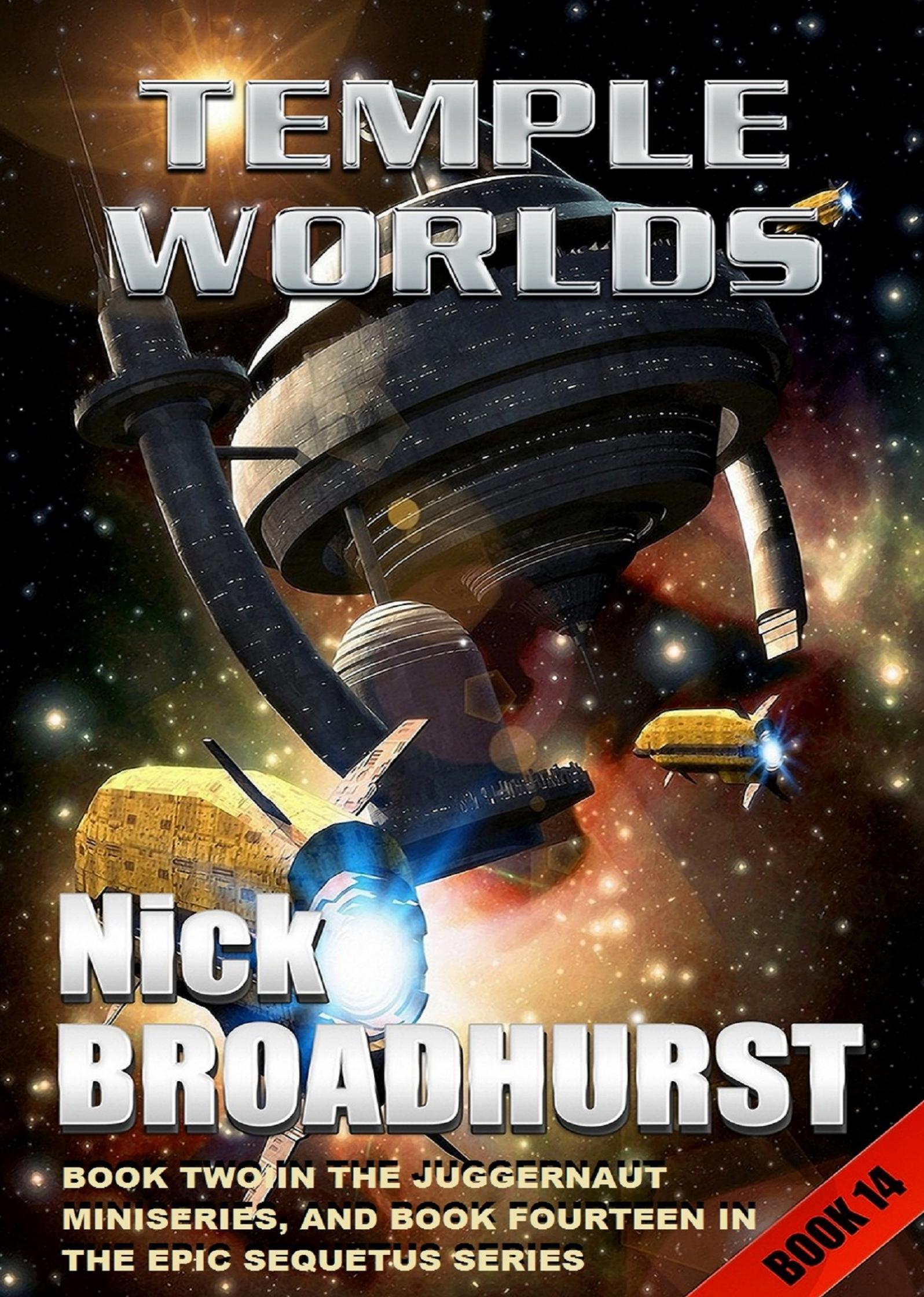


TEMPLE WORLDS



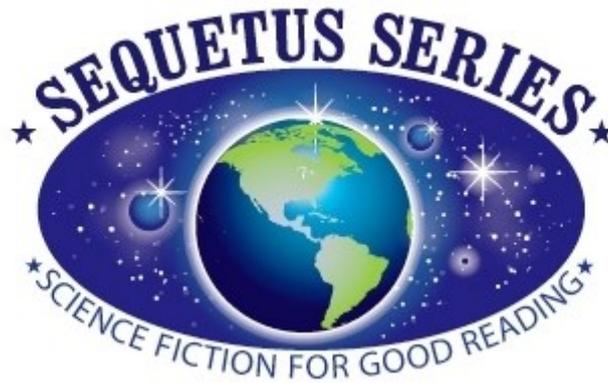
**NICK
BROADHURST**

**BOOK TWO IN THE JUGGERNAUT
MINISERIES, AND BOOK FOURTEEN IN
THE EPIC SEQUETUS SERIES**

BOOK 14

N I C K B R O A D H U R S T

TEMPLE WORLDS



BOOK 14

By Nick Broadhurst

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DISCLAIMER

The SEQUETUS SERIES, the JUGGERNAUT MINISERIES and TEMPLE WORLDS are works of fiction. Names of individuals and companies used in the book, unless historical fact, are pure fiction.

THE SEQUETUS SERIES GLOSSARY

Part of this volume is a chapter named *Glossary*, a list of terms and words and what they mean. When a word in the glossary is first used in the story it is shown slanted *like this*. These are bookmarked to take you to the word definition in the Glossary. The glossary expands with new terms with each subsequent volume

MEASUREMENT

In the Federation there is Standard Measurement, such as kinopacs, or Ks and pacs, but those who have left Earth may still use kilometers.

HOW THESE BOOKS ARE NUMBERED

This is an epic story. By its nature it is big. There are twenty-three books. Each book deals with a specific aspect of the story.

The Sequetus Series is broken up into four miniseries. Each miniseries is comprised of between four to eight books.

The miniseries are

THE NEW EARTH MINISERIES

Books 1-8

THE TEMPLAR MINISERIES

Books 9-12

THE JUGGERNAUT MINISERIES

Books 13-17

THE EARTH SYNDROME MINISERIES

Books 18-23

Each miniseries can be read in its own right.

A lot of care has gone into creating this epic, and everything has been done by way of glossary, pictures, maps, notes, credits, and so on, to assist the reader to have an enjoyable reading experience.

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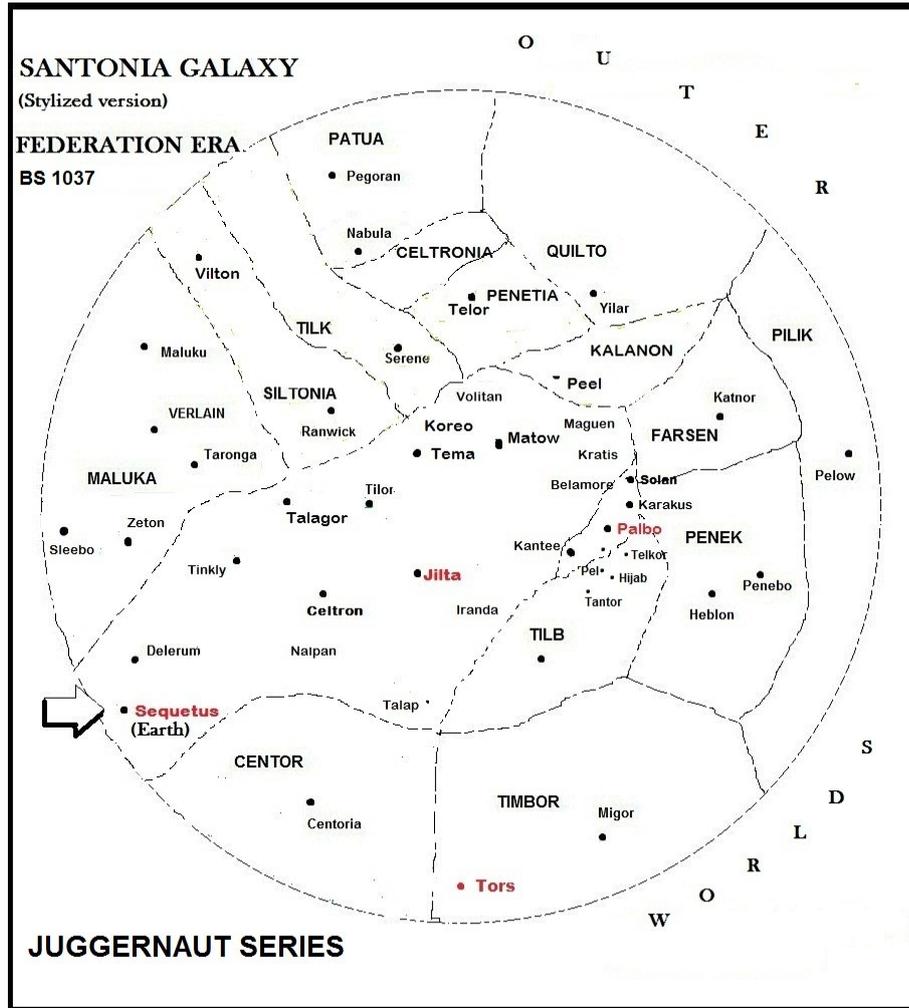
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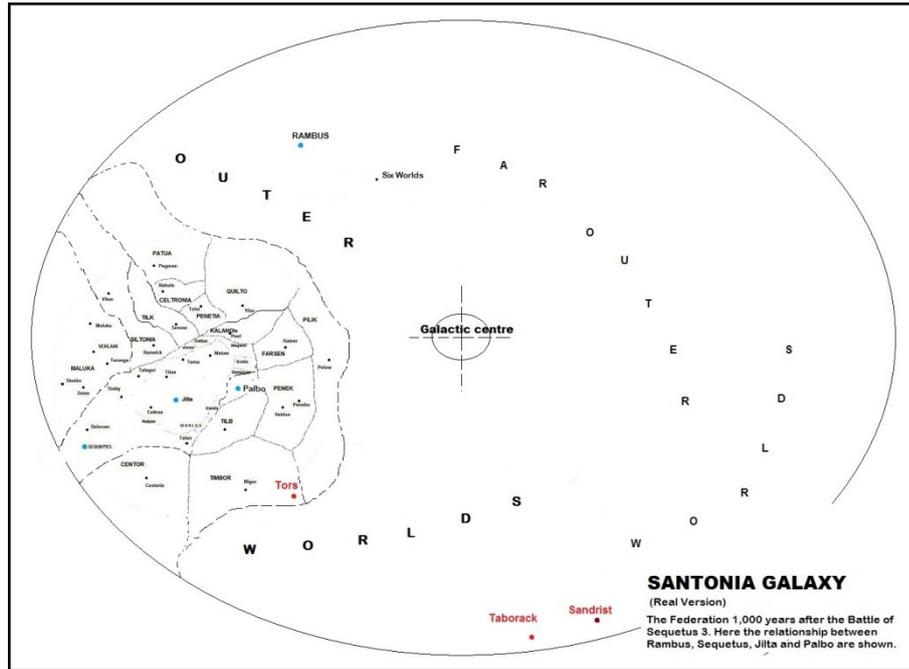
OTHER BOOKS IN THE SEQUETUS SERIES

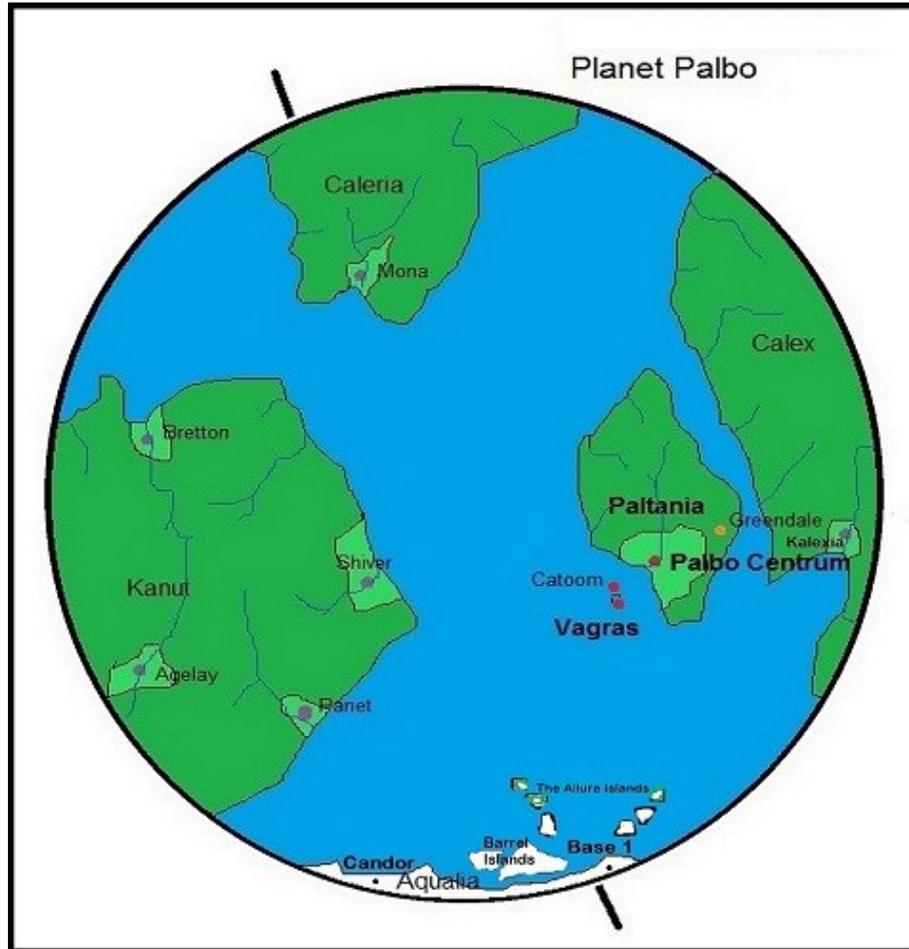
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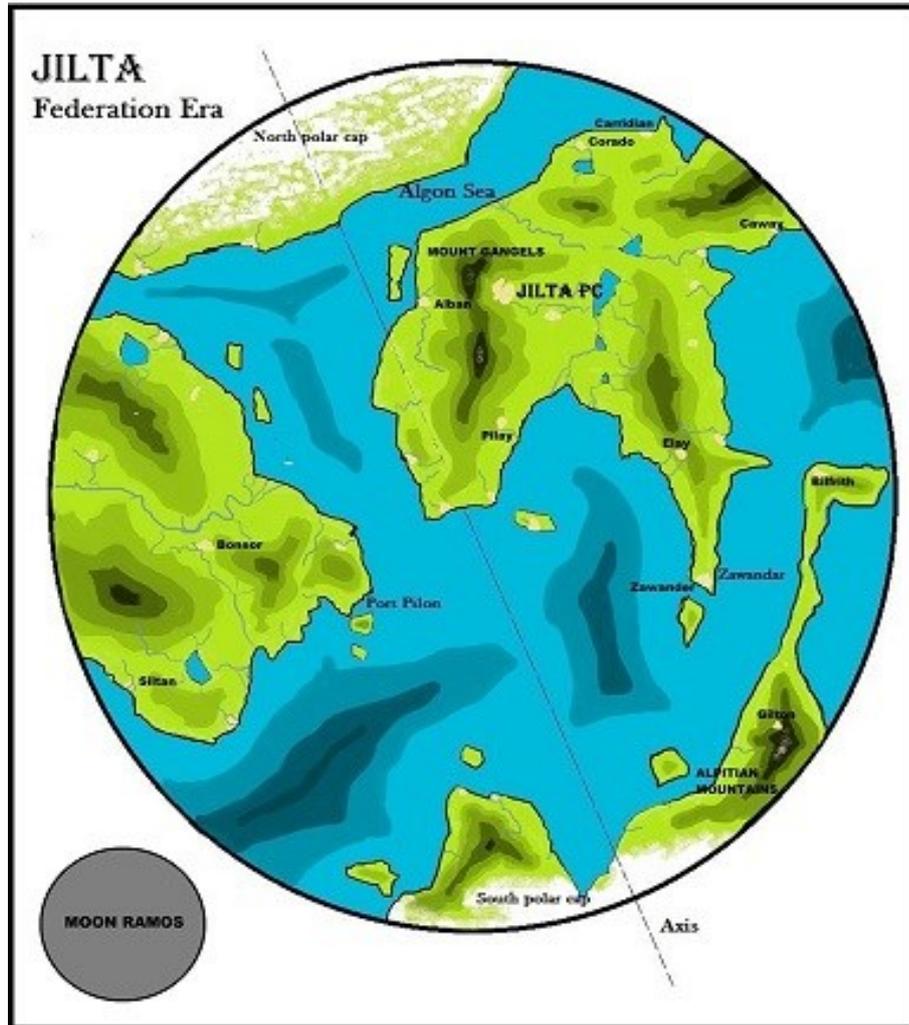
Definition: Juggernaut: Any blinding idea for which people are prepared to sacrifice their lives; forsaking all else.

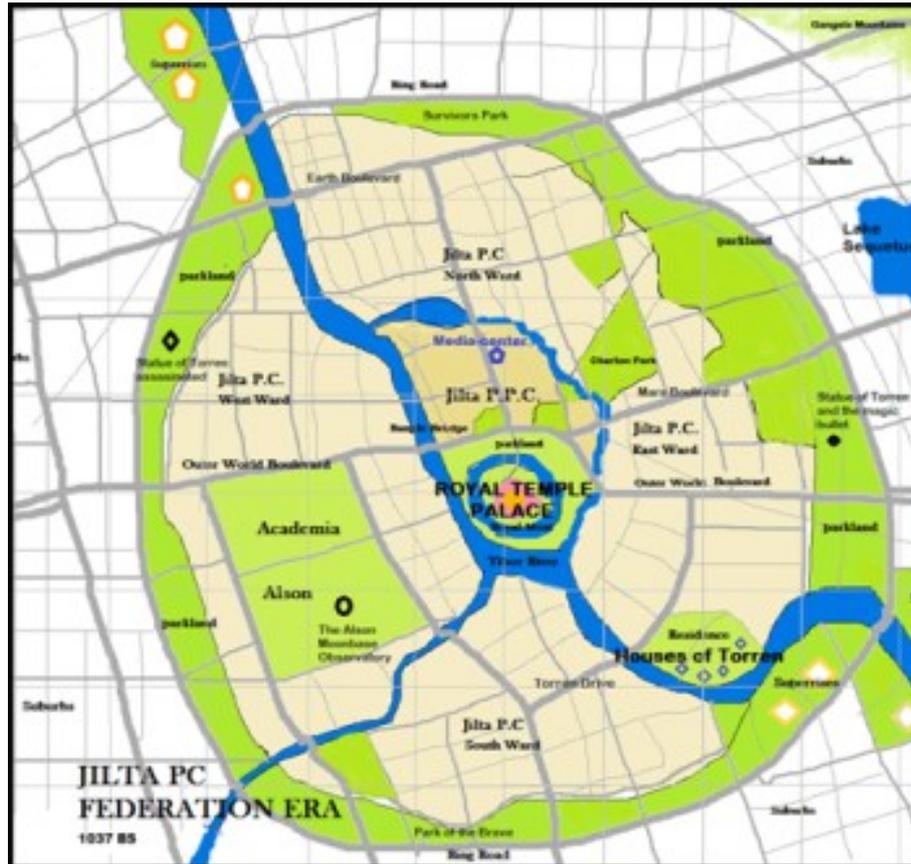
MAPS











PALBOANS

Tubin stood. *Omm* was there. They looked at each other, once the general had read out the news. It had been confirmed that *Jaron* and his entourage had perished in space during an explosion aboard a *Corduke interceptor*.

The general had been asked to leave them. Once alone, *Omm* broke into a slight smile. He looked out of the *Palbo Temple Palace* window, to the swarming masses below. "I think it would be good, if I moved in here. What do you think?" he asked.

Tubin looked at the man, which he now despised so much, but felt so helpless against. *Tubin* began to stutter.

Omm said, "Well?"

Tubin found that he had difficulty in breathing. His windpipe seemed to be blocked, as though an unseen hand was clasping it, tighter and tighter.

"I'm waiting!" *Omm's* face showed hate and impatience.

Tubin spluttered, "I...I...agree."

Omm relaxed and smiled. "Good. Now that is clear, I will move in today. The *Imperial Temple Guard* will assist me." He turned from the window.

"As to *Lorde Jaron*, I suggest that you declare a day of national mourning and leak out the information

about the Corduke involvement, in his death. It would be advantageous to have it known that Lorde Jaron was kidnapped by Cordukes. Regarding the Palboan Temple attempt to rescue him, mention that Jaron was killed by them, so as to hide the Corduke involvement in the crime. Add to that, the fact that the Cordukes also killed every man, woman and child on Tors."

Omm stopped and thought for a moment, before he continued. "I would then follow this up, with a call for a full *Temple Tribunal of Affairs*, on the Tors massacre and Jaron's death. I believe that we can safely say that the outcome will be to our liking. With luck, we could impeach the Master Templar and bring an end to the Corduke network. Do you understand?"

