunition capacity. These keep my weapons firing cold and keep others' weapons off target. Some of the heatsinks are reserved for the shield cell banks, but the rest are for my hardpoints, as you'll see now.

Hardpoints

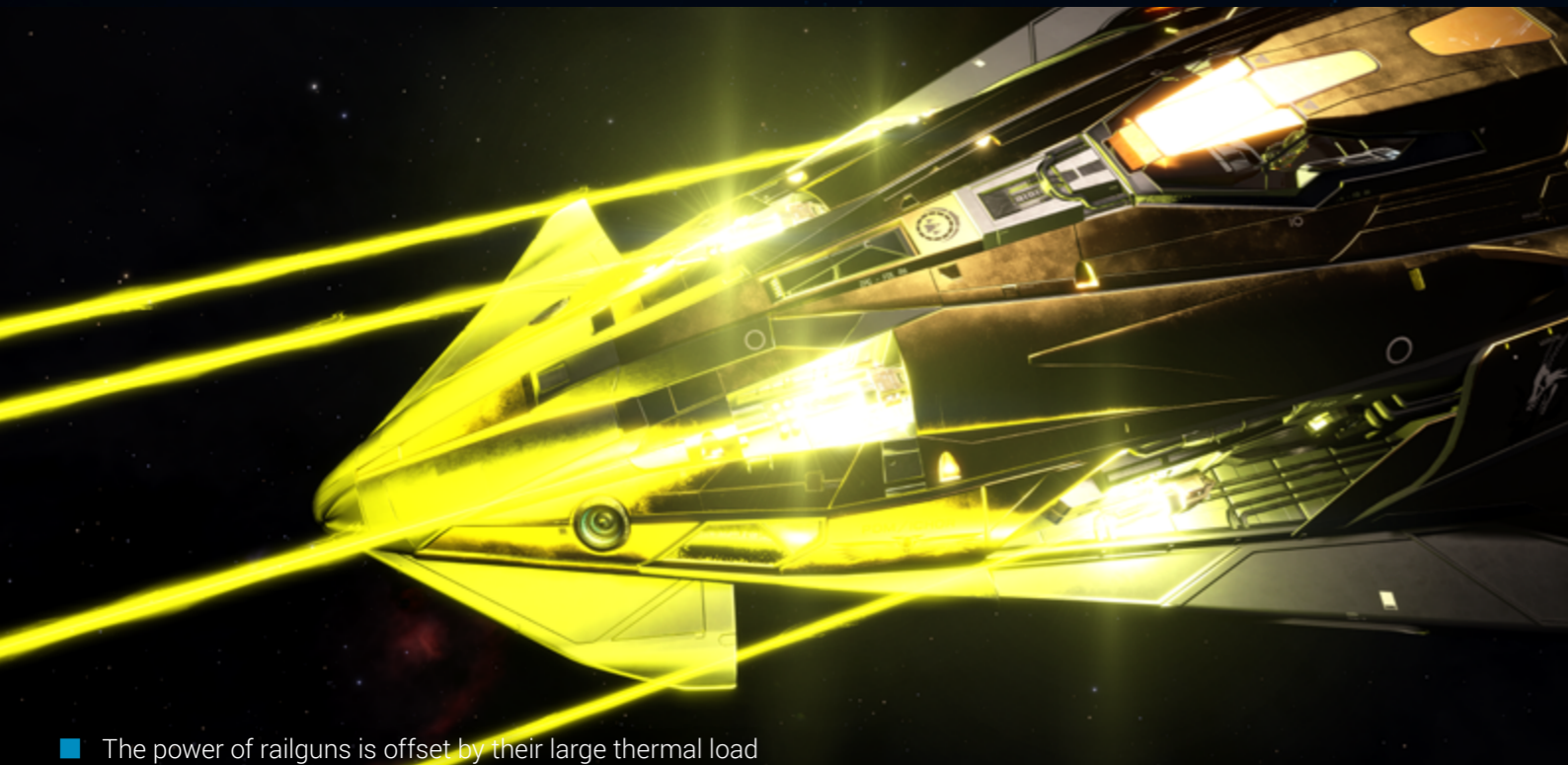
Here's the juicy part: the guns. This is where things get very different. Most bounty hunters nowadays run weapons such as plasma accelerators, multi-cannons, or lasers. But there's one weapon they almost all use as a utility: the railgun.