Tubin looked on blankly. He really didn't understand.

Omm shook his head. He knew he had Tubin under his precise control. He cleared his throat and spoke clearly. "I will put it another way, with the Cordukes out of action and their exploits made public, and with the people against them, we will be able to pass laws that will deny the Cordukes a right to exist. That is, planetary governments can outlaw them. Then with the Cordukes out of the way, we Talkron, and you, should have a greater influence over the *Master Templar*. His reputation will be destroyed, and you should be in the perfect position, to take over his role. We can then, advance on the Aaron."

Tubin shook his head and said, "But the Cordukes didn't kill my father; we did."

Omm looked up to the ceiling above as though he was searching for an answer. He lowered his gaze and stared at Tubin. Could he have really been made this stupid? Had the Talkron gone too far; in Tubin's programming?

Ω

The Master Templar was in his courtyard attending to his flowers. Like the royal forbears, who used to occupy the *Royal Palace* a millennia ago he found that the *Royal Courtyard* was tranquil, and assisted him in gathering his thoughts, in times of worry.



He had just received the news, that his son-in-law, Lorde Jaron, was dead. It distressed him, as Jaron had been an example to everyone in the *Temple Empire*

that anyone could rise to the highest posts, within the galaxy, if their heart and actions were good. Jaron, who had come from Earth, had risen to arguably, the most powerful secular Templar post in the galaxy, and all in a space, of three decades.

The Master Templar trimmed a rose. This plant, he was told, came from *Sequetus 3*, and was most admired for its scent and visual aesthetic qualities. He understood why, for he thought that the rose was much like the Temple. It was a thing of beauty; that the beholder could enjoy in many ways. However, if handled incorrectly it would draw blood. He smelled the fragrance. It brought him pleasure.

As he watched the insects attend to his garden, he could see that they were in harmony with their own needs, and those of the plants and trees. The insects used the plants for food and shelter, and in return, they ensured that the plants were free of predator insects; they also performed a vital service to the plants, by cross pollinating them. It was really the good insects that ensured that the garden was there to be enjoyed. The analogy between the insects and the Temple, and life in general amused him.

The Master Templar stood, stretched his back and walked under shade of the old colonnade. He looked up and saw that the blue sky was still unbroken by clouds. He sighed. He remembered only last week the countryside had looked so parched. This was unusual for Jilta, which abounded with its lakes, rivers and small seas.

He sat down and pushed his robe to the side and sipped on his *gavii*¹ juice. The *gavii* fruit was grown in his private orchard and brought to him each morning. It was clean tasting nectar, which he felt he couldn't go without.

He looked up as two *Boguard* entered the courtyard. He wondered how much this group had changed over the millennia. They still assisted whoever was in power in the Royal Palace, and for the past hundreds of years it had been a palace of Templars. The Master Templar wondered if it would be that way always. He was not so bold as to assume that the Temple would be in control of everything on Jilta forever. Forever was too long a time. Still, in his time, things weren't going to decline. In fact, it was true to say that the *Temple Expansion Program* had trebled, under his guidance. This was more than under any other, save the founder of the *Temple Proper*, the *Great Sharman*.

He mused at the way the *Boguard* had changed their style of dress; over the millennia. Once, they wore black *shocksuits*, adapting to the military style clothing of the day. Now, they worked in charcoal *Temple Robes*².

¹ **DEFINITION: Gavii fruit:** A tangy melon fruit that originated on the planet Paxel. Now it was common, on most water planets, and commercially grown for market. Its fruit is often crushed for juice extracts and is a strong source of vitamins and minerals, notably iron and vitamin B17. *Source: Searfinders Index, p. 673.* ◀Return

² **DEFINITION: Temple Robes:** These are the formal wear of the Temple for court. They are:

The Boguard made a short bow.

The Master Templar didn't totally understand the Boguard. He knew that they were aloof to the Temple, but that didn't bother him. He understood that they saw it as their duty, to protect the occupants of the *Royal Palace*. The Master Templar respected them for their actions. After all, they were recently instrumental in saving the Temple, and they did save him from the Palboan military dictator, *Brandon Mirac* three decades ago.

Yes, before the Palboan Invasion, he had little knowledge for the Boguard. Once they had pulled him from the palace dungeons, along with others, helping to restore the Temple over Jilta, he had not a single doubt, about their purpose or motives.

He understood that they had been provided with a *Palace Trust*, which had been endowed to them by the last *Royal, Lorde Hymondy III*. He also understood that it was their purpose to care for the grand old palace, and as long as they considered the palace occupants of good heart they would do all to protect them; as well.

* Six Multi-colors with tapestry design, the Master Templar.
 * Three Colors with tapestry design, a *Cordello*.
 * Two Colors with tapestry design, a Temple Planet Leader.
 * Two colored with no tapestry, a Temple Regional Leader.
 * Gold, a Templar of The Court.
 * Red, Green, blue, or white are for minor rankings and are not seen at court.
 * Charcoal (Black), given to honored Templars of the Boguard.
 Source: *Temple Guide for Proper Court Behavior. First Ed. BS 657*
[◀Return](#)

The Master Templar had researched the old records and found that the Boguard had occupied the palace from as far back, as the rule of the *Confederated Council of Planets*, long before the Federation and the Royals.

The Master Templar nodded to the pair; before him. They stood casually at ease. The taller was named *Barnell*, the other *Martone*. Barnell was the Boguard, who reported on a regular basis to the Master Templar. He was in charge of the other palace Boguard.

There were about sixty-five known Boguard on the planet. He didn't follow the extent of their activities exactly, but he knew that the Boguard had their secrets, and he was not about to try to expose them. He owed them too much.

"My Lorde Master Templar," said Barnell as he looked down at the terra-cotta paving. "We have further news." Barnell waited until he had the full attention, of the Master Templar. He was receiving an update of their intelligence report, which they gave him. He never asked where they got the data, but rather then confirmed the report on independent lines. The Boguard reports were never found to be wrong.

The Master Templar looked up. Barnell continued. "We believe that Lorde Jaron's death is being blamed on the Cordello network, with the person ultimately responsible being yourself. We believe that your Palboan grandson, Tubin, is about to call for a Templar Tribunal of Affairs. We further believe that he is aiming

to eventually control the Temple leadership. He intends to do this by forcing the Cordellos to meet and revoke the fifty-year mandate they granted you three decades ago to expand the Temple boundaries unhindered. We also believe that he'll eventually seek to have himself accepted as a Cordello, and then be elected as Temple Master."

The Master Templar sat there, not believing what he was hearing. He thought for a moment and said, "Tubin is a blood relative. He has been brought up to respect the Temple, and its office. He would never lie, especially of such magnitude."

Barnell looked at the man. "My Lorde, Master Templar. Tubin isn't alone. He is being manipulated by the same people that plotted to kill Lorde Jaron, when he resided at Palbo."

The Master Templar straightened up in his seat.

Barnell continued. "Lorde Jaron was being drugged by the same persons, who have been drugging your grandson, Tubin. We now have strong evidence that the same group killed Anki, your daughter, and are the same who killed your first-born grandchild. It is they, who are pushing for the Templar Tribunal of Affairs."

The Master Templar thought for a moment. Finally, he spoke. "Drugging, is the art of *psychronics*. It has been banned from practice, for the past thirty years, on most planets."

Barnell looked at Martone and back at the Master Templar. "My Lorde, psychronics has been in this

galaxy for a long time. The use of drugs under its many guises has existed, to control the minds of populations, for almost as long as humankind; itself. There have been societies, where drugs have been in such common usage, that entire societies have gone into raging fits of crazed crime and violence. The strange thing, is that every member of those civilizations was drugged, without ever noticing the changes. Those that did see the changes, were convinced that the change was due to something else, bad security, bad education or bad parenting. However, it was drugs and psychronics."

The Master Templar rose and paced over to the garden bed and back. "What types of drugs could affect my grandson, to behave this way?"

Barnell looked at the plants in the garden. "Most of these, if digested, would cause you lose part of your memory, and a lot of your reasoning. These plants are the basis of many psychotropic toxins, one of the building blocks of psychronics."

Martone added, "The effects of the toxic drugs are difficult to observe, but when they're mixed with the effects of hypnosis, the results are multiplied many times. With correctly administered doses of drugs, and the correct sessions of hypnosis, a controller can totally control his subject."

The Master Templar shook his head. "Didn't we place in Palbo government departments to ensure that psychrons didn't return? And if they did, how could they have been this effective in the Temple?"

Martone looked directly at the Master Templar. "In Palbo the most probable scenario was that the hypnosis of Tubin started, shortly after birth, so that no one related to him would observe the changes. After that, we believe that they began to drug his father. Lorde Jaron would then, not observe changes to his son, as both were growing older, and because he was being drugged into a world of forgetfulness.

"We suspect that Tubin has been hypnotized to think and react in a certain manner, in the company of certain people; namely his controllers. His desire to take the leadership of the Temple would be one such example. It would seem perfectly natural to him, as the necessary emotions would be instilled into him at an early age, probably from the age of ten."

"As for the rest of Palbo, we are certain that Tubin's controllers have selected certain controlled persons, to sit on the panel of the *Templar Tribunal of Affairs*. We believe that should you permit this unjust action to run its course, you will lose, and the Temple itself will slowly fall, into the hands of psychrons."

The Master Templar looked up, to the sky. He detected a series of small clouds. Perhaps it might rain, this afternoon. "How then, do I bring about a correction of this situation?" he asked.

Barnell looked at Martone and then at the Master Templar and said with a suppressed smile, "My Lorde has the Corduke network, at his disposal. It is the only group that you can rely upon, to represent your needs. From our Boguard sources, it would appear that they're

the only part of the Temple, not penetrated by psychronics."

"From your sources?" asked the Master Templar, raising an eyebrow.

Barnell smiled and nodded. "Yes, my Lorde."

The Master Templar thought for a moment and then nodded. "So; they intend to remove the Corduke network. It is the only defense against them, which makes sense. Make it non-operational. Then, through my grandson, Tubin, they intend to take over control, of the Temple. What then?"

Barnell looked directly at the Master Templar and said dryly, "At this stage, my Lorde, we have no confirmation of their following move, but we anticipate that it would involve the control of the populations of the Temple, for a purpose that we don't understand...yet."

The Master Templar stood there and thought. He was a tough person. There had been many, who had tried to have him removed; before. There had been seventeen assassination attempts on him, in the past thirty years. He was a survivor, and as the psychrons had failed before, they would continue to fail, again.

He turned away from the pair and asked, "What of Akeala?"

"She is safe, on Rambus, my Lorde," said Barnell. "You were correct in suggesting it, years ago."

"Good. I will have the Cordukes move her further to a safer place." He turned and asked, "I don't suppose you know of one?"

Barnell smiled, "I do my Lorde. Shall I arrange it? I can."

The man smiled. "Yes, and don't inform me of where...just in case. Our enemies are getting too close to us now."

"We understand."

The Master Templar left them and walked from the courtyard.

Ω

Akeala stood there in front of the base-leader, in his office, two stories underground. It had been a month since her return from *Tors*.

The base-leader glanced at her, and noted how she had grown.

She looked back at him, and said sternly, "Base-Leader *Caraday*, it is my duty to look for my father and the friend of my father, Amy. For one, I don't believe that my father is dead, and nor do I believe that *Amy* is dead, nor that silly Captain from Jilta."

Caraday was genuinely fond of the girl, but he didn't like the idea of a thirteen year old telling him what to do, no matter who she was. He leaned over his desk and said, "No Akeala. You're not going back to Tors. For one, I cannot spare the manpower, or the ships. Secondly, the search party that went down on that planet is dead. There are no survivors, on Tors."

"You mean, like this planet?" she responded, curtly.

Caraday sat back, and looked over, at the girl. Someday, she may become his boss, but that was a long time off - yet. "I have given my answer; Akeala. I have work to do."

She was upset and turned away.

Caraday called out, as an afterthought, "Akeala, if I could help, I would, but there are things going on right now, that have my attention. Also, you're grounded, from going topside."

She glared at him and said, "That isn't necessary!" and stormed out.

ψ

CHELO BADE

Chelo Bade walked, out along the far colonnade. She had just then received a doctorate for her thesis research: into the effects of faster-than-light-speed effects on micro organic plant life. As she walked, she admired the grand old buildings of *Academia Alson*. This had been her learning ground, for the past eleven years. For the last two years, she had been working solely on her thesis, which was at first thought to be a waste of time by her peers. Only in the latter months, was there sufficient data to prove correct her initial beliefs and put paid to her critics. Her research proved conclusively, that that micro-organic life did undergo changes as it traveled in the state known as faster-than-light-speed travel.

She breathed the clean Jiltanian air deeply, satisfied in knowing that there were many wishing that they could be in her shoes. Her thesis opened the doors, for much further work and she had only this morning, received a job-possibility from the *Federation Warp Drive Bank* itself, the greatest commercial enterprise, in the galaxy. She had hoped that her discoveries would bring her some fame; previously she thought that she might wind up working for a small mining company somewhere in the Outer-Worlds. She never expected an invitation, to work at the *Federation Warp Drive Bank!*

She mused, to herself, as she walked through the tropical garden, of Alson. The Warp Drive Bank had stood at the initial expansion of Federation, seen the fall of the Royals, and witnessed the collapse of the *Palboan Empire*, along with the rise of the all-influencing Temple. Each new turn in galactic events, only seemed to serve the Bank, which in turn consolidated itself, as the cornerstone of galactic commercialization. Chelo never dreamed that they would be interested, in her.



Chelo Bade

Chelo's initial studies were brought on, by her belief that as an organism went into warp drives, it would act differently at the precise point, when the warp fields drew around it. In fact, this is what Chelo

discovered. Her hope was that the fields might be able to be used, in developing hi-speed vegetable growth; for food. She hoped that the worlds, which were barren and needed to develop food resources artificially, would be eager for a technology that could provide food in a shorter growing time. Her experiments aboard transport ships proved her hypothesis correct.

Chelo was excited and she ran through the events of the next two days, in her mind. She fantasized about being offered a top position within the Bank. If only her dreams could come true.

It was that afternoon. She was due to meet her boyfriend, *Ardan Keote*. They had been together, for over twenty-three years now, and her friends kept asking why they weren't legally permanently *bonded*³. For Chelo, she was happy with life, as it was. For Ardan, he seemed not to want the permanency, that bonding implied; so both were happy to fend off taunts by their well-meaning friends.

Ardan was a hard-working construction engineer. He had graduated three years ahead of Chelo, also at *Alson*. He of course was snapped up by the corporation

³ **DEFINITION: Bonding;** The official legal recognition that a male and female couple had decided to cohabitate, as a single group with the purpose of furthering the species, through the production of children. The average BOND would last 46 years with one offspring. Often re-bonding would occur later in life. *Source: Searfinders Index pp. 2341-7.* ◀[Return](#)

*Geodeck Att. El.*⁴, one of the largest mining exploration groups on Jilta. His employment was steady and reliable.

Ardan worked hard, and was often away from Chelo, which was expected of him, in the early years after graduation. They both knew that the most trying time of a relationship was after graduation, when they would be serving their respective employers.

Chelo had caught the underground shuttle home early, before the peak-rush crowds. She rose on the escalator, to the surface and walked in between the little rows of houses, which were her neighbors.

She smiled as she inhaled the scent from the garden, on her right. That belonged to her neighbors, the Bancrets. Their flowers glistened brightly in the sunshine. It was a fine day, and the sun had just ducked behind a cloud. She watched, as its shadow meandered over the dwelling tops and gardens. She looked up to see her own home closely. She turned up her garden path and hurriedly pushed in her security key.

Ardan had installed a new security camera and Chelo smiled at the door. It slid open and she entered.

"Ardan?" she called, tossing her bag onto the sofa.

⁴ **DEFINITION: Att. El.;** The abbreviation for the term *Attalic Elory*. This term is an old Jiltanian dialect spoken before the Federation brought with it Standard Galactic. Most legal terms on Jilta are still used in their pre-Federation form. *Attalic* means *group*, and *Elroy* means *legal recognition*. Source: *Beleaguers Jiltanian Legal Handbook*. p. 34. . [◀Return](#)

She walked into the galley and reached into the second opening above the right-hand bench. A glass automatically dropped down, into her hand, containing iced citrus. She glanced at it, disapprovingly. The ice had been crushed too small; again. She sighed, and once again, re-set the controls on the wall.

She then walked over to the sofa and unzipped the sides of her *trouser-nylops*, while sipping on her drink. That felt better she thought, as she lay down and closed her eyes. She put her hand on her head.

She looked up, realizing how tired she was and yawned.

She glanced at the time, on the wall. It was just before midday. She yawned again and decided that it would be a good idea to read, so she sat up and reached for the wall monitor. She turned the wall screen on and then sat back and yawned again. She really was tired, so she put the glass down and lay back and turned to the *holographic-news*. There was something about the Temple and some form of atrocities in the old Palboan regions of their former empire.

She yawned again and closed her eyes. If she was that tired she reasoned then there was no point fighting it, she may as well have a quick nap.

Ω

Ardan walked in. He called, "Chelo?" and turned towards the lounge.

Chelo sat up, and blinked and shook her head. She really had been tired, and still felt half asleep.

She looked at Ardan and in a weary voice, asked, "Ardan, why are you home so early? Was there something you forgot?"

Ardan looked at her and shrugged. "Forgot? I have just come home, from finishing my shift."

Chelo glanced at the wall clock and then back to Ardan. "I don't know what happened." She looked out, at the black night, through the window. "I only dropped off for a nap and ten hours passes..." She rose and stretched. "Hmmm. I must have needed the sleep. Strange though.... Never mind, what would you like for dinner?"

Ardan walked over to her and looked at her face. "Are you certain that everything is all right? You look washed out."

She walked to the mirror on the wall, rubbed at her face and smiled back at Ardan. "I do look tired. Well, I guess some food will remedy that."

"Sure," said Ardan as he sat down, opposite the wall screen. He added, "I see they fixed the security on the door. About time too."

"Yes," she called from the galley.

A moment later, Chelo returned with two steaming plates of brightly colored food, and they sat down, to eat, while watching the news.

Ardan pointed up, at the holographic vision. "I think they're after the old-boy."

Chelo looked up, surprised.

Ardan nodded at the screen, "The Master Templar. They will impeach him. I believe it's a power play by the Palboan Temple. Whoever is worried about some stupid backwater planet, in their old stupid empire anyway? I mean, they were only savages, from what I can tell."

Chelo didn't have her attention on what Ardan had to say, but was looking at the wall clock. There seemed to be a day, missing. The clock was showing a day ahead. She didn't understand, and asked, "Ardan, did you have a double shift, again?"

Ardan looked at her strangely and then said, "Of course. Don't you remember? I called on the viewer and explained it to you, and you said sure, not a problem. I spoke to you last night...about the extra administration, which was required. Don't you remember?"

Chelo looked down at her meal, and then at her drink. Her heart began to beat faster. The ice was finally correct again and she smiled. "Yes, of course, I remember." Chelo swirled her glass and wondered how she could forget an entire day and ten hours.

Ω

The next morning over breakfast Ardan looked at Chelo, "So; you're meeting with the Bank today?"

Chelo sipped her morning *Kalo*, and nodded. "In a few hours."

"What about *Marly*?" he asked, about Chelo's best friend, who had worked with her on the thesis.

"Yes, Marly, too, in a few hours."

Ardan gulped down the last of his kalo drink and stood. He bent down and kissed her, softly. "Nothing less than a hundred and eighty-five thousand a year. Right?"

Chelo shook her head and pushed him away, "In a year or two, maybe. See you tonight."

"Tonight!" he said and winked at her, as he left the dwelling.

Chelo sat there looking into her drink, and then realized that she had better get her belongings ready, for the interview. Quickly she jumped up, cleared the table and walked into the bedroom to sort out her papers.

She stopped and saw that they had already been packed, and ready to go. Interesting, she thought. She must have been busy yesterday and readied things. However, she couldn't remember - any part of it.

Still, she had to hurry and put the forgotten day behind her.

Ω

Marly was waiting for her, at the front of the Bank. She was a tall, awkward looking girl with red curly hair. She was shuffling her feet back and forth, as she craned her neck, looking for Chelo.

Chelo rose from the underground escalator, and was looking down at the administrative center of *Ablam*, a commercial city, outside of Jilta.

Ablam had a population, of slightly under a million. It was one hundred *Ks* west of Jilta P.C. and its business was mostly the administration of commercial affairs of the Imperial Federation Warp Drive Bank, on Jilta.

Chelo looked down the busy street. There were three *superrises* in the city, all occupied by the Bank. In fact, the Bank owned almost the entire town. It had been rebuilt, over the past two decades, after having been destroyed by the Palboan invasion, thirty years ago.

There were people walking and jostling on the fast pedestrian *ratwalks*⁵. The weather was excellent. In Alban it always was. Alban was fortunate in that it was situated right on the *Sea of Balea*. In the summer, the sea served to keep the city cool, with its evening coastal breezes, and during the winter, the weather pattern was a very predictable evening rainfall.

Today; was one of the winter days. The temperature was low, but above freezing. The air had a bite to it, but the sun shone down, trying to dry out the night's rain. Chelo looked at the people, as they passed, on the other ratwalks. They seemed happy

⁵ **DEFINITION:** **Ratwalks;** Slang Jiltanian term for the moving pedestrian walkways common in most central business districts. *Source; Searfinders Local Abridged Dictionary - Jiltanian version, p. 271 .* [◀Return](#)

enough, chatting away to each other, smiling as they got along with their business, or at least the Bank's business.

The ratwalks were each about two paces wide, travelling in both directions. They were constructed of a non-slip nylop, with the mechanics enclosed underground. The walks were simply solid plates, that overlapped and pedestrians alighted onto them from the side. They ran only in straight lines. At the end of the walk people moved at an amble while speeding up towards the center of the walk. In well-planned cities there were express ratwalks that could take pedestrians in a hurry. Extra-long distances however, were served by the *undertube* rail system.

Chelo looked, overhead and saw the large Federation Warp Drive Bank sign, as her ratwalk approached. Above the sign were over two hundred stories of building, mostly polished glass, stone and some nylop. She looked down, and ahead of her, so as not to get dizzy.

Beyond the bobbing heads on the ratwalk, Chelo could see the anxious face of Marly, scanning the crowds. Chelo stuck her hand up and waved. Marly's face changed to delight as she spotted Chelo.

A few seconds later and Chelo had stepped off the walk. "Are you ready?"

Marly looked up at the grand polished stone entrance, swallowed and smiled. "Might as well be; I'm not going to get any readier."

"Let's go, then!" Chelo slapped the bag containing her doctorates and thesis.

Marly grinned, and walked up towards the doors.

The doors were fifteen pacs high and swung inwards. The girls strode confidently through; in front of them was a void, which stretched as tall as the building. The girls just stood there and stared up...and up...and up...and up. Over two hundred floors, interconnected with small passenger lifts, shooting up and down like tiny fireflies, up to and beyond a thousand pacs over them. The feeling was humbling.

Chelo had her attention brought back by Marly who elbowed her.

Marly said, "Come on, we have to find a Mr. Bel Gane Vor."

Chelo nodded and they stepped briskly over to the directory, and punched in what was needed. Quickly Bel Gane Vor's name came up. He was on the one hundred and sixty-eighth floor.

Moments later, they were speeding up to the top section of the building.

Chelo looked down from the lift, as it rose upwards. The glass surrounds offered excellent viewing, not only of the internal void of the building, but also of the ocean and coastline, beyond the city. The building's glazed sides were tinted, to permit only certain light to enter the void, while allowing those inside the building, to view Ablam, the beach, and the coast; beyond. The higher one rose, the more one could see.

A slight gentle ringing noise from the elevator, let them know that they were about to slow down, and disembark. The lift stopped; the door opened and they left. They now found themselves in a wide glass-partitioned corridor overlooking the great expansive void, and the amazing view beyond.

Chelo turned away from the view, and saw several compuscreens. She punched in her invitation number, and a light lit up, ahead. They walked over to the light and Chelo stared at the monitor screen. Soon, the entire wall began to split apart. It stopped after a few seconds, and the girls stepped in. The wall then closed behind them.

They were now in a warm pink large reception area. Dozens of people were working. Chelo approached the first counter, marked *reception*. It was wide and made from native Jiltanian *arganate*⁶. Very expensive thought Chelo. She handed the receptionist their invitation and took a seat, next to Marly. There, they waited and glanced over the promotional literature, of the Bank.

Chelo grinned, when Marly held up two of the books from the table, near where they were seated. They were what the girls had read, when trying to get some information about the Bank, so they would sound intelligent for the interview. Inside the glossy

⁶ **DEFINITION: Arganate:** A plentiful translucent pale misty green non-precious stone, found on Jilta. The major quarries are found in the northern hemisphere. *Source: Searfinders Index, p. 1117.*

[◀Return](#)

publication, were details of who started the bank, who owned it now, how large it is, and how all the galactic communities depend upon it, for their economic survival.

After some moments a man walked over and stood there, in front of them.

"Good afternoon, ladies. My name is Bel Gane Vor. I'm the executive recruiter, and I believe you have an appointment with me."

The two girls stood immediately. Chelo smiled at the bald headed, elderly man, in front of her. "That is correct, sir. My name is Chelo Bade and this is my friend Marly Scane," she said.

"Delighted to meet with you, both. Would you follow me, please?"

Bel Gane Vor wore conservative two-piece business attire. He led them through two rooms and then into his own executive office. There he sat, behind his desk, and requested to reception, that no one disturb him, as he had very important guests. This made the girls feel good.

Chelo sat in one of the three soft cushioned chairs in front of Bel Gane Vor, and looked around. The walls were lined with a combination of Jiltanian *Bloodwood* timber and arganate, decorated with expansive pictorial scenes of Jiltanian landscapes.

Bel Gane Vor watched as Marly stood by the floor-to-ceiling wall glazing, looking out, and inland. He smiled at Chelo. "The view out towards the inland is far more interesting than the seaside, I believe. If you

look hard enough you will be just able to make out the Royal Spire of the Palace in Jilta PC. It is between those mountain peaks. That was one of the governing decisions, for this building. We had to be able to see the Royal Palace, from the Director's office, on the two hundred and thirty-eighth floor. From up there, you can see much of Jilta itself."

Chelo smiled and looked out towards the soft green patch-worked landscape that met the horizon with a small rounded blur and a small thin spire. The Palace was barely visible, so far away. Chelo asked, "You haven't been up there, to his office?"

Bel Gane Vor smiled, sat back and shook his head. "Up there, is the Director for Jiltanian Affairs of the Federation Warp Drive Bank. He is arguably one of the most powerful men, on the planet. Very few, within this organization ever get the privilege to meet him, yet be invited to his office." Bel sighed.

"Now ladies. I have read your initial submission, and I was very impressed with your thesis. So much so, that I felt it would be good to meet, as I believe that with talent like yours, the Bank should have first option. What do you say? Would you like to work here? The career opportunities are limitless."

Ω

An hour later, Chelo and Marly were in the *express-undertube*⁷. Neither could believe just what happened. They had actually haggled with Bel Gane Vor, and had negotiated a starter package of one hundred and fifty-five thousand, per annum, each.

The girls simply stared at each other. Chelo had never realized, how good their thesis must have been. For some reason, Chelo had wanted to agree to the first terms that were offered, but Marly had dug her heels in and said no, and again no, and again until the amazingly high figure was reached. Chelo was ecstatic. What an amazing day, it had been. This was the start to a new way of living.

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⁷ **DEFINITION: Express-undertube:** The name given to the underground magno-rail link that bridges Jilta P.C. and its outer lying hub cities. The train travels up to 450 Ks an hour. *Source: Searfinders Index, p. 837* [◀Return](#)

ARDAN KEOTE

Marly arrived home, to find a note fixed to the lounge room viewer.

It read:

Dear Marly,

I let the technician in as we agreed. I will be gone for two days, so I will see you, when I return. I organized for the security system at Chelo's apartment, two days ago. I have been requested to attend a conference, at Ablam. More security work; late at night too, I'm afraid.

Lots of love.

Torish.

Torish was Marly's boyfriend, of several months, now. Marly met Torish when she was working late in the Alson library, one night. He listened to her, as she outlined the extent of Chelo's and her work. He was very, very interested. It was not long after, that they were dating and within a few months, Torish had moved in, with Marly.

Marly was ecstatic. She was never one that men had automatically flocked to. She knew that she was awkward looking, and with just an ordinary to boring personality. Torish on the other hand was strong and handsome, a win by any girl's standard. It was not that Marly thought that she was now glamorous, or even that her fortunes had changed. It was just that

she felt that she deserved her share of happiness, and she was not about to ask Torish too many questions. If he liked her, then that was fine by Marly. Who really wants to know why?

Torish was two years older than Marly, which for a *long-lifer*, was almost nothing. He had been studying electrical engineering, at the Academia Alson when they met. At the same time, he also was serving an apprenticeship with the Federation Warp Drive Bank. Torish was studying to become a security expert, and it was on his advices, that led the girls to submit their thesis, in its early stages to the Bank, seeking funds. Disappointingly, the Bank didn't donate any funds for the project, but it expressed a keen interest and a desire to be kept informed. In many ways, the girls felt that Torish had been responsible for their now current career prospects at the Bank. For that, Marly loved him dearly.

Marly erased the note and walked into the kitchen. She decided again not to eat at home, but to go over to her mother's apartment.

Marly's mother had been a good companion for her second daughter - Marly, and for the past week, Marly had been spending the nights, there. She was returning home, only to see if Torish was going to be home or out. As he was out, then she was going to visit her mother.

Her mother had been a strong woman in her time, and once even had held the position of City Ward Councilor, for the Eastside of Jilta PC. That was before

the Palboan invasion, which had destroyed her home and killed her then bonded husband. That war had destroyed her life, from which she never really recovered.

Marly felt sorry for her mother and spent as much time with her, as possible. Marly quickly got her bags together for another night, and left.

Ω

Chelo Bade arrived home and threw her nylop boots into the corner of the lounge. She drew an iced drink from the wall service. It was still serving the correct ice. She sipped and turned on the wall screens, for the latest news. She saw that the Master Templar was in more trouble, along with part of the Temple, called the Cordukes. There were Temples from other planets, calling for an immediate inquiry into the Cordukes and their operations, and how they were funded and controlled.

Chelo yawned and was soon asleep.

Ω

Ardan Keote arrived home, after his evening at work. As a construction engineer, he had been rostered for the evening shift of the superrise, which his company was building, on the banks of Lake Lerry Tiffan. The entire foreshore was being rebuilt, after the Palboan invasion.

Tonight, however, the weather was closing in. A storm, coming in off the lake, had caused the site to close, early. At the upper levels of the building, the winds were gusting, up to eighty *Ks*.

He marched up, to the front of his home. He stopped at the door, which was open, a fraction. `

He looked at the small electric eye, in the corner. It was not on. Ardan stopped. There was someone inside.

Ever so slowly, he placed his fingers on the edge of the door. He gripped and forced the door to slide quietly and gradually back, into its recess. He soundlessly slipped inside and let the door close, after him.

He stared into the blackness and heard nothing. There was not a light on, anywhere, he could only see pitch black. He took a step and felt a shift in consciousness. Everything was black.

Ardan opened his eyes wide, and stared up, at the ceiling. He blinked. What had happened, he wondered. He recalled, walking through the door. Yes. He now remembered, seeing the blackness, and now he was lying on the floor, looking up. He wondered how he got there.

He looked at his watch and realized that he had been on the floor, for an hour. He rolled over and began to get up; feeling that his head was in pain, and that he was giddy. It didn't take him long to decide, that a prowler had struck him on the head.

He wandered his way over to the light switches by feeling his way, and realized that the lights were switched off. He turned them back on. Rubbing his head, he looked around.

He saw Chelo, by the table in the lounge, slumped over on the sofa. He walked over to her, and rubbed her hand.

Chelo slowly opened her eyes and smiled. "Oh, Ardan. You're home so early...or is it...?" Chelo glanced at the wall clock and realized that she had slept the day and night away again.

Quickly, she sat upright and tried to rub the sleep and grogginess, from her eyes.

Ardan stood back and looked around the room and slowly looked back, at her. There didn't appear to be anything moved or stolen. He asked, "How long have you been asleep?"

She stood up and glared at him. "Ardan, whether I sleep in the afternoon or not, is of small concern of yours. Now do you want any dinner?"

Ardan scratched his head, as she made her way into the kitchen. "Yes, but how long...."

She slammed the food down, that had just come out of the food heater and said, "Look, you had better get used to cooking, for yourself. I'm starting work in two days for the Bank, in their research section." She walked out, grabbed her jacket and left the house.

Ardan looked at the door, as it closed behind Chelo.

He wondered what to do, and then the *comm-tact*⁸ on the wall began to page him. He looked over to the right far wall and saw that the light was on. He told the machine to respond. It was Torish.

Torish was smiling, as usual. Through the girls he had gotten to know Ardan quite well. "Ardan," he said, "Is Chel there?"

Ardan looked around and then shrugged, "No, she has stepped out, for a moment. Is there a message, which I can give her?"

"No. Just ask her to call me. I just wanted to know where Marly is, tonight."

"Sure. I'll do that when she gets back." Ardan typed in a message by the screen.

"Thanks," said Torish.

Ardan held up his hand, to stop Torish from leaving and said, "I think someone has been in here, in the house. The security equipment is down. Do you have any ideas of what to do? Do I contact the company, who put in the gear, or what? Nothing seems to be missing."

Torish slowly nodded and then said, "Leave it to me. I will contact *City Security*, and I will also have someone over there, to check out the equipment."

Torish paused. "Strange, about you having an intruder.

⁸ **DEFINITION: Comm-tact:** Trade name for a mass commercial visual communications system and network. *Source: Searfinders Dictionary, p. 456.* [◀Return](#)

They're almost unheard of, on Jilta, these days. See you, soon."

Ardan waved and the screen went blank.

After searching the house for anything that may have been missing, and finding nothing, out of the ordinary, Ardan answered the door. It was City Security.

The two from City Security were dressed in their one-piece grey and blue uniform. It only took them fifteen minutes to confirm that there was nothing wrong, with the security system. The door worked fine, and the light that indicated the system was down, but was now operational. There were no fingerprints; nothing stolen, and they checked the drinking glass, which Chelo had been drinking from, just prior to her falling asleep. The only indication of a possible answer was that perhaps Ardan had stumbled in the dark and fallen, and that the door had suffered a one in a million, strange malfunction somehow. Yes, Ardan could see now how the entire thing could have been a mistake.

As the City Security was leaving Chelo entered and was surprised by their presence. She asked Ardan what they were doing and he replied that they had made a mistake.

Ω

The next day, saw Ardan and Chelo packing and getting ready, for her new venture.

Things were going smoothly, but Chelo was becoming difficult to converse with. She would become easily upset and angry, over small or unnecessary things. Ardan noted that this had begun, after she had finished her thesis. Now, she was getting worse.

Ardan figured that she would get better, once the pressure of starting work was finished, and she had begun to bring in some pay. He knew that he went through similar signs, when he graduated.

Ω

Ardan, Chel, Marly and Torish had agreed to travel the undertube, to Jilta Centrum. From there, the girls had booked a private compartment on the *magnotube* to the northern city of *Corrado*, traveling at 500 Ks per hour. It was at *Corrado City*, that research was undertaken, for the Bank.

That evening, Ardan was working on the two hundred and sixty-third floor of the superrise, which he was assigned to. The wind was coming in fast again from the lake. Ardan looked out, from the tower. The building was only half constructed, but completely lit up. There were workers on most floors. Structural erecting occurred on the very top while lower floors were being fitted out, for eventual occupation.

Ardan was talking to the crane operator, high up, above him. The wind was blowing hard, but not enough to call off the evening. "Over to the right, Gil,"

he called, on the two-way communicator, attached to his collar.

The overhead crane moved, and a great monolithic precast slab began to swing, around the building.

Ardan looked up, towards the stars. It would be another hundred or so floors, before this structure was complete. Most likely, there would be people living in the lower levels, while Ardan worked, over their heads.

He squinted through the lights and motioned three of the workmen to keep clear of the slab, as it now swung, into the center of the floor.

"To the south, Gil," and the great slab began to slowly change direction, as though it was just hanging in the air like on gossamer strings, attached to the overhead crane, defying all pull of gravity.

Following its path Ardan began to step back with it, closer to the edge. He walked with the slab and it began to swing, to and fro in the wind. It momentarily seemed to be less in control, of the crane operator.

Ardan looked down the hundreds of floors and saw the lights of the building and lake's edge. It was a long way down he thought, and the wind was blowing; stronger. Perhaps too strong, he wondered, as the slab began to swing the wrong way; his way.

He moved and the slab swished past, as though chasing him.

He was getting close to the edge. The slab swung in closer.

"Gil, Gil...."

There was no response.

Ardan looked over his shoulder and saw the surface of Jilta a long way down, and the slab looming, over towards him.

"Gil!" he shrieked.

The slab swept in a large circle and pushed him from the floor. At the same time, Ardan hurled himself down, to the floor below. He landed awkwardly and rolled; his hands gripping two steel bars, which overhung the massive structural frame.

With effort, he pulled himself away from the edge and lay there, panting, staring up at the slab, which now hung out, over the edge.

After several short breaths, he stood and looked at his lifeline. It should have caught his fall from the floor, but didn't. It looked as though it was frayed and had broken, when he leapt.

Quickly, Ardan ran to the stairs and then up, to the open floor above, to be greeted by his workmen, who were pleased to see, that he was safe.

He looked up and called, "Gil!"

There was no response.

Ardan looked around, snapped off his faulty lifeline and quickly threw on another, which was hanging by the stairs.

A few seconds later, he was scaling one of the three giant hydraulic cranes, which were at the center of the construction. Up the steel steps; another eighty paces in the air he climbed.

He was panting when he arrived at the top. He bashed at the door, but no response. Finally, he kicked at it, and it swung open.

There, as he suspected, lay Gil, unconscious, but still breathing, sprawled over the controls.

Ardan slammed the door behind him and pulled his friend off the seat, and laid him on the door.

He then sat in the chair, pulled back the hydraulic lever and the cabin began to descend. Moments later, it had arrived on the lower work platform, near the other men.

Ardan pushed open the door and dragged Gil out. He called to the others. "Get him over to the side-carriage. Notify medical that Gil is unconscious. Quickly!"

It took a few minutes, for them to get to the ground floor levels. It took a few minutes longer, to find out that Gil was now dead. The on-site doctor figured that he died of a heart attack, but that would have to be verified by a formal corporate autopsy.

The site closed for the night; it would resume with light and the day shift, nine hours later. Ardan was shocked. Not only had he almost been killed, but also his friend had died, of a heart attack. He needed a long walk.

Fifteen minutes later, he called Torish.

Torish responded. "Certainly Ard. I will meet you, at your place, in one hour."

Ardan watched the screen go blank, and waited for the next undertube, back to the center of Jilta PCC.

Unfortunately for Ardan, there had also been a malfunction on the line, and some night-shift work being carried out, delayed the undertube service, by a half hour.

Ardan wondered whether he should contact Torish, but decided that he would most likely get home before he arrived anyway.

Ardan shook his head. It had been a long night. He was really going to need a drink. There was not much going right. As he ascended, on the moving stairs from the undertube, he could see the stars overhead, coming into view. He saw the trees, then, and finally the buildings. He was almost home.

Before he could work out what was happening, he heard sirens. He then saw that there was a fire in the street. A home was on fire; it was his home! He ran.

Soon, he reached up to the cordoned off area. He stood behind the crowd, and tried to push through. He stopped, and thought for a moment and asked the man next to him, "What happened?"

"I don't know. I live down the street, and I heard this explosion, about fifteen minutes ago. I come running out, to see the place is billowing with smoke and flames. The fireball was still rising into the sky, when I called City Security."

When the man turned to who had asked the question, he saw no one. Ardan had gone.

Quickly, Ardan retreated to the safety of the undertube. The night was becoming too wild, and he was becoming unhinged. He almost died, once. The

man who almost killed him is dead from a heart attack, and now, when he is meant to be home, his home explodes and burns. If the undertube had not been delayed, he could have been killed, for a second time. He was not paranoid; someone really was trying to kill him.

The undertube carriage sped quickly back, to Centrum. Ardan exited there, and went over to the nearest *view-speak*. He punched in the code for Torish, but then thought again. He cancelled the call. He would have to work out in his mind who he could trust, and who he couldn't. Torish could wait.

That night, he booked into a local small room using cash credits, which were in his pocket. He decided not to use his *auto-credit* in case whoever was trying to kill him, could track him, via the card.

Ω

The next day he rose, wondering if the events of the past night were all a delusion.

He picked up the view-caller. He called his home and found that his number had been disconnected.

He then called the Warp Drive Bank and asked to be put through to Chelo Bade, in Corrado.

The girl he was speaking to, said again, "I'm sorry sir; there is no one of that name, in our employ here. Could she be under another name?"

"No, no.... What about Marly Scanes?"

The girl, on the other end said, "No sir, there is...."
She then asked, "Sir, who may I ask is calling?"

Ardan then saw the concern, showing on her face and pressed the off-switch.

Was he getting paranoid? Was he going crazy? He knew that Chelo and Marly had started work, with the *Bank*.

He then left his room, and locked it, behind him.

An hour later, he found that his auto-credit had stopped all credit and payment. The reason given was that he was dead. He asked the cashier at the *Credit Control Office* to have another look at his face, as he was not dead. He then walked out. He couldn't believe what was happening.

Ardan walked through the downtown streets of Jilta feeling awfully alone.

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MACROD CURR

Ardan wandered around in the undertube pedestrian walkways for hours. He didn't know what to do. The identification card that enabled him to buy anything from transport, to food, had been cancelled. He believed this was done to force him to present himself to the Credit Control Head Office. He desperately wanted to find out who, and why.