Railguns are hot, high damage weapons that are generally modified for very specific purposes. Appropriate energy modulation can allow the weapon to interfere with enemy shield cell bank operation. Alternatively, specific ammunition and barrel modifications can allow the rounds to penetrate through even the thickest of armour. Many pilots use one of each of these and employ them when necessary, as an add on to their other weapons.

To me, this is a waste of hardpoints — so I choose a drastic solution. Use four of them.

All four railguns are modified for long range use; they can all hit targets over five kilometres away. A number of tediously long modifications also allow them to operate at about two thirds of their normal thermal load. Despite this, they all still run extremely hot, hence the heat sinks mentioned earlier. Three of them are modified for extra armour penetration, while the fourth is to knock out enemy shield cells. These weapons are the reason the ship needs an overcharged power plant; long range modifications come at the cost of a large increase in power draw.

Finishing my array of weapons is a Class 4 gimbaled multi-cannon. As the railguns are so hot, I'm not always able to fire them, so the multi-cannon is good for keeping consistent damage on the opponents. It's also modified with corrosive ammunition to weaken the hull of the enemy once shields are out of the equation. For those interested in the aesthetic, I've tuned the weapon colour to 580 nm.



■ The power of railguns is offset by their large thermal load



■ Most of my time is spent at San Tu, at the PvP Hub

I used to use *Ichor* for bounty hunting; I made my name in the Galaxy as a hired gun. Nowadays however I mostly use her for sport in the San Tu system.

For those of you who are unfamiliar, San Tu is home to an independently organised form of combat sport, and is known simply as 'The PvP Hub'. Here, the finest pilots from across the Galaxy come to pit themselves and their ships against each other in fast paced combat, often in dense ice and asteroid fields. Ships are frequently destroyed, though the Hub has an organised rescue system to ensure that fights are rarely dangerous for the pilots involved. Fortunately, as modern insurance covers modified modules, players are not afraid to lose their vessels in combat, and so insurance money is the only object.

The PvP Hub is where *Ichor* has truly shone. In four pilot-

a-side situations, her ability to lay down high damage from a long range frequently makes me the enemy's main target at the start of a fight. Coupling this with the incredible speed and agility at my disposal, I am able to buy my teammates time to chase down and eliminate the enemy. Even in duelling situations, pitting myself against a single enemy pilot, *Ichor*'s ability to control the range of the engagement frequently gives me the edge. As expected, long range engagements are where she is strongest. Weak points show when forced to brawl up close, though the Bi-Weave shield's fast regeneration rate prolongs fights in such scenarios.

Perhaps my most memorable engagement was in September of last year. The fight took place during the war between Ho Hsi Jet Comms Limited and the Freedom party of Ho Hsi; this battle, however, had nothing to do with the ongoing conflict.

I was able to use my railguns' excellent armour penetration to destroy its power plant while in pursuit, sending the craft exploding into another piece of ice.

A Unique Battle

The appeals from both sides of the war for aid from independent Commanders had attracted many to Ho Hsi, including one of the Galaxy's most notorious group of pilots: The Smiling Dog Crew (SDC). They are well known as elite combat fanatics; they sought not to participate in the war, but simply to find the best pilots this had attracted, in order to attempt to defeat them.

I have fought them many times before, and they knew me as a pilot who was interested in such combat. As such, when they were holding one of their ruthless in-house matches, they contacted myself and another Commander in the system as substitutes. The final line up was seven SDC pilots, myself, and one other Commander from the group known as The Renegades. The format of the match was to be a three versus three versus three: a highly unusual situation. Little did I know this was only the beginning of the strange circumstances of the upcoming fight.