That afternoon, Ardan experimented with a call to Torish. Ardan explained to Torish that he needed to speak to him, but privately, in an hour's time on the northwest corner of Royal Barracks, in South Jilta.

Ardan had waited near there, concealed; as expected, there were five City Security officers on the scene, in less than twenty minutes. This meant that either Torish's calls were being monitored, or that Torish himself was in on what was happening. It also meant that someone in *City Security* was in on it, as well. For that, he was not surprised, as *C-S's* were known to be corruptible. Many had been hired, after first serving various corporate security organizations. It was well known that the security corporations paid better, and retained better men. If a security man couldn't make it with a company, he could always find a place with the City.

Ardan tried twice more, to use his card-credit. Once was for transport out of the city, and the other was in a Credit-line machine. On both occasions, there were delays and Ardan had left and hidden nearby, before the transaction could take place. In both cases, City Security arrived not long after Ardan had left.

Ardan now paced the walkways, in a peak-hour undertube, wondering what to do. He needed money, clothing and credits, if he was to get safely out of the city, to work out what was going on. What about Chelo? What a mess he was in.

He did have one bright idea. He jumped the turnstiles, when the guard was not watching; something he had learned when young. He then rode the moving stairs, to the bottom level, where there were fewer people and he checked the timetable.

Within moments, he was on his way in a *tube*⁹ out to his old work site.

An hour later, he had missed the guards, and was on the surface again. It was night and he could see his superrise structure, hundreds of floors lit up, rising like a giant mountain of light, reaching for the stars.

Ardan knew how to enter, without being seen. Slowly, he made his way, to the rear elevators. He despised what he was about to do, but he needed credits and clothing.

⁹ **DEFINITION: Tube:** The local term given to the rail cars that travel the undertubes of Jilta P.C. *Source: Searfinders Index, p. 1852.* [◀Return](#)

He slowly rode the cage, up three floors, into the temporary construction quarters. It was deserted. He slipped inside. With a bit of luck no one would notice him, out of place.

At the end of the corridor, he put his pass in the slot. It would not open. Someone had already changed the electronic keying.

He looked to the side and then at another door. It was partially open. He took only one step.

A surly voice, from behind said slowly in a husky guttural way, "Don't move. Don't even turn around. Raise your hands."

Ardan froze. He slowly obeyed and began to lift his arms, when a hand gripped him on the shoulder, and threw him against the wall.

Ardan could see his assailant now. He broke into a broad smile. It was a security guard for the construction company, which he worked for. Ardan knew the man, and had even helped to get him his first job, with the company. His name was Dorano Dent.

Dorano raised his weapon to Ardan's head, and said slowly, "Don't make me fire this, for I will, if I have to. Just stay where you are, and we will all be fine."

Ardan watched as Dorano began to speak into the microphone on his collar. Ardan watched, as the light on the man's helmet blinked on, showing that the camera in it was now activated.

Ardan thought, and said quickly, "What the problem is, I'm just late for work, that's all. What's with the stunner? I have done nothing wrong."

Dorano straightened the gun and said, "Nothing? Do you call murder, nothing? First you kill Gil, one of your closest friends, and then you go home, murder your girlfriend, torch your home, and try to make it look, like an accident. Don't move. When help arrives it will be better, for both of us."

Ardan's head was swimming with facts. "Murder. I never killed anyone. Gil was dead when I got there to help him. As for Chelo...I would rather die than harm a hair on her head."

"Tell it to the C-S's. They will be here, soon. You will have plenty of time to talk, then."

At that instant a gust of wind blew in, from the lake. Outside, a stack of steel was struck by a something, which had blown off a floor above. The noise was loud and rang through the building skeleton.

Ardan yelled, "Now, Garth!" and pointed towards the door.

Dorano swung around, and Ardan was on him, in half a second. Half a second more, Ardan had beaten him unconscious. Three seconds on, and he had taken Dorano's radio, stunner and replacement cartridge, his jacket, credits and electro-key.

In short time, Ardan let himself out of the building, after raiding the construction crew's quarters, for food. He was now running, for the gate. He had grabbed a satchel from a chair, and pushed in the clothing, which he had found inside, and slung the bag over his shoulder.

He heard the sounds of sirens. It was not one, but a dozen floaters, coming his way. He tried to see above him, but the clouds obscured his vision. He sprinted back into the site, for cover.

Under the guise of darkness, he watched as the first three floaters descended. Guards jumped out. The C-S's wore blasters, which killed, not just stunned. Ardan could also see that they were set for high charge. They weren't here to take prisoners.

As he watched the next floater, which was much closer to him, with its scanning lights crisscrossing over the site, Ardan realized that whoever had organized the killings and bombings, was not working alone. There was an organization at work, a group that had planned his death methodically, and knew that he was still alive. They had now framed him for the death of others they had killed. He had no time to mourn Chelo, and casually strolled out from his hiding place wearing Dorano's security jacket.

Slowly he made his way over to the closest floater. It had landed. He saw the solitary guard, sitting behind the transparent canopy. Ardan slowly walked up and knocked on the canopy window. The guard flicked open the side-hatch and asked what he wanted. The guard soon lay moaning on the floor of his floater.

Being careful not to be seen Ardan slipped inside the craft. He tuned his radiophones into the frequency of the C-S's. He listened.

They had already found Dorano.

Ardan flicked the floater to life. It hummed and slowly rose from the ground. Up it went, and Ardan was quickly asked over the radio what he was doing. He replied into the microphone, that he had seen a blaster shot, come from up, on the seventieth level. He was commended, as now the other floaters began to close in, around the upper levels of the building.

Ardan looked around. Searchlights were scanning all over the building; for him. On the ground, there were a dozen guards searching the stockpiled construction materials. Who knew how many were scouring the inside of the structure?

Ardan counted to three and then fired all drives, and dove down to the left, gaining speed. Again he was asked what he was doing and this time he didn't reply. He only increased his speed.

"Answer up, S143! What is your purpose?" came an upset voice, over the radio.

Ardan still didn't reply,

"143! What is your purpose?"

It took only two more seconds for the C-S's to realize that they had been tricked. They were after him.

Ardan's screens showed three floaters in immediate pursuit and others, now returning from the far side of the building. Those on the ground were now lifting off.

Ardan had the machine running as fast as it would go, with a governed top speed of one hundred and fifty Ks. These craft were floaters, for City Security. They

weren't spacecraft, and their design was for traffic maneuverability. In Jilta PC, as in most cities, air traffic was outlawed, within the city limits up to three Ks, above ground. With the exception of a few highly placed government officials, and corporate and Temple heads, no one, but the C-S's floated in the skies.

Ardan saw the other craft were steady, behind him. He knew that if he left the city limits, they would call in the military, as small as it was. Ardan headed for the center of Jilta PC. He drove his vehicle downwards, and close to the ground. The others followed. He saw that not all vehicles were equal. Some were trailing further behind but two were closing in on him.

The center of the city was looming. He swerved down, and missed three government superrises, by a hair's breath. He buzzed over the top of the Royal Palace. He grinned as he wondered how that would shake the old Master Templar, in his sleep. He wondered if he should land inside the Palace, but thought against it. Ardan didn't believe in the doctrines of Torren, so he couldn't ask for any religious intervention. He was certain they, the Templars, would hand him over to the C-S's anyway.

Just then he saw a slash of light, to his right. The craft behind were shooting at him, with their small arms. He pulled up instantly, to just miss the western wall of the Palace. He stared at his screens, as a floater behind didn't miss the wall, but slammed into it. Ardan quickly glanced behind, to see the machine

crashing down the wall to the ground. He had no doubt that the occupants were now most likely, dead. They would be added to the list, that he was said to have murdered.

He swallowed, as he thought about the prospect of his life, now. The C-S beside him, on the floor began to moan. Ardan shot him again, with the stunner, and he whimpered once again, into unconsciousness.

The floater from behind, fired. It struck Ardan's craft and ignited the right motor. Ardan looked around, for the closest entry to the undertube.

He found it, aimed the floater and drove down hard. He pulled the canopy back, wind racing into his face, the entrance loomed and he slowed the craft down. He pulled up, to wedge the craft, into the exit. Shots were now being fired, from several craft.

Ardan quickly rifled the guard on the floor, for his cash credits, keys and gun. In a few seconds, Ardan was out and running. He could hear the C-S's soon clambering over his craft, and then giving chase. He didn't look back. He ran.

He turned a corner and there were people. He ran past some, and knocked over others. He ran harder. He could also hear the steps of others, behind him.

A ticket counter was ahead. He jumped the queue, and thrust a half credit at the operator and grabbed a token. He threw the token down the slot and heard yelling, from behind.

The turnstile door opened and he ran. He ran faster and down the tunnel, he saw a turn. He turned.

There was a choice of three ways, which he could go. He ran to the left. Then he saw another fork, and he took the right.

In another two minutes, he had slowed down. He was in the center of Jilta PC Undertube Centrum. There were about thirty different passages, which he could be in. He descended another level and saw a tube, coming his way. It slowed at the platform and he boarded it. Three seconds later, it was moving.

Ardan watched, as the various station platforms flashed by. For the next hour, he continued to change direction and ride the tubes.

After the sixth tube, Ardan poised by the door of the rear carriage. Slowly the tube was gliding into the station. It stopped and Ardan disembarked. He was at the end of the platform, and saw that there were no guards, watching. The tube glided away, and Ardan carefully looked around. Quickly, he dropped down to the tunnel rail surface.

There, he crouched and cautiously, he stepped back into the tunnel away, from the platform and its lights. Soon, he was creeping along the tunnel, looking into its blackness. He could just barely see, in front of him. The tunnel was honeycombed, with lots of other smaller passages.

Occasionally, there were lights in the passages. Ardan figured that if he became lost, then no one else would be able to find him, either. He knew that he would be safe in here, for a while as whoever was looking for him, would most likely be only scouring the

exits for the moment, and there were hundreds of those, around the city.

Finally, after an hour inside the maze, he walked up, within thirty paces of a dull light, which seemed to hang from the rock face, for no apparent reason. He sat. He could just make out his surroundings and see his hand, in front of him. The walls were cold, but Ardan had warmer clothes stashed away. He pulled out a packet of *Bilkars profood*¹⁰, and broke the seal.

After stuffing several in his mouth, he realized that he had not eaten for a day and a half. He slowed down and ground the sweet textured biscuit in his mouth; drawing on all the enjoyment, which it had to offer.

Next he leaned over, and pulled off the top, of a small nylop bottle, which he had managed to steal from the C-S, in the floater. He swallowed and tasted the juice that flowed. Not bad, he thought to himself, and swallowed some more.

He put the bottle down, wiped his lips and looked into his bag. He wondered what else there was, that he had managed to steal.

As he rifled in the bag, a voice came from behind, startling him. He dropped the bag and rolled, to jump to his feet.

"Do you have enough to share, friend?"

¹⁰ **DEFINITION: Bilkars:** Trade and manufacturers name for a thin high-fibred baked crisp bread inlaid with three varieties of dried Jiltanian fruits. They're fortified with protein. They come in packets of forty and have a home shelf life of months. *Source: Quantum Jiltanian Cookbook by Balin Stoff, p. 12.* [◀Return](#)

Ardan looked and saw only the outline of a figure, in the darkness. He tried to peer, but the figure glided to the left.

It said, "If you would care to share, I would be grateful. I haven't eaten for some time."

Ardan tried to see who was in front of him. It was a male voice.

Ardan glanced at the bag and saw both the stunner and the blaster, lying there. Slowly, he looked up and said, "Yes, I will share. Here...." He slowly reached down past the guns and picked up the remainder of the Bilkars and tossed them to the shadowy figure, in the darkness.

The figure caught the packet, and ripped back the seal and munched on a Bilkar. He moved forward, until Ardan could vaguely make out the man's features. He was tall, with a rugged face. He wore old clothes, torn but plenty of them. His eyes seemed to burn, with a menace, that sent a shiver down Ardan's spine.

"Thank you, friend," the figure said, and he put the packet of Bilkars in his pocket. "Who are you, and why are you down here?"

Ardan looked at the man's eyes, noticing a long scar running along his neck. "My name is Ardan. Why do you want to know why I'm here?"

The other man laughed. "The only people to come down here, are those that are either trying to hunt us, those that live here, or those, who are still running away. For which reason are you down here?"

Ardan swallowed, "My own reason."

"Ahh.... Your own reason. For what crime did they accuse you, Ardan?"

Ardan was beginning to feel uneasy. He eyed the stunner and then looked at the man. "I have been accused of murder."

The man smiled. "Did you kill those that you were accused of killing?"

"No, but C-S's most likely died, after a floater crashed. Why is it important for you, to know?"

The man smiled. "It is important to know whose company one can keep. My name is Macrodo Curr. Follow me."

The man stepped back, into the shadows. Ardan picked up his belongings, and called after the man, "Where are you going?"

"Just follow me, Ardan."

Ardan did just that.

ψ

PADLOW INHABITANTS

After twenty minutes, the pair came to a small hole, in the undertube wall. They had been crisscrossing networks of tunnels and had arrived at a hole, which had a kind of gate on it.

MacroD waited for Ardan to enter and then closed the gate, behind them. They then walked down a set of steps, to another level. Here the tunnel was smaller and tighter, rounder and without lights. MacroD pulled out a small torchlight, which illuminated a few paces, ahead of them.

Ardan followed. He had given up asking questions, as MacroD didn't answer them. He only said they would be answered, as soon as they arrived. Where and when that was, Ardan had no idea.

Finally, after another hour of tunnel wandering, they came upon a very narrow opening. Arden noticed that there were large pipes, hanging from the ceiling. MacroD stopped and turned to Ardan and said, "We are here. This is Parlow, where I and others like you, live."

Ardan noted the ominous tone in the man's voice, as though it was a voice of concealed and unavoidable doom.

Ardan saw a light up ahead. He nodded to MacroD Curr and began to walk towards it.

The tunnel led out to an open space, which was a central point for about two dozen other tunnels. It was open and large, with columns intermittently supporting a vaulted ceiling. In the open, were dozens of people. Some were sleeping, while others sat, huddled together talking. Most of them soon looked over, as Ardan stepped into the center of the open space. Their clothes were torn and the place smelled of people, who had not washed themselves, or their clothes, for decades.

MacroD walked in front of him and then called out. "Everyone! We have a newcomer with us, today. His name is Ardan. He is a murderer." There was not much response from the crowd, until MacroD then said, "He has some food to share!"

Instantly, all faces turned towards the pair, people got up, hobbled and walked over. Ardan was repulsed by some and fearful of others. He looked at MacroD, as they milled around him.

He then put his hand into his satchel, pulled out the last of the food and handed it to those, immediately in front of him.

Those, who had received the food, scurried back to the corners, trying to shield their find from the others. Ardan heard the bickering that erupted and stared, as others spat at the floor in front of him, for not giving them the food. Ardan felt sick.

MacroD looked around, saw three others, seated on stools and walked over. As he stood over them, they

cringed and crawled away. Macrodon beckoned to Ardan, to sit.

Ardan did sit and looked around, holding his satchel tightly.

Macrodon smiled at him. "Don't be fearful of them. They won't harm you. In fact, they fear you. You have just come from overhead, where many of them have only the dimmest of memories of, from decades ago. You're strong and they're weak. They're weak of mind. Hiding does that to you, after a while."

Ardan looked around and soon, two bowls of warm steaming soup were placed, in front of them.

Macrodon continued, "I'm the leader of this bunch. They depend very much on me, for their survival. They, like you, took to the tunnels for refuge and safety, away from persecution. In the past, many never survived, as often the C-S's would come down, killing those, who lived here. The C-S's used, and still do use, flame to destroy us, for sport. Since we have grouped, we have been able to offer some resistance to C-S's. Now, they tend to leave us alone.

Ardan nodded, "So, you all have been accused of committing crimes and you fled into the mazes of undertubes?"

Macrodon smiled and sipped his soup. Seeing that Ardan was hesitant he said, "Drink it. It is clean and from the kitchens of the Temple. It is good food."

He continued after licking his lips. "It isn't only the undertube. There are also the tunnels for the city water, the sewerage, the halide gases that put out

fires, the glass cables for communication and computer links, fluids for hydraulics and the great heat pipes. All of these have their own separate network of pipes and tunnels, which serve them. What we have done, is join some of the networks up with our own tunnels. This has made us almost invincible, down here."

Ardan looked at his soup and raised the bowl. He sipped it, thinking that he may throw up at any moment. Fortunately he didn't.

He placed the soup bowl down and asked, "So, what happens now? Is it expected that I stay here, for the next two hundred years?"

Macro placed his bowl on the table, wiped his mouth with his sleeve and belched. "No one has to stay here. We could take you to the surface if you wish, but I don't think that you would survive long, if you killed a C-S." Macro then handed back his bowl to an attendant, and asked, "What were the circumstances, behind your first murders?"

Ardan then outlined what had happened, his own near death twice, then the death of Gil and the report of the death of his girlfriend, Chelo Bade.

Macro nodded and smiled. He looked at the ceiling, as though reminiscing a time from the past. After a while, he returned his gaze to Ardan and said, "I once had a girlfriend." He looked around and then continued. "Not like those of us trapped down here, but a real woman. She was a fighter, oh, how she just loved to fight, and to love...but that is another story." He looked at Ardan. "You have been framed, my

friend, and you don't know for certain, that the girl of yours is dead. You must find her, and then if she is dead, you may return with us, if you wish."

Ardan nodded. "How can I find her? I cannot even get out of the city."

Macrodon thought for a moment, and then a big grin came over his face. "I know a way. First, we will get some sleep. It is late at night, up there, and I will go over the idea with you, in the morning."

Ardan looked around the walls and said, "Yes, of course. I will see you, in the...morning." To Ardan everything seemed like night.

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NORTH

After a very light sleep, Ardan was roused by a man, who he had not met, the night before. Ardan then jumped up from the hard ground, in fright.

The man said, "I'm Torbal. MacroD said for you to follow me."

Ardan quickly wiped the sleep from his eyes and watched, as the figure headed away. Ardan dashed off after him.

The man stopped, at the edge of a tunnel. "You have to follow carefully and quietly. You have all your belongings?"

Ardan nodded and then the man set off, into the blackness.

After a half hour, they had gone up into three new networks and then crossed down, into a fourth. A tube train almost hit them as it rocketed past. They then dropped into, what appeared to be, a sewer level. Water flowed through a side culvert. Ardan wondered if he had become used to the stench, or if the sewerage was treated. The smell no longer offended him.

Torbal held up his hand. "MacroD is up ahead. Follow quietly," he whispered.

Ardan couldn't see anything ahead, but obeyed.

It took another three minutes and there was Macrod with four others. They were crouched, at a four-tunnel junction.

Macrod turned to Ardan and whispered. "Up ahead, C-S's are searching for us, or other groups like us. They have been down here, for weeks. They can only discover us by chance, for they don't know where one tunnel network links to another. We built those links, or those before us did, over the past millennium. As to the networks, most of the data on the plans was lost, when the Palboans bombed Jilta. As a result, very few of the tunnels of services, which are broken, are ever repaired. They're merely added to, with newer tunnels. You have to live down here, to know them. Here, look... their lights are shining." They all crouched down.

Macrod continued. "What we need, is for you to stun one guard, so that we can strip him, of his uniform and identity card. With that, you will be able to move anywhere, for a few days, until they're totally certain that their man is missing. The other C-S's, we will stun too. You must not mark yours. You have to take careful aim, and stun him, on the head. Do you understand?"

Ardan nodded.

There was a light coming down the tunnel, towards the open junction.

Macrod pointed to the far tunnel and two of the men, nearby him scurried over and covered one tunnel, each. Another ran over, to the third.

MacroD leaned over and said, "Pick your man and shoot straight. We don't attack the C-S's, lightly. It is much better for us to keep out of their way, until you fire. You will have to shoot quickly, or my friends over there, may die. They will be waiting for your shot first." MacroD handed him rifle, helmet and night vision goggles.



Ardan in the tunnel

The lights of the C-S's approached, towards the junction. Ardan held his breath and aimed the stunner, at the direction of the intersection of tunnels. The stunner he was using was a home-made rifle. He wondered if it worked or might even kill him instead. He flipped on the night goggles he had been given.

The light soon became four and four men entered the intersection. Their lights shone over all the entrances. They glanced around, and then over towards the direction of a sound in the far right tunnel. Ardan saw one of Macrod's men, throw a rock, towards the C-S's. The lights in their helmets turned and one of them ran, towards the man who had thrown the rock, and was now escaping up a tunnel.

The C-S's yelled, and whooped cries of delight, as their comrade, gave chase. He stopped momentarily and aimed his weapon, which was attached to cylinders on his back.

In an instant the entire open area was ablaze with light. The C-S's weapon spewed out a liquid fire, which shot up into the tunnel, igniting and burning everything that it touched.

Macrod whispered, "Shoot, you fool!"

Ardan squeezed the trigger gently and a cold white light shot out, from his stunner. It accurately struck the taller C-S on the temple. He went down, like dead meat.

Instantly, three other shots blasted in, from the other tunnels. The C-S that had been firing flame from up in the tunnel turned, and began to blast, in the

direction of Macro. Luckily, he was out of range. However, before he could reach his blaster, he took four shots in the chest and head. He fell to his knees, dead.

Macro carefully got up from his position and walked over to the bodies, which lay strewn around. He shone a light over them, and then onto the one that Ardan had stunned. He turned that one over and grinned at Ardan. "As pretty as Halz."



A C-S topside

MacroD then bent down and began to strip the man, as did the others. He looked up at Ardan and said, "You waiting for us to do this for you, as well? Come on. You have to take what you can." He turned the man over.

"That is fuel that they use to hunt us; calling it sport. We can use it for heating. Their clothes will be useful as well. We will also dispose of the dead bodies, by cutting them up and sending them down the sewer." He looked at Ardan and added, "We don't eat them."

"I thought we only stunned them," said Arden.

MacroD shook his head.

Ardan tried to smile. He had never killed people, before. This was a world, foreign to him. He quickly bent down and began to strip the man, of his possessions.

Finished, Ardan looked up, holding all the C-S's clothes. "What is to be done with him, now?"

MacroD smiled as he severed an arm off a dead C-S, and use a laser, to cut it up, into small chunks. "After we finish with this lot, we will take him to some friends of ours. We don't kill unnecessarily. Our friends help us, and have agreed to help us with you. Come, you will have to assist us, by stuffing this lot of legs, into these bags. We have to take them to the sewer, on the level below."

Ardan swallowed. He helped, but was glad when they had disposed of the bodies. He was told by

Macrodon about the time, when C-S's had found groups, such as Parlow, and had burnt dozens of old men and women, in pursuit of their unofficial sport. It seemed that no one from above believed that the under-ways of tunnels and pipes were inhabited, and so the C-S's were never restrained. If that was known, said Macrodon, then people in high places would be very embarrassed. Also, it meant that any C-S's killed here, were never really accounted for as dead. Usually they were said to have abandoned their job or they were put on the wanted lists of criminals, for desertion of post. That was a C-S way of handling their missing; in the undertubes.

The men hauled the last C-S, through several drains and tunnels. Macrodon stopped. He swung around and said, "Aradan. You wait here, while the others return to Parlow."

The men nodded, turned and within a blink of an eye, all had returned to the darkness.

Macrodon propped the C-S, in his underwear, against the wall of the tunnel, and banged on the wall with his palm. Aradan couldn't hear a sound.

Soon, a portion of the wall began to move. A narrow slit with light streaming from it, began to form, in the wall. Then the slit became a hole and the hole grew until it was large enough to step into.

Aradan stared, as the wall around the light, shimmered. He couldn't see beyond the intensely white bright light, streaming from the opening.

MacroD picked the C-S from the floor, where he had slumped. "Follow me!"

MacroD then took one step, into the light in the wall and vanished. Ardan stared disbelievingly, swallowed, gritted his teeth, closed his eyes and also stepped, into the light. His body seemed to fill with it, and then faded. He opened his eyes and saw another tunnel, in front of him. At the end of that tunnel, was another hole in the wall with light radiating from it. At the end was MacroD who grinned at him. He stepped into the light, vanishing once again.

Ardan shook his head, as if to say; Ardan see, Ardan do! He followed the man; walked to the end and stepped through.

The other side was a vast open void, as tall as it was two hundred paces wide. Ardan stared around the floor area; it was covered in large screens; with people, very actively working. Ardan guessed that there were at least a hundred and fifty people. He looked for MacroD and saw him, only a few paces away. He was handing over the slumped body of the C-S. He turned to Ardan. "Welcome to my other home. You're directly below the Royal Palace."

Ardan stared as he saw another man come up to MacroD, and salute him. "Captain, we have a report that there are another two C-S's in the tunnels. Do you want us to handle them?" he asked.

MacroD looked at the man who was dressed in an all-black nylop battle-ware uniform, from the past. MacroD nodded and the man quickly departed.

Ardan looked around the void, in amazement.
"This...the people are dressed...like they were a
millennia ago, under the days of the Royals."

Macron smiled, "How observant of you. Come this
way, and I will introduce you, to your companions.
They're going with you, on your mission."

"Mission?" queried Ardan.

"Yes. You're going north, to find Chelo Bade. She
is alive. Your mission is to rescue her, and return her,
to us."

Macrod motioned Ardan to follow him.

ψ

THE BOGUARD

Ardan sat nervously, in a small room, as others seated themselves. He wondered whom these people were, in their antiquated uniforms, dating back to the Royal era. He also watched through the glass partitions, at the vast number of people, working in the great void. He had never heard of these people, but then he had never heard of the Cordukes either. How was it that all these people, this other culture, existed, without him knowing? All these people under the ground... he wondered what would happen if the average Jiltanian found out what was happening, under their beautiful city. He thought for a moment, and then realized that the average Jiltanian most likely didn't really care, as long as whatever was happening below their city didn't pop up one day, and bite them. Ardan began to find the entire situation amusing. He wondered what other events were happening on Jilta, which he didn't know about.

Macro Curr came over to the table and looked at the young construction engineer, as he watched the activities, out through the window.

Macro cleared his throat, and Ardan turned around. Macro threw some cards onto the table and said; "You will see here, that the C-S you stunned, has a new face and finger identity on the card. You! It will

do you, for about a week, until the City works out that the men who have gone, really are missing.

"As to your C-S himself, he'll be held for a time and then released, say, in about three weeks."

Ardan felt his outlook changing. "Who are you people and what is it that I'm caught up in? I want to know. You're not doing this for my own benefit. What is going on?" Ardan stood up and walked around.

"One day, my life unravels and some organization is planning my demise, and now I'm with some other organization, or maybe it is really the same one. It spends a lot of time and effort, to assist me in crimes against the City, and Torren knows where." Ardan stood still, then paced and continued, looking at Macro. "You had better tell me the truth, or there will be trouble. Starting with now!"

Macro looked around, at the others present. They seemed to share a hidden communication. Macro then smiled. "This place, as I said before, is under the Royal Palace. We are the Boguard, the custodian of the Palace and its occupants. We have been that way for many millennia and will continue that way. As you wish to know then we will tell you, but with that knowledge, comes a responsibility. That is, should you cross us, or even be seen to attempt to cross us, then we will kill you. We won't deliberate long on your death. It will be a natural decision. By cross us I mean that your state of mind poses a threat to the survival of this group. If your mind is no longer

on our side, then it will be survival for us, should you die. Do you understand?"

MacroD saw that Ardan was speechless, as there was no way out for him now, so MacroD continued. "I'm known as MacroD, Captain MacroD, of the Boguard. We first heard of you when we saw your plight, on the evening news. The case was intriguing, more than most. We kept our distance, and when you entered the undertubes you entered our domain.

"You see, the people out there in Parlow are indeed who they are, but we do assist them and prevent the C-S's from totally destroying them. Many of those out there are innocent people like you; victims of corruption and unfair trading practices. However, our purpose is to safeguard the Palace, and you have unwittingly stumbled, into our world.

"All I will tell you, Ardan, is that it serves our purpose to assist you, for it is probable that our enemies are common to both of us.

"As to the mission, if you should decide to take it, it is for you to travel north, with two of our Boguard and confirm Chelo Bade is alive, or dead. That is your mission. Do you want it?"

Ardan found himself answering yes without any hesitation.

"Good, then. You will leave, within the hour." With that, Captain MacroD Curr turned and left the briefing.

Soon the same two, who had assisted in the capture of the C-S, met Ardan. Ardan now realized

that they were Boguard. He looked at them and shook his head. They were wearing the uniforms of the dead C-S's. They had been repaired perfectly, white and blue nylop with side attachments of blaster, radios and belt, helmet, visor and microphone.

The tallest of the pair spoke, in a rugged voice. "It is time. We have all the necessary cards ready to travel north."

Two hours later, the three were looking from the window, of their tube carriage. The outside tunnels had disappeared, and they were now careering over the surface, well outside Jilta PC, at five hundred Ks per hour. It would take three hours to complete the journey to Carridan.

Ardan mused to himself. No one had seen fit to oppose them at the platform, when they boarded the carriage.

As Ardan waited for the time to pass, he began to wonder what really had happened to his girlfriend, Chelo Bade?

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CARRIDAN

The tube slowed down, several Ks from Carridan Centrum. Ardan was surprised to see that the city was not like Jilta PC, at all. He had been to a few cities on Jilta but Carridan had always been a bit of a mystery. Perhaps that was because the city was primarily a corporate city, the Federation Warp Drive Bank's city. It was not unusual for a corporation to build up its interests in one city, so that the city became reliant on the corporation. That was what had occurred here. The result was a corporate city.

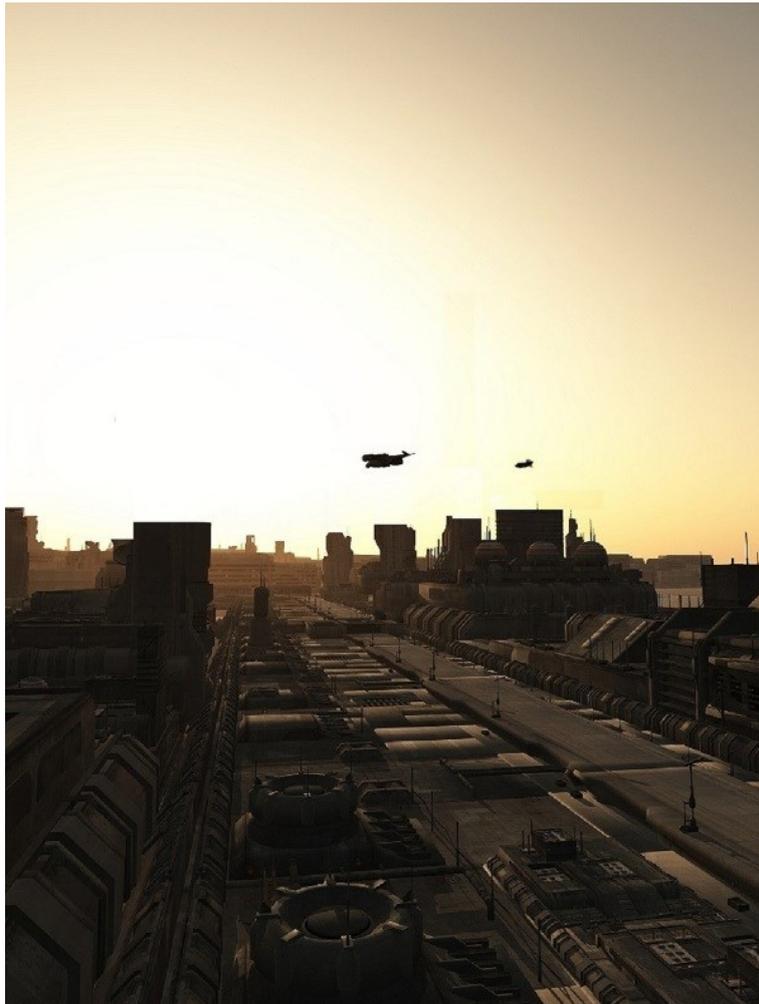
Being a corporate-city, meant that outsiders could find it difficult to get any information that the corporation may have felt was too sensitive, for general public knowledge.

Ardan noted that there were no great superrises in the cityscape. There weren't even any high-rise office buildings. Everything seemed to not dare to raise a few pacs above the ground. At best, Ardan saw only a handful of buildings several stories above the ground.

He did see buildings that were great expanses of area covered over, vast open work areas enclosed in.

Slowly, the sleek tube glided to a stop. It was an overcast day outside and the weather predicted was cold showers, with squalls coming in, off the north-coast.

The three alighted. They walked over to the station exit, where they were required to show their identification, prior to entering Carridan. The taller Boguard, Gurale, did most of the talking.



Carridan City

"My dear fellow City Security officer, what we are here for, is to retrieve someone who eluded us in Jilta

PC. We understand that they're in your city, and we need to take them back for questioning."

The Carridan C-S looked over the three and then back to the screen and then to the three again. "Sirs, we have no record of your escapee being in our city, and nor do we have record of your authorization to accord entry. Just a minute and I will...."

Before the C-S could raise the matter with his senior, Gurale looked over at the man and smiled. "I'm certain that if you look again, at the screen you will see all that you need to know about us is there."

Ardan watched, as the guard instantly looked at the screen and said to himself, "I see on the screen, all that I need to know about you. Permission granted."

The door of the entry drew open and the three hurried through and blended into the crowd. Ardan kept looking back, wondering why the C-S had let them in.

Quickly, from nowhere came a thought, *Eyes front hurry*. Ardan looked ahead and saw that he was lagging behind the Boguard.

The shorter Boguard's name was Trabune, and he motioned Arden, to catch up.

Ardan looked along the street, as they walked. The city was not as advanced as Jilta PC. It had above ground tube transport. The people had to walk on fixed paths, at the side of the street, instead of using ratwalks. The tubes ran in both directions in the center of the streets. There were no private ground vehicles,

but Ardan did see there were more floaters, in the airspace, overhead.

As Ardan looked around, he wondered why anyone would want to live here. All the above ground transports, no superrises to break the monotonous cityscape, and just when it seemed he had worked out that there was no reason, it began to rain.

He looked towards the Boguard, who then ran to the side of the street, for shelter. He quickly followed.

Under a shelter, where pedestrians waited for tubes, Ardan glanced at the people who were giving them strange looks.

One man stared at Ardan up and down and said, "You here for trouble sonny? Best you stay in your own town!"

Ardan stared at the man, moved closer and said, "Maybe I should take you back with me!"

"Try it and...."

Just then Garule, and the other Boguard on mission with Ardan, grabbed Ardan by the collar and dragged him out into the rain and began to march up the road. "We don't need any more attention than is necessary. We want to find the central administration building for the city, so we can get some specific directions."

Up ahead under a shelter was a screen, which gave basic directions. After a quick investigation the three caught a tube, heading south. After six blocks, they stepped off and were inside the City Office.

Garule stood in front of the reception desk, on the ground floor. All three were dripping wet and the girl at the desk looked down, at her clean floor. She figured that as they came from Jilta PC, they knew little on how to keep out of the rain.

"Don't see much rain, down south?" she asked.

Garule smiled. "Can you show us directions to find the headquarters of City Security, and then the administration block for the Federation Warp Drive Bank?"

"What business do you want, with the Bank?" she asked.

"That is for them, not you." Garule leaned closer and smiled. The girl instantly went a shade whiter and stared straight ahead and said, "Yes, sir, that is for them. The C-S is two blocks west from here, and the Bank is across the road from the C-S. Thank you, and have a nice day."

Garule smiled, stood back and nodded at Ardan.

Ardan shook his head, looked at the girl and then at the Boguard, shrugged and walked away.

After following the wet trail outside again into the rain Ardan ran for the tube, across the road. The weather was terrible. On top of that, the city made you walk in the rain, to travel.

They jumped from the tube, back into the rain. Ardan followed the pair, into the C-S building. Interestingly Ardan didn't find that he was scared. He found it interesting, impersonating a C-S.

Inside the C-S building they were greeted with a sort of envy, admiration and mistrust. The Carridan C-S's vision of Jilta PC was that it was bigger, and definitely more sophisticated.

The Carridan S-C, at the front desk, said, "Well, well. Welcome to our city, boys. What can we do for you?"

Garule stepped to the fore, again. "We recently had a case where one of our men died in a floater, giving chase to a suspect, and we need to know the whereabouts of someone."

One of the junior C-S's, stepped forward. "I hear you guys will be getting some driving lessons. I heard about it on the news, three days ago."

Ardan wanted to say that the person being chased was a very good driver, and that the accident occurred in great difficulty, but a thought entered his mind. *NO!* Ardan stood back and watched.

"Enough of that!" said the senior at the desk. "These people are here, as our guests. Can we see your passes, please?"

All three passes went onto the desks. The senior inspected them and nodded. "So, what is it you want to find out?"

"We need to locate and interview a girl. Her name is Chelo Bade. We understand that she entered the city, five days ago. You will have a record of her."

The senior C-S looked down on his screen and punched in a few digits. "Chelo Bade...." He said slowly to himself as he searched the computer memory

files. He looked up at the three. "I'm afraid that the information is classified and officially she didn't enter the city. There is no more information, which I can give you. However, I may advise you to see the Administration Manager of the Federation Warp Drive Bank, across the street."

Garule nodded and picked up his papers. "We thought that might be the case, but it was worth a try, getting her whereabouts, here. Less messy, you know."

The senior C-S nodded. "Yes, but try across the street. Though to be honest, I don't think you will get much data from the Bank either. Have good visit though. If there is anything else that I can do, please let me know."

"We will," said Garule, and the three turned, towards the outside.

Ardan looked around, and was pleased. The rain had stopped. The three briskly walked across the road, to the main Bank building, of Carridan.

Garule said to Ardan, "The senior C-S is now informing someone in the Bank that we are on our way over and what it is that we have come to Carridan for. That person is now on his way to greet us."

Ardan looked at Garule and wanted to ask how he knew this to be, as they entered the Bank.

As expected, an administrator was there, and Garule asked him if they could speak to Chelo Bade, as they had information that she was not dead. This was

contrary to the reports, which they had first received in Jilta.

The man shook his head and said that she was not in the city.

Tell us where Chelo Bade is!

The man looked at the three and shook his head. He was very confused.

Garule said it would be a good idea if they could see this man's boss.

The man agreed as he was now awfully confused, as what he should do.

There was soon a more senior executive in front of the pair, and Garule said, "We need the location of Chelo Bade. We know that she entered the city four days ago, and we need to interview her in regards to death and murder."

The man became pale and said, "But you cannot know that she came here, no one knows who, or where she is. There is no record of her being here."

Garule smiled and said, "You had better check your records again, then."

The man went behind the desk and punched something into the computer console and soon, a message was on the screen. He looked up, as there was no official record, only the confidential screen note.

More data, entered the man's mind, and he typed in a secret file command, and more data came on the screen.

He looked at the three, from across the counter and then he returned to reading. He didn't show them, nor did he say or do anything, but he continue to read.

Ardan watched as the eyes of the Boguard were fixed on the man as he read the screen.

Finally the man looked up at Garule.

"There is no data on the screen, about her?" asked Garule.

The man simply said, "No," in a blank tone of voice.

Garule then politely thanked the man and said they would have to call Jilta again. Garule retrieved his identity card and the three left.

Ardan looked around and said as they were walking in the rain once again, "You got the data, didn't you?"

Garule nodded. "Yes, she isn't on Jilta; but off-planet. I will explain where and when, we get out of here. The C-S's have now been alerted that our presence was a disguise, and the real C-S's haven't been reporting in, in Jilta PC. We need to hurry."

Just then the doors flew open at the C-S building, across the street. The C-S's all saw each other, from both sides of the street. Garule dived, rolled and fired the first shot. It blew one of the Carridan C-S's shoulders off at the joint.

Pedestrians, who were in the way, screamed and began to run, in all directions. Shots were returned from the C-S building's front doors.

Thunder broke out from the heavens above. Lightning slashed through the darkening skies. Ardan wondered if this was the *Day-of-Foretelling*¹¹.

The Boguard ran back, to the Bank building. The doors were locked, but with two blasts, they now opened. Shots of white light were exploding, and sizzling through the air. Ardan sprinted after the pair, as they dove inside.

In quick succession, the Boguard fired back out through the rain, which was now cascading down as a torrential downpour.

Three shots whizzed in, above Ardan's head and exploded on the counter behind him. There were screams from the employees of the Bank.

Ardan looked behind him, saw the terrified faces and yelled, "For the sake of Torren's dog, get down, you stupid people!"

Someone yelled that these people were terrorists and had been sent by the Malukans. You could tell by their eyes. It was blood they that wanted; from the old days.

Ardan dived, pulled out his stunner and shot the big mouth, in the chest. He went down quietly.

Ardan looked at the Boguard and rolled his eyes. "Amateurs at the front desk!" With that, he fired his

¹¹ **DEFINITION: Day-of-Foretelling:** This day is prophesized by Anderson, the founder of The Temple. It is the day when galactic life finished in its known form. A day of great destruction and enlightenment. *Source: Acceptable Guide to Temple Behavior. p. 90.* [◀Return](#)

blaster, out into the torrential rain, towards the C-S's. He imploded the side window, of a passing tube. People in it began screaming and leaping out, as the vehicle continued its slow journey, down the road.

"Good shot Ardan," said Garule, wryly.

Three C-S's broke out, from across the street, heading towards the Bank building. Immediately, shots arced out from the Bank. The C-S's arms and heads exploded from their bodies, amid an orgy of blood and flesh, which spread all over the ground with the rain.

The people behind the counter screamed again.

Ardan shook his head. What was it, with these employees? He turned and fired a blast over their heads blowing out ceiling panels. Debris scattered throughout the room. The screaming stopped and Ardan yelled, "When I aim lower, then you can scream. Until then, please shut the Torren up!"

There was silence.

Three shots fizzed in through the door and two more shots were fired out.