I knew ahead of time that the fight was to be held in the ice rings of Ho Hsi's eighth planet, a large gas giant. Upon arrival, however, I was taken aback by the sheer density of the ring system. I've hunted criminals in many resource extraction sites in my career, but never before had I seen a ring so densely packed with ice. The frozen chunks tumbled gracefully and silently, overlooked by the majestic planet they orbit. Within the layer of cosmic icebergs, a thick, cold fog blanketed the ring system, limiting visibility. This was going to be one dangerous fight, and we all knew it.

The three teams had been divided such that each one had a Federal Gunship and two heavy fighters. One team had a Federal Assault Ship (FAS) and a FDL. The other two, including mine, had two FDLs each.

The three teams started clustered together, no more than a few dozen metres between each ship. Once all ships were in position, the call to boost was made over the local comms, and everyone's thrusters roared into life. Some ships collided, but I managed to pull up and avoid any damage.

The ensuing battle lasted for a mere eight minutes, though it felt like an eternity. The fight started with one team being focused upon by both other teams simultaneously. The FAS was targeted first due to its vulnerable modules, though focus quickly switched to a FDL which had collided with a large boulder of ice. I was able to use my railguns' excellent armour penetration to destroy its power plant while in pursuit, sending the craft exploding into another piece of ice.

During our pursuit, the other two teams had destroyed several of each other's vessels, but after an unfortunately-



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timed collision with a damaged FDL, focus had switched to me. I pulled *Ichor* up out of the rings and flew on the defensive. Our team was the only remaining side with full numbers, and I intended to keep it that way as long as possible. It took about two minutes for my wingmates to destroy the most aggressive of my pursuers, at which point I had burned through all of my shield cells. The fight was already entering its final stages. Our Gunship had sustained significant damage prior to the destruction of the enemy Gunships, so our focus became preserving it; there was a chance to finish the fight with no losses.

Two enemy craft remained, one from each team. The now severely-damaged FAS was in heavy pursuit of the Gunship. The other FDL on my team engaged in a heavy brawl with it while our Gunship tried to hold off the remaining enemy FDL. I backed away from the fight and lined up my railguns. This was my chance to destroy the FAS. I fired three salvos of railgun blasts into it and caused a power plant malfunction. Drifting helplessly through space, my wingmate launched a volley of plasma into the FAS, and I released one final burst of my railguns. With that the ship exploded. Our attention could finally turn to the remaining FDL.

As I pulled up to face our last opponent, the ship collided with our Gunship, causing both shields to collapse. The win was guaranteed, but I had to keep my wingmate alive for the clean victory. Our other FDL was not in range, so it was up to me. I fired off my final heatsink, and let rip my weapons one last time. Boosting to increase my agility, I fired 6 bursts into the FDL's power plant. Upon the sixth impact, the ship's reactor immediately exploded, ending the enemy's hopes before we had even reduced their hull integrity to zero.

It was only due to the manoeuvrability of my ship that I was able to survive the thick, deadly field of ice, and only due to the range and precision of my railguns that I managed to secure three kills. It was my first use of *Ichor* with the current setup of weaponry that I have, and I realised what a powerful combination I had created. It is no surprise that since then I have found myself the focus of many enemy teams in fights in which I partake. Some of my comrades within Paradigm (a club for combat-orientated pilots) have even created their own railgun based builds for their FDLs, after seeing the recording of the battle.

I was able to use my railguns' excellent armour penetration to destroy its power plant while in pursuit, sending the craft exploding into another piece of ice.

I could write pages upon pages detailing all the dangerous predicaments I've been through with *Ichor*. Tales of close calls with pirate lords and their clumsy Anacondas and Corvettes. Being chased out of systems by authority vessels that were less than pleased with

the presence of a heavily armed vigilante. Over the past couple of years, I must have ripped out and modified her internals hundreds of times. Dozens of weapons have occupied her hardpoints, from plasma accelerators to multi-cannons to the current set of railguns. She's hardly the same ship I bought back then, but somehow, she hasn't changed a bit either. The current iteration will surely be superseded in time, but underneath everything, she remains the same ship.