Trabune of the Boguard rolled, and let out two shots to the rear of the building behind the employees, and two more C-S's fell to the ground. "They came in, from the roof. Come on, let's go!"

Trabune jumped and leapt over the front counter and the crowd again began to scream. Ardan followed and waved his blaster menacingly at them, and they *shut-the-Torren-up*, with fear.

Garule let forth a series of half a dozen blasts out through the rain and several C-S's went down. He then bolted after the other two and yelled, "The roof!"

Trabune led the way, to the rear stairs and yelled to the crowd, "Everybody out! Now!"

With that, the crowd seeing their freedom ran for the door. With them was the man who had been stunned and had now regained consciousness. He began screaming, again. "The Malukans are coming. The Malukans are coming! They're here!"

Ardan pulled out his stunner and whizzed one off. The crowd became more orderly. Ardan followed the Boguard to the roof, shaking his head. Carridians!

Finally, they reached the roof. They were on the tallest building in the city, four stories up! The rain was pelting down and Ardan had his visor up so he could see. The roof was flat and there were rails around the side. In the center were the heating and cooling systems that provided some small place in which to hide.

It didn't take long before floaters were up in the air, zinging shots down upon them.

The Boguard were firing, back down into the street and Ardan was shooting up, into the air. He could barely see the floaters through the rain, but he shot at them anyway.

He heard the door to the stairs, below, slowly open. C-S's! He shot and blew the hand from its owner. Blood sprayed, into the rain. The C-S fell back, into the building and the door closed.

Ardan yelled above the noise of the rain, to the Boguard, "What now! We will be dead in a few minutes!"

Garule ran back from the edge, after firing a few shots. He huddled from the rain, and the floaters, under an overhang by the stair door. He pointed to above them. "Our ticket out! Come on!"

Ardan stared, and couldn't see anything, but the hard driving rain. He mumbled something about the stupid mission and dying, when unexpectedly the outline of a craft appeared, above the building. It was faint and blurred by the rain and cloud.

It began to descend, with its hull appearing more real. It continued to grow in size and was soon only paces above the roof. It was round and about ten paces across, smooth, flat at the top and wide at the girth. A door opened and the Boguard shoved Arden up, first. Shots sizzled past and exploded, nearby them. Then, the Boguard jumped aboard and the ship hovered over the building, as it absorbed all the fire, which the C-S's could drive upon it.

Slowly, it rose into the sky, to vanish, into the clouds and rain.

On the screens of the C-S and Bank buildings below the craft simply shimmered and vanished from the universe into warp drives.

Ω

The most senior of the C-S's sat back at his desk, and watched the three from Jilta leave for across the road. He then punched in the data and spoke to the supervisor, from the Bank. As agreed, he left the line open. What he didn't expect, was to see the supervisor's senior then appear, and then unlock the B Category code-key, and scroll out on the screen, all the confidential data, about this person Chelo Bade. At that point, he knew there was something wrong, going on. He quickly called his peer, in Jilta PC, and found the three out there were imposters.

He then sounded the alarm. Men came rushing down, weapons drawn, ready to fight the Palboan wars, all over again.

There had never been an open security breach, since he had taken up the position, twenty-four years ago, and there was not going to be a successful one, now.

He walked out the front and checked his men. All were ready and accounted for. He then waited for the conspirators, to reappear. While doing so, he received word, that the Jiltanian C-S's, across the street were those that had been reported missing, several days ago.

He waited, until the three returned, outside. He gave the order and his men ran out, into the rain. He watched from under the cover, of the C-S building awning. His first men were cut to ribbons, in a shower of blood. The second lot did better, firing in the general area of the three. It was almost impossible to see,

through the rain. He gave orders to fire, directly into the Bank, and to avoid the screaming pedestrians. He looked up and there was a news floater hovering over the Bank building. He looked harder and there was even the city Mayor. He waved, but a shot just missed his hand and he ducked back, inside the building.

Next he saw a tube run past. His men fired towards the Bank, but hit the tube. As they did so, a shot came out from the Bank building also slamming into the tube. All the windows blew in, and people came running, bleeding and screaming, from the carriage. Damn it he thought. Who invited the pedestrians and the tube? He looked up, once again and saw that the Mayor was not waving.

For a moment it seemed quiet, and he ordered some of his men, forward. One had his head blown off in a flurry of blasts, from the other side. He decided that it was not as quiet, as it seemed.

Then, the workers from the Bank building began to pour out, into the street. Some were screaming. One was yelling, that it was the Malukans. The Malukans, he thought; old rivals of a thousand years ago. That old conspiracy theory; this was going to be hot news tonight.

He ordered his men in. They pushed and shoved, past the people now standing and screaming, at everyone else in the rain. Some were pointing; two shots coming from the roof.

He could see his floaters making position, shooting at the roof of the building. Return fire was coming and

going. He dove to his left, as a shot nearly struck him. He looked up and saw the Mayor's floater had been struck, and was now alight. It was descending slowly.

He shook his head. This was getting out of control and then, someone pointed to the sky again. A ship, and in air space, above the city. Totally illegal! It had lowered and was hovering, above the roof, in the torrential rain. Someone screamed that it was the Malukans, but there were no markings.

He saw the Mayor's floater drift over to the side of the blown out tube. Rain was still pouring down, but what else was there he could do? He ran for the floater. The craft above vanished.

ψ

MOTIFOR

The *Director of City Alerts* sat, at his desk. He was a thin, but handsome man. He sported dark hair and a rugged face. He wore a dark grey uniform. He was in conversation with someone, who he had spoken to many times over the past six months.

He said, "Something has gone wrong. First you fail to erase him, and now, he has been identified with two others, in our own city. I don't know, what this is all about, but you had better get on a craft, and make certain that there is nothing that can link this Chelo Bade, to us. I don't know who she is, or why this one person seems to be so important, to our organization, or to the three that risked their lives to find out where she was.

"No.... I won't be sending a message; you will have to personally do this yourself.

"No.... Don't worry about that. I will be checking the Malukan angle, myself. You just handle the trouble, which we are already in.

"Yes.... We are in the process of tracing the craft.

"No.... We don't need any assistance, in covering up the Mayor, shooting the senior C-S in the arm, at the scene of the crime. Yes it was embarrassing. I'm certain we can do that, ourselves.

"Call me, when you leave!" and with that, the man hung up.

He stared out, over the street, from his office. Fancy that, he thought. The Mayor was so upset that he shot the senior C-S. When the stupid C-S opened the canopy of the Mayor's floater, a wall of water poured in, from the roof above; and the Mayor shot him.

Ω

Ardan watched, as the Boguard settled back, from the screens. There were eight aboard the craft. Ardan sat. He looked at the sleek shape of the hull, and the simple contours of the control panel, that showed nothing but lines of light, like veins in a body; running along the floor, walls and ceiling of the craft. To operate the craft, all that seemed to be done, was to place one's hand in the correct location and screens would come alive. It showed relative position, data about almost any subject, and communications with the underground Boguard base, that Ardan had been privy to a day ago.

Ardan reflected at the pace of how his life had changed, so fast. Was it not, just a few days ago, when he was a construction engineer, guiding the upwards progress of one of Jilta's newest and biggest superrises? Now, look at him. He just recently escaped by the narrowest of margins, with his life, and now he just killed at least half a dozen C-S's, not to

mention the stupid civilian floater, that he shot down. He still recalled the look of horror, and fist waving of the passengers, on that craft. Strange, very strange. Ardan wondered why the person was there, in the first place.

Trabune, Instructor Trabune, as he had found out, came over, to where Ardan was seated. He sat next to him and watched the panels, which Arden was viewing, panels of scenes of Jilta from over a hundred Ks above the planet.

"Beautiful, isn't it?" asked Trabune.

Ardan mocked a smile and nodded.

"Cheer up. Few have the honor, to fight alongside of the Boguard."

Ardan looked at the man. "I really don't know who you are, except that you will help me get back Chelo Bade. I'm thankful for that. I seem to be caught up in your own private war with someone, and I don't care for it. I care nothing for it. So, excuse me if I seem more bitter, than honored."

Trabune inhaled deeply. "I do understand. Your job is to build superrises, not fight villains. Yet, our job, as we see it, is to fight those villains. Ordinarily, we prefer to work alone. It is unfortunate, that our destiny have crossed your path.

"You see, Ardan, you have become a victim of the villain that we fight against. As a victim, you can stay as that victim, or you can fight your way out. We don't really need you, and nor will our mission be any better, for having you along. You're a security risk, which took

the highest ratings to clear. However, someone in our ranks thought that you were the sort of person, who should be offered an opportunity to fight back.

"That person was Captain Macrod Curr. He believed that you were better than a victim. Stronger. He could have left you to work it out with the other victims in the undertubes. There would have been plenty of them there, to keep you company."

With that, Trabune stood up and looked down at Ardan. "Think about it, and what you want to be. I grant you that your immediate past is hard, but your future is entirely up to you. You decide, what it is to be."

The Boguard then turned to return to his comrades.

Ardan rose; and reached out and laid his hand, the Boguard's shoulder.

"I'm proud to have fought by your side," said Arden. "Permit me to stay; to help. What has touched my life will also be touching others. I am sure, so I want to help."

Trabune smiled. "Follow me; for the next briefing."

Ardan trailed Trabune to the center of the floor, where most of the vein-like light was concentrated. As soon as Ardan stood beside Trabune, a shaft of light immediately surrounded the pair. Ardan found it obscured the surrounding outside, to a dim awareness. Slowly, the pair descended to the level below.

Standing on the floor, beneath the one that he had just left Ardan looked up and around. The light had gone, and there was no mechanical hoist present, or jointing on the floor nor the ceiling. The only difference, was that under his feet the veins of light seemed to throb. The veins followed a cyclic pattern of dark and light, a very predictable rhythm. Also, the room was smaller.

Trabune took a step from the center and a portion of the wall, which was in front of him, began to shimmer and fade.

Ardan blinked, as he now saw that a door had appeared.

Trabune stepped through and beckoned Ardan to follow.

As Ardan stepped inside, he noticed that the doorway was edged, with a thin ring of light. Also looking into it, he could see the wall. It appeared translucent. As he looked in, the wall seemed to be made of nothing but light, between two skins. It also throbbed slightly, but was a lot brighter than the floor veins.

As he entered, Ardan lightly touched the wall, with his finger, and it tingled warmly, with a sensation that didn't hurt, but rather, was pleasant and friendly. Ardan looked at his finger, and stepped into the center of the room.

Around him, were three Boguard. He only knew Trabune and Garule. He was not introduced to the

other one, but merely stood behind him, as they presented Ardan with data.

"Please; look at the far wall," said Garule.

Ardan looked; and the wall shimmered and pictures evolved.

Garule continued. Ardan seated himself between the pair, while the third remained standing. "What you see here, is a Warp Drive Bank *station-city*¹² where Chelo Bade is kept, or so we believe. It is one of seven, in the galaxy, and has well over a hundred thousand inhabitants. Most are clustered in these groups, or cells, of about fifteen thousand each. Each of the cells of inhabitants acts like a town in space, which manufactures in competition to the other cells. There are a total of five cells of inhabitants, with an overruling executive cell, of twenty thousand. The remaining five thousand people, are transport and defense personnel."

"What are they defending?" asked Ardan.

Trabune grinned. "The sole means of faster-than-light-speed transport, outside of our own technology."

"Outside what...?"

Tribune turned away from the screen to look at Ardan. "We, as a race, have our own means of faster-than-light-speed space travel. The only other means is governed and protected, by the Federation Warp Drive

¹² **DEFINITION: Station-city:** The term used by the Federation Warp Drive Bank for its space cities, manufacturing warp drive generators. *Source: Searfinders Index; p. 2371-89* ◀[Return](#)

Bank. They hold the commercial monopoly, on faster-than-light-speed travel. It is a secret, which they guard dearly. We know of no one, who has managed to penetrate their secret, of how this city makes the warp fields.

"We know how to disarm the warp field generators, or the black box that they put in spacecraft, to make them supernova if tampered with.

"Nevertheless, that technology of disarming their black box, is known only to us, and a select few of others. No one has managed to duplicate their warp fields, yet many have tried. In the early days of the Bank, many attempted to penetrate the box, that housed the warp field generators, but this only destroyed the ship, its occupants and any planet, that the craft was orbiting."

Ardan watched the picture of the station-city, with its five separate shells, rotating around a hub, connected by the thinnest of gossamer wires, to the circular arms, outside.

Ardan then turned and asked, "So; what has that to do, with Chelo?"

Trabune showed some internal shots of the station-city. "Chelo discovered that organic structures alter, in the presence of their warp fields. For that, a plot was hatched, to kidnap her and remove her from harm, by the Bank."

"What about Marly Skanes? She also worked on the project."

Trabune shook his head. "It was her body, which they burned in your apartment, and claimed was Chelo Bade. She was just a pretext to get close to Chelo."



Station City Motifor

"A pretext to get close?"

Trabune nodded. "Her boyfriend, Torish, works for the Bank. He discovered what the girls had in their thesis; by accident. He won the heart of Marly. That

gave him access, to the girl's experiments. He planned your death, and the kidnapping of Chelo."

Ardan sat back, in shock. He recalled calling Torish, yes trusting him to help, yet it was, he who was plotting to kill Ardan. How stupid had he been, Ardan wondered.

"What is your interest, in all this?" asked Ardan.

"That, we will disclose to you, when we complete our mission at the station-city of Motifor."

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INSIDE MOTIFOR

Ardan studied the screens, and the data on the station-city. It seemed there was not a lot known of the station-cities, or the general operations of the Bank for that matter.

The journey lasted a few days. Motifor was out in space; not near any system or planets. It was off the crossroads, of any traveler. This was done, according to the Bank's own literature, to provide additional security, by remaining well clear of any place, where any commercial or military ship may warp out from. It would be catastrophic if some space craft should warp out and accidentally materialize, within the city. The Bank claimed if that were to occur, there would be a disaster, of unmitigated destruction. The claim was that should a station-city supernova, then the resulting explosion would be so great that it might be seen from many sectors in the galaxy. It was for this reason, that the Bank claimed impartiality to politics. The Bank claimed that if it was a military target, then the entire galaxy could suffer.

During the days that took to get to Motifor, Ardan had asked many curious questions, about the Boguard. Mostly, he received the answer that he would find out in due course. Ardan thought that whatever they wanted to keep secret they could keep, for if the enemy

on the station-city caught him, he didn't want to talk under torture. He tried not to think about that.

There was another briefing. This time, it was in the lowest portion of the craft.

Ardan found the craft unique, in many ways. His quarters consisted of a hard bunk that seemed to grow from the floor. It was an interesting bunk; as when he lay in it, its hardness vanished. It seemed to become soft, and contoured to his body, but his mind knew otherwise. When he first lay down on the bunk, he had to get up, to check that the bunk had not contoured itself, around his body. However, the bunk was still only a flat piece of material, which was hard to touch. As he lay there, he would watch the lines, the veins of light that traveled its length, and as he grew more tired, they seemed to lose intensity. When Ardan woke from his first night's sleep, he felt very well rested and awake.

Another interesting point that he noticed, inside the craft is that he never needed to eat, drink, or use the toilet. He never got any answer from the Boguard as to why. He never got hungry, or thirsted. The Boguard told him that it was just as well, as there was nothing to eat or drink aboard the craft, anyway.

Another curious point of the craft, Ardan thought, was that he never saw the Boguard off-duty, not even for a moment. He only assumed that they didn't have the same quarters, which had been provided for him.

He sat on a hard stool that seemed to be molded from the floor. Again, the veins of light ran through the

floor to the stool, and over the stool's surface. As expected the hard surface was soothing and comfortable to sit on.

The others sat; opposite each other, around a table. The table had less light veins throbbing through it.

Trabune opened the conversation. "We will be coming out of the warp fields, soon. The problem we obviously have, is getting into the station-city, without being noticed. They have very sophisticated alarms and security procedures. We cannot simply warp out of space, around Motifor."

Ardan asked simply, "Then, what is the answer; to warp into the city itself?"

Trabune smiled, "That's been tried but failed with painful results." He pointed to a diagram, of a ship. "This ship left Jilta, when we did. We know that it was heading to Motifor, as it has regular supply runs there, for warp field generators. After the warp drives are built, they're transferred to other locations, where they're installed in the various ships or craft. No ships are built on the station-cities, only the warp field generators themselves. There are regular trips made by transports, every minute of a station-city's life, bringing in food, raw materials and personnel."

"So, do we stow away; aboard a transport?" asked Ardan.

Trabune grinned. "In short – yes. As we have monitored this particular ship; we know its exact docking time, its procedure of how long it has been

down and so on. Currently, we are stowed away on that transport, but under the guise of being in warp drive, with that ship. We will be warping down, out of warp drives, the moment the transport does. At that exact instant, we will be warping down, under the protective cover of the transport."

Ardan objected; he thought that that was impossible.

Trabune shook his head. "Our own technology is vastly superior, to that of yours and theirs. We can do it, though the risk is still high. Certainly, if we have miscalculated and find ourselves not in the spare transport compartment, that we had anticipated, and find ourselves inside another container, full of air, water or raw materials, then we will die. Our bodies and craft won't be able to occupy the same space as anything from the physical universe, other than broadmatter. On the other hand we may find we are not in the transport at all, in which case we will be spotted, and have to warp out and abort the mission.

"What we predict is; we will be inside an empty container, which we computed would be there, when we aligned the trajectory of the transport, and that of our own craft. We will intersect, over Jilta. From that point, we should be traveling, within the transport. In addition, from our sensors, we will be able to tell if we are where we calculated we ought to be."

Trabune looked at Ardan and continued. "Once inside the ship, out of warp drive, we then travel under conventional drives, into the city. Then, we just cruise

in, for the final checks and inspections. We hope that when we get close enough, we will be able to warp out from the transport ship and warp into a new location, inside the station-city, undetected. We need a few hours, to sense-scan the city, so that we can select which pockets will be safe to warp ourselves into. We will be finding where that location aboard the station-city is, while we are traveling in the bowels of the transport. We will be able to sensor what is in the station-city, without detection. However, such a check takes hours, in a structure that size."

Ardan nodded.

Trabune looked up. "We have just warped out and as expected we are inside the transport ship. We must return to work; now."

"Sure," said Ardan rolling his eyes. He never realized that he had been so close to death before. Ten seconds ago he could have been incinerated into a billion pieces of space matter and he would never have known, never had time to prepare for it.

Trabune, standing over him, said, "If you had time to prepare yourself, your preparation would only have been to worry. That is my job."

Ardan looked at him and asked, frowning, "How is it that you know what I think? Can you read my mind?"

Trabune laughed aloud and heartily. "I read what you broadcast. Your mind broadcasts its thoughts very loudly. We here, can read the broadcasting of your mind, but never the mind, itself."

"How?"

Like this!

Ardan almost fell off his seat.

Trabune smiled. "I broadcast the same as you do, but I know my target. I ensure that if I want my mind to broadcast a thought, then I send it to the intended recipient. What I did then, was of no less volume, than your own broadcast. However, your broadcasts never have any direction, but are broadcast widely, for all to pick up."

Like this you mean?

Yes, exactly like that.

Ardan nodded. He had no idea that it was that simple.

"It isn't all that simple, but inside this ship, it is free from the distraction of the thoughts of others. Thoughts are generally broadcast all over the planet indiscriminately, for anyone, to listen to. On a planet it is a constant hum, a noise like a form of background chatter, which is constantly there. Our minds still work the same but we have to increase our perception to ensure the intended listener is who you want to communicate with."

"What do you call it?"

Communication.

Ardan watched patiently, as the crew observed the station-city on their screens. They were dissecting the city portion by portion, looking for places to hide. The computer sensors were scanning the city, three-dimensionally and locating sections, which were

inspected. Piece by piece, it was being inspected for corridors, rooms and storage compartments. Picture after picture, was being rotated and probed, wall-by-wall, surface-by-surface. Shortly, the full details of the station-city would be fully recorded.

The screens showed they were only moments from touching down.

Ardan watched, as the transport, and thus, they also, entered the station-city.

The city cell they had entered, was huge, by any standard. It was a collection of quarters and workplaces that had been added to and stacked, one over the other, with only minor planning being catered for.

Motifor was one of the oldest station-cities, being only several hundred light-years, from Palbo. Motifor began its life three thousand years ago, and had been growing with the expansion of the Bank, ever since.

The transport docked and the screens showed the inside docking bay, to be large and open, about four hundred pacs in all directions. The six doors to the bay were eighty pacs high each.

The station-city used a combination of gravity plates and *centrifugal force*, to create gravity. In the center hub, the gravity plates provided all the gravity, while at the outer reaches of the cells, gravity was produced by the rotational effect of the city.

Ardan was up in the top deck when Garule gave the command to shift the Boguard vessel.

The screens blanked, but returned to life, three seconds later. They were still in the city hanger area, but inside another transport ship. It had already discharged its load of frozen liquid air, the most valuable commodity in a station-city. There, the Boguard ship would remain, until its crew completed their mission.

Trabune rose and indicated to Ardan, to follow. Quickly, they walked to the hold. All had dressed as maintenance personnel. Ardan looked at his clothes.

Trabune explained that the clothes had been deduced, from what had been recorded in the past few hours' observations. The insignia on their arms showed that they were part of air-maintenance. That, explained Trabune, should gain them access to almost all quarters, even if confronted by the security patrols.

The door to the Boguard ship began to materialize. Ardan and three Boguard slipped outside into the darkness of the transport. Trabune reasoned that while the original transport was being inspected for breaches of security, security elsewhere would be reduced proportionally.

Garule led the way out. They had donned helmets, which were typical of the air-maintenance crew. Garule's torch shone, leading the way through the massive hold of the ship. About fifty paces away were a personnel door and airlock, used for inspections.

Trabune reached for, and twisted the bar, which held the door tight. It gave and slowly, it rotated. The door came ajar. The four stepped inside. A minute

later, they were out, into a corridor, which led to another door. Soon they had passed through several doors and hatches.

Finally, two guards confronted them. They had appeared from around the next turn in the corridor and stood there, with stunners uncocked, in their hands.

"Stop! You have no authorization for being aboard this ship," said the front guard, pointing the stunner at Garule.

Trabune stepped forward and spoke, in a well-concealed imitation of the guard's accent. "Listen, you pair of idiots. We came in here two hours and twenty minutes ago, to repair some leaky weld to the side beam of the reserve tanks. Do you know what we found?" Trabune was poking the guard in his chest, with his forefinger.

The Guard stepped back and shook his head. He had no idea what was found.

"Absolutely nothing! We were called here; for absolutely nothing! There was no leak and nothing wrong with the tank!"

The guard looked shocked. Someone on his ship was going to get into trouble. "Surely it is the duty of a crew member, to report something that is wrong?" he asked.

"There was nothing wrong!" Trabune said, while waving his arms. "Look at this work sheet I have to return. It says that the spare tanks are ruptured! Yet; we find nothing. What would you do? We spent time that has no return, for us. It makes us look as though

we were loafing. Someone has to pay for this, and it will be whoever ordered the repairs, not my company." Trabune was now pointing at the second guard, who was backing away wondering why this man was so upset. The guards didn't order the repairs either.

Trabune was still waving his arms. "Now you want to stop us, and say that we had no authorization, being aboard the ship! By the Torren! Someone will answer for this, I can assure you. I suppose you don't even have a record of us being here...do you?"

The first guard tried to smile sheepishly, and said, "Well...."

"Just as I thought! Total incompetence!"

Garule looked at the pair of guards, who were obviously in distress and said, "Look, you pair look like fine people. I know that mistakes can happen." He looked to Trabune and said, "Why don't we work out a solution. I mean, these two didn't do us any harm, and they don't want their crewmembers getting into trouble. Why do we not work a way, so that this whole thing isn't known about? I mean, there is no record of us entering the ship, so why not...?"

Trabune put his hand to his mouth, in thought, looked harshly at the two guards, and then said, "I suppose we could erase the order, and add the time to the last job, I mean, the last job went for one hundred and fifty three hours, so no one will know. However...."



Garule then cut in. "Yes, we can do that." He looked at the other Boguard and Ardan who both nodded on cue.

Trabune then said, "They will have to get us off the ship, without it being recorded, or else we are all in trouble, and I'm not going to risk my backside for...."

Garule then turned to the pair of guards who already showing signs of relief. The first guard even tried to smile. "Yes, that is all right. We can get you off with no record being shown, of you ever being here. We just close down the camera, for a moment, on the lower staff exit. The thing has been playing up for months, and nobody has bothered to fix it. Come, I will show you."

Moments later, the four were leaving the transport with Trabune still muttering under his breath. When they had gotten out of visual range of the transport

Trabune winked at Ardan and said, "Pretty good, don't you think?"

Ardan just shook his head and broadcast his thoughts.

The other three laughed.

From a safe distance they watched the transport, which they had initially been aboard as it was now being unloaded. There were about forty armed guards walking around, with many more inside. Goods were being ferried out, by small vehicles and inspected, using all forms of sensors.

The foursome was only about fifty paces away, as they watched.

Ardan stared in disbelief, as he saw a man; a man that he had secretly vowed that he would personally kill, a man that he loathed, more than any other creature in the galaxy.

Ardan reached for his blaster, beneath his tunic.

Stop!

Halt!

Wait!

Ardan looked around, at the three, who were commanding him.

He looked at the man whom he hated. He felt the blood rush through his arms; his hate filled his mind. He would give up his own life to see that this man was dead.

Ardan looked back and then at the man he hated, as the man was being greeted. As he walked down the

ramp, he was being congratulated by three people, of high rank.

By this time, the three Boguard were standing at Ardan's side. Garule said, "You may kill him when the time is right, but; not yet. We need him to show us the whereabouts, of Chelo Bade. When he has done this, then; you can kill Torish!"

ψ

TORISH

Ardan turned his back, on the scene at the transport, and suppressed his raging desire, to kill. At the same time, ideas were coming into his mind, as to how this entire mission had surfaced.

Ardan looked at Trabune, and he nodded to confirm that the ideas were indeed correct and coming from the Boguard.

The Boguard had known for some time, that Chelo Bade had stumbled onto something, which would trigger off a response from the Bank. They had not any real appreciation for the size of the conspiracy, which was to follow. As they kept her under surveillance, they came to realize that possibly, this was a chance to follow her into a station-city, and find out what it really was, that was such a closely guarded secret of the Bank. The Boguard realized that no one else, short of the Malukan Experiment of Sequetus 3, had come across the secret of faster-than-light-travel. It seemed that Chelo Bade, and her associate, had hit on something that was very sensitive.

The Boguard had only been following events, and had no idea that Chelo would be sent off Jilta. When that occurred, they realized that something big was afoot. The Boguard then took copies of her original manuscript, from Academia Alson. These had been

gone over, and using that data, along with their own knowledge of faster-than-light-speed travel, they realized that something at the core of the galactic civilization was very rotten. If the Boguard were correct, they couldn't permit it to exist in its current form.

The Boguard had tracked Chelo but they had lost her, when she was taken from Carridan. They needed to move someone to locate her, and they had figured that would be Torish. That was confirmed after Torish was ordered to Motifor. This in turn, was confirmed by the Boguard's own findings, at Carridan. Once Chelo Bade was found, it was hoped that the secrets, of this faster-than-light-speed travel would be confirmed. Only when they found Chelo, could they bring her back to Jilta where she could expose what she had learned. For this reason, Ardan was needed. They needed someone else from Jilta, to be a witness, who was not of the Boguard.

Ardan looked back, to where Torish had been led away. Trabune nodded and they followed.

"Keep the stunner ready. You may need it, soon. This place smells evil," said Garule.

They continued to follow, from a distance. "How can you tell?" whispered Ardan, as they moved into another corridor.

"We are using communication, to watch our man and ensure that he doesn't get away. While we are listening to his thoughts, which are focused on killing Chelo Bade, we are picking up background thoughts.

What is underlying them, is evil. There is an evil here, which pervades the operation."

Ardan listened, as Garule gave him a running commentary of what the Boguard were sensing.

For fifteen minutes, they had travelled, without any obstructions. They had not been required to show passes or orders, and were permitted to travel in lifts and tubes as needed.

Unexpectedly, they soon walked into a large open space. There were people milling around, some pacing. About fifty, all told.

Ardan looked and saw that they were all being checked, for identification, on their wrists. "Infrared scoring," he whispered quietly.

Garule nodded. The wrists of those being checked, showed that the person had been marked by invisible infrared identity marks.

Trabune indicated to them, to stand in the queue. "We can get around that. Just remain in line."

After a few minutes it was their own turn, and to the amazement of Ardan, the screens showed a positive ID check, and he was let through.

Trabune smiled, "Even computers are willing to communicate. They're designed for it, really."

As they marched, Ardan noticed that the workers were now predominantly wearing white. Garule explained that this was the induction section. The people he saw in white, were actually psychrons.

Ardan tried not to stare, but he knew that psychronics had been banned. He realized however,

that out here, there was no one to inspect and enforce laws or treaties. He also realized that this was why he was brought along, to witness the age-old skill of manipulating, distorting and subverting another's mind. It was in full flower, at the Bank's most holy of places, their station-cities. It had never been banned; here.

Trabune quietly let Ardan know, that Torish was getting another dose, of psychronics. "He is being programmed to kill; without any mercy; to enjoy the art of torture and main with joy." Trabune seemed to sense Ardan and continued, "He is in the *psychrat-chamber*, now. They're implanting in his mind that he must return, in one year's time, or his pain will become unbearable. Also, they're reinforcing the previous implant, that his mother was killed, raped and tortured, by enemies of the Bank. Now, the enemies of the Bank are his enemies to torture, and exterminate, at will." Trabune shook his head and looked at the ground; sometimes, for him, the evil was too much.

Trabune searched the wards, off the corridor and soon found where people were being *repaired* for previous mistakes. He transferred the pictures from his mind, to Ardan.

Ardan reeled. He saw failed people, who had broken down after being implanted, and who couldn't carry out the torture and instructions, which were being fed into them. Those people were having their brains sucked out, of their skulls, in small portions, depending on the security risk that the person now posed.

Ardan realized that every person in Motifor, had a place and a purpose, to produce something. If they erred, they were re-programmed, and if the programming failed then their brains were extracted, just a small piece, at a time, even cell by cell if necessary. The person performed as required, or was eventually degenerated; into a vegetable. Eventually, they performed their tasks, even if the most menial. Either way, the operation was a *success*.

Ardan saw, in his mind, pictures of vacuum pumps being attached to sucking scalpels, which were in the hands of, willing and wanting, psycho-surgeons.

When the psycho-surgeon had his own mind scanned, Trabune could see that he also, was a product of the psychrat chamber, a device that inflicted electric current to the head and body, while also feeding artificially created computer visions to the retina; altering recorded events in that person's life, to be used as a means, of controlling his future actions.

Soon, Torish had re-emerged from the psychrat-chamber room. "Thanks Doc. I needed the rest. I'm always pleased to come back, to get that half hour in the machine, there. It is amazing at how good you feel, when you come out. See you next trip."

The doctor smiled and returned to his office.

Torish whistled, on his way to the end of the corridor.

Ardan stood; watching the man, from a hundred paces away. It seemed that Ardan's great passion; to kill this man had subsided. He thought for a moment,

and realized, that it was not that the need to kill the man had died, but rather the nature, by which he had previously decided to do it had changed.

Ardan turned to Trabune. "I will do it, with a simple blast to the head and smear his brains on one wall. No need for the torture."

"Not at all," said Trabune, in mock sarcasm. "He is lucky, now."

Moments later, they were traveling on the tube, again. Ardan watched, from the next carriage, as Torish seemed quite happy, whistling to himself.

They followed Torish, to another tube, where he headed out from the outer city cell, down toward a smaller city cell at the hub of the station-city. Arden felt the artificial gravity lessen, as the tube traveled to the center, of the station-city wheel.

After a few minutes, the tube began to slow, and the gravity began to increase again. They watched Torish leave the tube and walk, into the entry port of the hub city centre.

The port was large, with anything up to a two hundred people, wandering around, all busy. There was a series of checkouts, as before, and then a corridor, and another checkout at the end of that.

The four queued and waited. As expected, the green pass signal was given. Cards, handprints, facial inspections and classification security checks, were made and approved, prior to each of them being given, the entry approval.

As Ardan entered, and even though the screens had approved him, the security guard held up his hand. "Hold on a minute. Let me see your authority. What written orders do you have, to be in here?"

Ardan looked to Trabune, who had already gone through ahead. He was speechless.

The guard, and about twenty others were now looking, impatiently. Ardan didn't know what to say.

The guard said, "All of you, you aren't permitted in here. You're outside staff only. We take care of our own maintenance, inside the *Center*¹³."

Tribune had turned and stepped back. "Listen, you meathead. We have the necessary approval. We are trained and security cleared, to go in here and everywhere else, for that matter. We are a special task force, which roams all over. We have just spent the past twenty hours, nonstop, handling some crazy crisis, called by a security guard! A real right old jolt it was. He is in a big mess, for mucking us around, and now you, too! Here, look at the instructions, if you don't think that the system works. Have a look at your own stupid system; man!"

The guard was beginning to back down. There was nothing wrong with the system. He knew better than that. In fact, he didn't know it, but he had been programmed never to doubt the system. That was his implant. The system is correct.

¹³ **DEFINITION: Center:** The slang term given to the central hub cell of a station city. *Source: Searfinders Index, p. 3411.* [◀Return](#)

He looked blankly at Trabune and said, "You're correct, the system is never wrong. Please hurry as you're blocking the path for others."

As the last Bogaard entered the realm of the Center, they had to hurry, to catch up to Torish. He had happily walked along a series of corridors, and then, onto another tube platform.

The four had to run, to catch the tube.

Six minutes later, they were coming to a halt, nearer the axis of the Center. Very few people were at the platform, which was much smaller, than any of the others.

Again, they had to hurry, as Torish had gotten through the checks, which were at every platform; now.

Three minutes later, it was obvious that the personnel were thinning out.

Trabune stopped and held his arm up, to the others. There was no one else present, in the hall. "Do you feel it?" he asked the others.

Garule and the other Bogaard stopped. Ardan watched, as he could see pain manifesting, on their faces. What did they feel? What were they experiencing, he wondered?

Trabune looked at the others, with tears almost in his eyes. "We must break up into two groups. Ardan, you go with Kol. Garule and I have to find the source of the pain. There is too much pain; here. You will be able to find Chelo and then rendezvous here, in one hour. That will give us time, to find the source of the

pain. We cannot leave without knowing. Please, the pair of you go; now, and hurry."

Ardan looked back, as he ran along the corridor, to catch up to Torish. This was the first time that he had seen the Boguard like this. They had found something that frightened them.

He continued to trail Torish, for about ten minutes, always following the guidance of the Boguard, Kol.

Finally, they had walked up a corridor, passing a dozen technicians, who stared at them, or at least their uniforms.

Ardan waited, until Kol had given the all clear. They entered the doorway, at the end of the corridor, with great caution.

On the other side was a greenhouse, about three hundred pacs long. Ardan looked, as far as he could see. There were plants, trees and shrubs of all sizes and types. On either side of the green house were more greenhouses, all of the same size, but with differing plant life.

Kol waved to get Ardan to go down one side, while he took the other. Ardan obeyed.

Slowly, Ardan crept, his blaster out and uncocked. He crouched low and silent and moved from one set of shrubs, to the next. This was not a corridor, and it was not a passage. They were at the end of the line. This is where Torish was headed. This is where they would expect to find Chelo Bade.

Ardan found himself breathing, heavily. He kept wondering, if she would recognize him, or perhaps the

psychrons had damaged her mind, beyond recall? If she had been harmed, he knew what he must do. He would kill Torish and take half this city, with him.

He edged slowly onwards.

He heard a sound to his left and dropped, to the wet floor. He held his breath, as he listened to footsteps, to his right.

There was a sizzle through the air to his left, and then a crash, twenty paces in front of him, behind a row of trees. He dashed forward.

Ardan quickly crouched again, behind a small hedge, and crawled over to a narrow bridge, which crossed a small clear brook. He looked down, and there was Kol. Blood was oozing, from three wounds, in his chest. He opened an eye and looked at Ardan. He tried to say something but he couldn't. His blaster lay in the sand, under the water.

"He is dead, Ardan. Give it up, now!" It was Torish's voice.

Ardan slowly turned, to see the man that he hated, like no other. It didn't matter why the man was like this, now; Ardan hated him, for what he had done to his life.

"Drop the weapon!"

Ardan looked at the blaster and thought about a diving roll and shooting Torish.

Torish shot Ardan, in the right arm. The blaster flew up into the air. Ardan reeled and was thrown into the hedge, on the near side of the brook. He lay there, staring at Torish's gun. He had been too slow!

He began to feel the pain in his shoulder. He wondered if his arm was still there, as he doubled over, with the pain.

He tried to stagger to his feet, blood dripping. Before he could say anything, Torish's face contorted and his gun just fell from his hand and skittled across the ground.

The Boguard half rose and tried to head butt Torish.

Ardan saw his moment, and dived at the man, who he had wanted to kill. His own legs were still good; so he drove his body hard and slammed into the man, to crash him to the ground.

Torish fell hard. His body hit the dirt, but at the same time, he managed to throw Kol to the side. Ardan staggered to his feet. He was about to kick Torish in the head, when he heard a sizzle, then another, and he went down onto the ground, again. His right leg had been hit. He tried to move and another shot came, from the other side of the brook. It struck him, in the other leg. He couldn't rise. He rolled, curled up in pain. His mind was in screaming agony. He finally collapsed next to Torish, who was pulling himself up, off the ground. Ardan recovered, as he fought the pain. He looked around, to collect his bearings.

To his left was Kol, eyes open; dead. His face was showing none of the pain, that he had just gone through. He lay there, with his arms outstretched, beside the brook, with two gaping holes in his chest.

He was very dead. Blood trickled down, into the brook, turning it a mild muddy brown.

Ardan stared up, to the other person near the brook. Ardan grinned, for it was Chelo Bade, and she had the Boguard's blaster, and had Torish, firmly in her sights.

ψ

CHELO BADE RETURNS

Chelo walked triumphantly over the bridge, to stand in front of both the men. She smiled at Ardan.

Ardan tried to rise and she shot him in the foot. He fell to the ground and groaned in agony.

Torish propped himself up and stood. He hobbled over to Chelo, and she put her arm around him.

Ardan's face now agonized in pain and hate. "You don't know what they have done to you. They have poisoned your mind. It is the psychrons and their machines. Please Chelo. Shoot him before it is too late. Shoot him; for the sake of Torren, shoot him! He is evil!"

She smiled and handed the gun to Torish. "Torish and I are, and have been; together for years. All your past memories of you and I, are in fact the result of careful programming, which you agreed to undertake, for the sake of the Bank, three weeks ago."

"No!" he cried. "We were going to be married! You must remember, please!"

She shook her head. "Ardan, your real name is Gastus Cran. You're an agent, who wrecked his last mission, and you drew the short straw. You agreed to do this mission, on the chance that if you survived, it was better than death. You're certainly nothing to me."

Ardan tried to move and yelled, "That's not true!"

Torish stood there, smiling and said, "Sorry, old chap. Just to fill you in on your programming; your real-time started on Jilta, when you roused from the bang on the head; at your apartment. All memory, prior to that point, is artificial. You're no more a construction engineer, than I am. You see, Gastus, you were brought here, planted here, to get the Boguard aboard this station-city so that we would have access to them. No one has ever been able to capture a Boguard before. In them, is a life-force, which has never been harnessed. That has been our mission, to entrap a living Boguard.

"Unfortunately, this one is dead, but the others are still very much alive, and for that; we thank you."

Chelo Bade smiled. "I also do thank you, Gastus. For I will get a citation, for the work that we have done, to further the aims of the Bank, for total control. Your award will be given to you, posthumously!"

With that she turned up the blaster and blew off his right arm, completely off.

He cried, as he began to fall unconscious. This was not a dream. This was not the act of the psychrons. His memories were real. He had not been placed inside the psychrat-chamber. That was the implant, which they had given her, so that Chelo would destroy him.

As he lay there, he could see Torish saying something. "My stupid man. You still don't get it, do you. Do you think that we would let you through the

checkpoints, that easily? Do you really think, that four people can simply fool the entire system and get out? No! We made sure, that you were let in. That was what we prearranged with you, before you left for Jilta, those three weeks ago.

"Farewell old friend!" With that, Torish pulled the trigger and blew the side of Ardan's skull away. His eyes tore out, and smeared the tree trunk behind him. Blood splattered the fine green shrubbery.

Ardan saw the red and green mess of his dead body from above. He found himself rising, wanting to move on. He wondered though. Who was he really? It no longer mattered.

ψ

FASTER - THAN - LIGHT TRAVEL

Trabune and Garule were almost running, when they both stopped and felt the pain of Kol, being blasted in the chest. Trabune reeled against the wall. He held himself and looked at Garule. They stared at each other. Instantly they knew that they had no time left. Their plans had been exposed!

A quick thought command, to the Boguard craft and they were off; running down the corridors of the city.

Faces turned and people dodged them, as they ran. For ten minutes, they were guided by the mind, of that small spacecraft.

After five minutes, Trabune got the picture-message in his mind...the tube...they had to take the tube. They sprinted. Time was closing in on them. Pictures came, of Bank Guards along with Corporate Troopers, pounding down six corridors.

One glance at the barriers ahead, the six deep queue, and they thought what was needed; for all opposition to them to fade...and the barriers fell away. The Boguard jumped and flew over the stony faces, who stared at them, two maintenance personnel, flying past the guards.

There was some yelling and commotion. Three shots were fired, before the pair was amongst the crowd again. The shots missed.

Seconds later, they grabbed the door of a tube, as it was departing. It only travelled fifteen seconds, to the next stop, whereby the pair leapt from it and ran to the exit.