Any pilot will tell you that their ships are more than mere pieces of technology, marvels of engineering though they are. Underneath the metal and the paint, the scorch marks and battered hulls, there's something more than a means of transport and defence. It's difficult to explain how an inanimate object can have a personality, but I know that such an explanation won't be necessary for those experienced pilots amongst our readers. All of these reasons make *Ichor* stand out to me that much more; she is a testament to modern engineering, a ship capable of truly terrifying displays of power. But with that power also comes a truly unique personality, demanding a certain deference. I put my trust in this machine every day; trusting that it will keep me safe and it won't let me down. Treating it as more than a tool to do my bidding. Because of that, she hasn't failed me, and I'm confident that she never will.

Mini_Watto

An experienced combat pilot, Mini_Watto can usually be found in San Tu duelling with Commanders from all walks of life. Constantly tinkering with the pride of his fleet, *Ichor*, a Fer-de-Lance, he is always looking to improve his ship's capabilities. As a member of Paradigm, a collection of like-minded Commanders, he seeks to be the best pilot that he can be. He aims to pass on some of his knowledge to readers of SAGi, and hopes to increase the popularity of modern combat sport. Prior to his piloting experiences, he became a qualified astrophysicist and worked in the field for a number of years.



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NO ONE HAS EYES like you - please baby come back into my life. I can't remember the door code to the Asp and my best Remlok was onboard and your retina scan was the backup security code :(

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NEW ADVERTISING executive sought by small time crook with big ideas. If you think you can sell the masses anything at all, any time, any day and want an unending stream of useful ideas, I'm yours... The last one didn't pan out.

MISSING SHIPMENT of Crom Silver Fesh still missing. Please can someone help! Black Omega are chasing me now I just need a place to stay for a few days while the heat dies down, risk of death low to medium. Still looking for that shipment of Fesh floating near the Nuen system. Anyone?

AVID EXPLORER seeks soul mate for relocation to Pleiades Sector IH-V c2-16 to live with the Barnacles. I have come to realise that I am a Barnacle and I want to return home, need help getting out of my Remlok when we arrive and would like you to join me in living the Barnacle life.

A PIRATE'S LIFE FOR YOU? I'm dishonest, and a dishonest man you can always trust to be dishonest. Honestly. It's the honest ones you want to watch out for, because you can never predict when they're going to do something incredibly stupid. Sound good? Meet me outside Lavoisier Dock, Riedquat. Bring your best ship and we can parlay about your future.

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FLORAL ARRANGEMENT from Cavat's Colony. P. Smyth. Can't meet me on Jameson's Legacy by June 16th 3304. Can you send them by reliable freelancer to M. Bolgeragg at Jeury Terminal, van Maanen's Star. ASAP. I expect I will be somewhat tied up by then.

SEEKING YOUNG COMPANION to hold camera and stand in awe while I unveil my latest invention. Must be of stout heart, not ask too many questions and own a holocam. Also must not mind about a little radiation exposure. Own transport not required. Where we're going, we don't need roads.

MATHEMATICIAN MISSING! We need a sturdy ship to find missing Mathematician & small party (inc. 2 kids for some reason). Last seen near Frontier Jungle World, his last report indicated discovery of large reptilian species.

GENERATION SHIP sleeper passenger here. Not sure how to make a start in this world, a lot has changed. Seeking kind soul to show me the ropes, looking to get back into piracy.

REPORTER SEEKS LOST STAR. L. Calvert of SAGi Magazine seeking information on the Veliaze system. No information found in public databases, if you find it contact me immediately.

TRUMBLES FOR SALE! I have a new litter of fluffy & adorable Trumbles for sale cheap, very cheap. I got Blue Trumbles, Red Trumbles, Brown Trumbles, Grey Trumbles. They all need new homes ASAP, they love zero-G environments and make great pets for lonely space-pilots. No catch, honest, they are great pets, really no reason at all not to come and get some, I've got lots and lots to sell, just so many.

THARGOID SLEEPER AGENT? I'm definitely a Thargoid, if you are too, come meet me to plan invasion of Sol. No Tricks!

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