Quickly, a picture in their mind showed a column of fifty troopers, heading their way. There was nowhere to turn. Trabune looked; overhead. Garule nodded, and the pair stared at the ceiling. Three panels gave way, and the pair jumped thirteen paces into the ceiling space.

There were spectators standing, mouths agape at what they had seen.

The pair then crawled under heating pipes and over three-pac high, air-ducts. Then; they clambered over more ducts and then more pipes. The ceiling was roomy and they began to run, with enough head clearance.

They had gone five minutes, following the line of the corridor by the line of ductwork, when three laser shots slashed through the ceiling, missing each of the pair, by only a hair's breath.

Trabune indicated the thicker ductwork, and they jumped onto it. They had to crouch, to scamper through the space, now. There was emergency maintenance lighting in the ceiling space, to see by.

There were more shots, from the corridor underneath, but they weren't guided by the footsteps of

the Boguard anymore, and the ductwork between them and the troopers served as a shield.

Trabune swung on a pipe to gain access, over a crossover series of ducts. A laser shot from the floor below; it exploded past and ripped, through the pipe.

"Halide gas... asphyxiating!" Trabune cried to Garule. They had to get away, as the gas would absorb oxygen and leave nothing for them to breathe. The gas was heavier than air and Garule blew more sections of the ceiling away. It fell in scattered sections, intertwined with pipes and cables.

Three more shots from the blaster, and Trabune had blown out a section of air ducting, along with the ceiling. It fell, crashing violently, to the floor. The gas immediately began to disburse, to the floor below.

This left them exposed, and shots zipped out from the end of the corridor. The pair ducked and crawled, up along the broken pipe. They escaped once again, into the safety of the ceiling space.

They saw in their mind, that several of the troopers were now climbing the air-ducts, and entering the ceiling space, behind.

The pair tried to cover as much distance as possible, before the first blast from the troopers exploded, past them.

Trabune glanced over his shoulder and sent off a series of volleys that exploded thirty paces back, and scattered the troopers.

More blasts ricocheted; around them.

They came to a cross roads, in the corridor, an intersection of five passages.

They headed out as far as they could, before the troopers reached the intersection, and then, with an artful series of blasts, they exploded the entire ceiling of the intersection. It collapsed and disintegrated, onto the floor space below.

Troopers arrived, seconds later, to find an insurmountable gaping wide hole, which they couldn't leap across. Added to that, they didn't know which direction, the Boguard had gone. The Boguard had a small lucky break.

After Trabune and Garule had vanished around a series of corners, they could hear the yelling behind, but it began to fade.

Three minutes later a wall running the full length of the corridor confronted them.

Trabune glanced at Garule, who nodded. They had no time left.

Together, they blasted the ceiling and fell to the floor below.

There, in front of them, was a series of chambers, which led to their destination. Trabune could feel the pain, of what was inside. When he tried to tap into the pain, with his mind, it became unbearable.

To the side, were three guards; they turned the instant that they heard the ceiling explode. They were still turning when the Boguard dived and rolled, while cutting the guards down.

Trabune quickly stepped closer; drew out percussion grenades from the guards' tunics, and placed them behind the sliding-door computer-readout. Trabune then stepped back, and fired. The explosion rocked the entire corridor, and the doors slowly drifted apart.

They dashed in, and sprinted down to the next set of doors, shooting any and everyone who posed as an obstacle. Bodies lay, strewn over the floor. Many were high-ranking psychrons and their guards, and there were technicians, amongst them.

Three more doors exploded. Twenty-three bodies lay there, of those who tried to stop them.

Finally, they burst through the last door, and they almost collapsed from the pain and misery, which they perceived. Immediately, both Boguard closed down their perception of what they felt. In turn, they passed the images back to the Boguard ship, to store and analyze.

Trabune lowered his weapon and looked around. There were glass rooms, as far as the eye could see, with a few white clad individuals shuffling around, from one room to another. A lead wall surrounded the entire section, with copper strands inside the lead, generating a current and permanent energy field. This prevented emission and perception of what was happening inside. Direct thought couldn't be passed outside.

That data was sent back to the Boguard craft, and another fifteen similar spaces were subsequently found in Motifor.

The pair looked around the room and saw the generators being used to introduce the current. They then found the energy emitters that attracted the source of the warp drives. Finally, there were the microwaves, which contained the warp drive generators.

Garule lowered his weapon. He couldn't believe what he saw. He could see why the closest kept secret of the galaxy, had to be kept a secret. The means of faster-than-light-speed travel for the Bank, was similar to theirs. Whereas their source was invited, the Bank's was trapped and enforced.

Silently, the pair sauntered over to the first glazed room and slid the door, open. They walked in.

Inside, was a large non-conductive transparent tank. It was sealed on all sides, airtight. The inside lining was attached to the electrical generator. Microwaves ran through the tank, forming a barrier. Transmitting waves around the tank acted as attraction.

The tank began to emanate light, as the Boguard approached. They felt inside the tank, with their minds. They felt the pain of the being, a huge living life-force, which had been trapped inside.

Both Boguard now knew how the Bank derived its warp drive generators. Instantly, the pair of Boguard felt the grief and harm, which had been inflicted on the huge being, trapped from out in space, or some other universe. The Bank had stumbled onto another life-force and had harnessed it; to create warp fields.

The Boguard realized that radio waves attracted the being; it seemed to have no mass. It seemed to exist, only as a sentient, intelligence unit.

Like a moth, attracted to light, the being that shone and hovered inside this tank, was attracted to the waves, which had once emitted from the tank, as bait.

Once the being was inside the tank, an alarm was sounded. This tripped the micro waves that held the being. It couldn't escape. It couldn't move. It could only exist.

The electrical generator, when in force, would energize the tank with surges of electricity that would hurt the life therein trapped. The being then would emit a signal, which would send out a standing wave, for it to try to escape to another universe, perhaps from where it had arrived. If attached to a spacecraft, then the being would take that spacecraft from this universe, into the warp fields – another universe, or at least outwards, from the physical universe. From there, the craft could apply standard drives and approach and surpass the speed of light, as *relativity* only applied to the physical universe. By altering the amount of electrical charge that was applied to the tank, one could then have the being reenter the known universe of the galaxy at will.

The psychrons were involved, as it was important for the being inside to forget and misplace all forms of identity, which it may have accrued in other universes, or even while inside the tank. This manner of

forgetting was accomplished electrically. The end result, was that travel to the warp drive fields, was as easy to press start, or stop, like on any household appliance.

The Boguard realized, that this was why the Bank had been so interested; in Chelo Bade. If her experiments and hypothesis were carried out, with another corporation, someone else may come to the conclusion that the Bank's generators, were a life-source. Chelo had discovered that living organisms altered, as they came into the presence of the warp drive fields.

Trabune felt the being, who existed within the tank. He felt its mind reach out feebly; and touch his. It was confused. It could communicate. It shared its pain and its loss, with him.

Garule withdrew his blaster and aimed it at the electrical equipment. He fired. The machine wound down.

He aimed at the microwave inducer and shot at the harness, which was plugged into the tank.

Instantly, the light grew, and grew. It felt the minds of the Boguard. It caressed and urged them to free another, for it didn't have the ability to manifest the physical universe necessary, to free its friends.

The Boguard felt elated. They knew that they didn't have much time. They felt the mind of the being, in the next tank. It glowed and in a few seconds, it too, was free.

Soon, the operation was repeated over and over.

Trabune was aware of the Bank personnel, who were running from the area. Sirens and alarms were wailing.

Garule nodded. On every previous occasion that a Tank had been opened, by someone other than the Bank, the occupants of the Tank exploded into the universe with great force and ferocity. When the life-force came out from its tank, at speeds in excess of light, the being that was within the tank simply expanded with enough force and hate that it supernova'd into space, destroying all, within millions of Ks. Such was the unspent and harnessed power of the life, who had been captured.

The entire staff and crew of Motifor station-city were now evacuating, as fast as possible, for the end of their own existence, was very evident.

Trabune saw that after thirty had been set free there were too many more, who they would never be able to set free. Garule had already indicated the dozens of troopers who were brave enough to enter. They were positioning themselves, as the Boguard were setting the beings free. There would have been sixty plus Troopers, before the Boguard pair turned and glanced at each other and nodded. They would set the beings free, with force, introducing a chain reaction of events, which the Bank had always feared.

They mentally noted to their ship to warp out, and return to base, immediately.

They raised their guns and in half a second, they had fired into the next room, full of tanks.

Torish and Chelo Bade finally raced through the door, to capture their quarry!

Garule gave one last farewell message to their Boguard craft to warp out home. It obeyed, and left.

The craft recorded the last final memory and image, which had been transmitted, by Boguard warriors.

It was of their bodies being struck by a hail of laser and blaster fire. Their bodies would have been cut to ribbons and strewn all over the walls and decks, if the station had not erupted, into the greatest ball of light that the galaxy had ever seen.



Motifor was no more. It exploded into the galaxy, as billions upon trillions of molecules of debris, scattered into the winds of space and time.

ψ

EPILOGUE

The master Templar was standing, in his courtyard. It was very early in the morning. It seemed that he was about to be impeached. The activities of the Cordukes had been held up to public ridicule, and he was in the dilemma, of having to decide to dispense with the network, which had often saved the Temple.

He looked up to the sky. He could see the first signs of day, approaching over the horizon. The new day's light was like tentacles, which slithered through the night sky eliminating the stars.

The Master Templar wondered what Goren Torren would have done; on this occasion. What would that wild young man have done, if he had been confronted: with this?

Instantly, the sky to the south began to brighten. He watched curiously, as a bright light appeared, in the sky. It intensified and soon, lit the entire sky and his courtyard. It still brightened, until the Master Templar had to pull away, from the light, as it was so white and vast, that it now blinded him.

After about ten seconds, all sign of the strange light had faded, with only the effects of the after image, in his mind.

Ω

Jaron stood with his back to Amy. He had been learning who the man was, who began the philosophy, of the Temple. Jaron was impressed. He wondered if such a man would ever live again.

In the corner of his eye, he saw something, in the dark night sky. It was a speck, which brightened. It was a strange light, which took on the deep blue color of the lunar satellite, of his host planet.

The light was unusually bright, much brighter than a star. It finally began to fade and die away. Jaron turned and looked at Amy and smiled. Something inside him, woke up. He began to remember.



Ω

In different parts of the galaxy, two young people looked at the sky. One was on a desert planet, and

had lost a father, who she had never even met before. The other was on *Orbat*, the home of the *Aaron*. This one had just finished sentry duty, on a small farming outpost on the surface of the planet. He looked at the sky. He too was wondering about his father, the father that he had not seen, for three decades.

Both saw the explosion, of the station-city. On *Rambus* it appeared as a bright light, which lit the ground, ever so faintly. For those seeing it on Rambus it was the hope; of things to come.

On Orbat, it was the beginning of the end, as foreseen, in *The Early Works* prophecy. In the Pleiades, the Aaron felt the station-city explode, as those within it, were finally set free. With a feeling of gladness, came the knowing, of a foretold end approaching.

ψ

NICK BROADHURST

End of
Book Two of the Juggernaut miniseries
And Book Fourteen of the Sequetus Series.

TEMPLE WORLDS

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TEMPLE WORLDS

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GLOSSARY, DEFINITIONS, HISTORICAL NOTES

AND BACKGROUND DATA

Editorial note: When the term *Terrestrial* appears beside a word or term of historical note, this means that it is a terrestrial word, from Sequetus 3 – Earth – and the definition is a terrestrial definition, or historical note. It isn't a fictional term or definition.

Aaron: Original name of the race on Yaltipia, otherwise known as Boguard outside the Pleiades, and the Galaxy. On Yaltipia the original race was called the Aaron. Technically anyone can evolve to become a Boguard through their training programs and can join and become Boguard. However, to be Aaron, one needs to be born on Yaltipia within the Aaron race. *Templar miniseries* ◀[Return](#)

Aaron Library: An underground library of 17 levels, that measure about a k wide in each direction. In Earth terms, it covers 17 square kilometers of library floor space. *Templar miniseries*

Ablam: Commercial center, 100 Ks west of Jilta PC. Population one million, its product is government service. *Juggernaut miniseries* ◀[Return](#)

Academia: 1. A college of high learning, tertiary education, offering doctorates. 2. (Plural – academias) The institutions of the highest places of learning in the Federation. *Source, Jiltanian* after the gardener *Academos* who used to tend the gods in by making their gardens a paradise. *New-Earth miniseries*

Acran: Pleiadian for what translates into Devout Coordinator for On Planet Operations. This began in Sequetus 3. Acran Anderson was the first of many Acran to follow. *New-Earth miniseries*

Acron Field: This is one of several kinds of fields that hold free-air inside military craft. The Acron Field is generated around a ship and prevents the free-air from leaving, while permitting large solid objects to enter and leave the ship. This effect is achieved by a magnetic force that is held as a ridge at the perimeter. The magnetic force is strongest nearest the center of the source of the field. Through unifying fields gravitational, electrical and so on, the magnetic fields can be made denser, further out from specified epicenters. They then prevent free-air molecules passing; while at the same time allow more solid masses and objects to pass. Named after its inventor, *Luis Acron* of Tilk. *New-Earth miniseries*

Afterburners: When dumping fuel out through the exhaust system, and igniting it within the system, the continual explosion of such *afterburning* adds speed to the craft. *New-Earth miniseries*

Aftersun: 1. When a ship has a permanent station orbiting a planet, the period when the ship goes into the shadow of

the planet is called aftersun. 2. It simulates night. 3. The shifts aboard Federation military craft are divided into two per Standard Day. The first is called Foresun while the later Aftersun. There is no *night* aboard military craft. *New-Earth miniseries*

Agent: 1. Two levels below independent. Starting at the top is: Independent, Junior Independent, *Agent*, and *Agent Junior Grade*. *New-Earth miniseries*

Akeala: See Albine, below. The same person. Daughter of Jaron and Anki. *Juggernaut miniseries*

Albine: Daughter of Jaron and Anki. She is the granddaughter, of the Master Templar. She changed her name to Akeala, upon the advice of her protector, to avoid being killed, like her two brothers. *Juggernaut miniseries*

Alfrash: The planet that was first colonized by the Pleadians. It has 1.04 Standard Gravity, was lush with forests, had deserts, ice poles, temperate and tropical rain forests. A super solar flare, itself a series of 12 flares, took out the colony over a sixty-year period. There were enough suspicious circumstances, to indicate that the flare(s) may not have been completely natural. Over ninety percent died, during those sixty years. The planet was abandoned, and at vast effort, it was engineered, to remove all evidence of previous occupation. *New-Earth miniseries*

Algon Sea: The nearest sea to Jilta PPC, measuring 765 Ks across, at the widest point. *New-Earth miniseries*

Allied Council of Free Sectors: The name given to the first authority controlling the new Federation Alliance. It was made up of the remnants of the Federation after the Battle of Sequetus 3, and consisted of the military heads of all the known sectors, including Farsen, which was restored. It was the forerunner to The New Federation. *New-Earth miniseries*

Alliance, Federation: An alternative name for the Federation, after the *Battle of Sequetus 3*. *New-Earth miniseries*

Allied Council of Jilta: 1. After the atomic war on Jilta the planet set up a temporary government called the Allied Council of Jilta. 2. After all the Royals had left their Federation planets; the planets no longer had their autocratic control. There were members of the Federation military, as well as government, who tried to seize control of

their own cities, countries and continents. Some seized atomic weapons. In the Federation, wars were starting to break out. On Jilta this culminated in an atomic war between three factions. After three years, and with almost all of Jilta PC and its sister cities completely wasted, the war ended. The government that took over was named the *Allied Council of Jilta*. This shouldn't have happened and for several years after the *Battle of Sequetus 3*, Torren traveled to Jilta trying to stop the wars and the fighting. He was unsuccessful, and it continued to the almost total destruction of the former prosperous cities of Jilta. As the other planets became embroiled in similar wars Torren found he was just as ineffective, so he concentrated his efforts on Earth, and hoped that when he found who was behind what was happening on Earth, it would lead to the same solution for the rest of the Santonia Galaxy. *New-Earth miniseries*

Allied Imperial Federation: A fuller term for *Federation Alliance*. *Allied Imperial Federation Forces*. AIF, or AIFF all mean the same thing. *New-Earth miniseries*

Alson: 1. A suburb in Jilta PC. 2. *Alson*, Academia, most prestigious tertiary Academia in all of Jilta. It teaches most degree doctorate courses and has forty five thousand students enrolled per year including full time, part time and by correspondence. *New-Earth miniseries* [◀Return](#)

Amy: The teenage daughter of a family of settlers on Rambus. She used to dream of finding out what was outside of Rambus. She became strong friends with Anki of Jilta. She was stranded off from Rambus after the planet was raided by pirates, and they killed her family and friends. On returning to her home planet and experiencing the death of all she loved, and almost dying herself, she swore an oath that she was even the score. She was central in removing the pirates from Sleebo, and bringing down Brandon Mirac of Palbo. *Templar miniseries* [◀Return](#)

Aneel, FAS Destroyer: The Aneel went through the portal with the Expeditionary task force BS 10, and never returned. Presumed destroyed. *New-Earth miniseries*

Anki: The teenage daughter of the master Templar of Jilta. Was shipwrecked on Rambus and saved by settlers there. She attended Academia Alson of Jilta. For former past lives of Anki see *Anqi Storm* and *Vicra Starn*, both separate lives at different times, but the same person. *Templar miniseries*

Anqi Storm: 1. Malukan trooper, former resident of Sleebo. 2. Important in saving Sequetus 3. Daughter of Nobus Mas and Regel Subar of Taronga PPC. Educated in biophysics in Anst Academia at Taronga, joined the Malukan Guards shortly after graduation. *New-Earth miniseries*

Aquel: A local length measure of stride, from the planet Aqeliam. *New-Earth miniseries*

Arenic Alps, Jilta: On the continent of Algorico, the Alps run through the center and are on the opposite side of the planet to Jilta PC. *New-Earth miniseries*

Arganate; A plentiful translucent pale misty green non-precious stone, which is found on Jilta. The major quarries are found in the northern hemisphere. The stone's properties are limestone based and calcium derived. *Juggernaut miniseries*
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Arlon, Doctrains: Head of household staff of Residence of Jilta. Employer Goren Torren. Has a degree in Business Management from Academia Alson, Jilta. He moved with Goren Torren to Earth, and survived the *Battle of Sequetus 3*. On Earth he headed the *Home* of Goren Torren. He showed flair and became active with *Boguard Letone* in external affairs. He vanished after the FBI assault on *Home*, along with other *Household Staff*. Later he was found and did his part to bring about Intervention. After intervention he became a national USA celebrity on terrestrial television, made eleven movies, and married another member of his household. He returned to Jilta three times but remained as a resident of Earth. He had two long-life children. He died 498 BS a full supporter of the Temple movement. He was deemed a Minor Temple of Sequetus 3. See the definition of *Temple*. *New-Earth miniseries*

Armsman: Federation for Master at Arms, MAA. His prime purpose is to keep order, on a ship. *New-Earth miniseries*

Arrival Day: The day of arrival of the First Fleet and its pioneers, to a new world, sponsored by the Templar movement, the anniversary of is celebrated as the Arrival Day each year. *Templar miniseries*

Ataran: City of Ataran, which housed the *Boulan*, the ruling class of the Aaron. Ataran had 110,000 people and was one of the oldest and biggest Aaron cities in Yaltipia. It was hydro powered by the cross currents of water flowing

through the planet's crust. The city is at least 15 thousand years old. *Templar miniseries*

Auto-Credit: Similar to a credit card but instead of the credit being held at a bank, it is held at one's place of employment. *Juggernaut miniseries*

Automatic beam: Simply means that weapons lock on target automatically and are fired by computer programs. The advantage is that they're not only accurate, but will continue well after the crew manning them is dead or incapacitated. *New-Earth miniseries*

Bacterol-bandages™: Bandages with anti bacterial impregnated layers, which bring about fast healing. Made by Medicol Corp Inc. Jilta. *Templar miniseries*

Bailock: The term given to Jaron on Tors, by the local native, Garnow. The term became Jaron's name there. It was local dialect for fast-god, due to the speed, which he descended from the sky. *Juggernaut miniseries*

Balgoss, Eroni: Balgoss, Eroni: Base Commander of the Palboan outstation on Sleebo, pirate station. Aged 234 when killed in the fight for Mount Drapper. *Templar miniseries*

Ballard: Colloquial term for the rear end, of the native beast of burden of Jilta, a Kull. Source: Searfinders Index P 287. Used on many planets in the galaxy. 2. A petaballard means the prime part of the rear end of a kul, sometimes eaten. *Templar miniseries*

Baling: 1. The martial art of fighting with a two pac long thick stick made from the dense wood of the Baling tree of the Nalpan province. 2. The name of a tree from Nalpan province. Their folklore says that this tree was intelligent and the chief god over Nalpan would come to think and get his best ideas while sitting under a Baling tree. 3. It is said that a Baling stick has a mind of its own and after meditating with the stick, the stick and the fighter think as one, during a fight, in order to overcome a more powerful enemy. *New-Earth miniseries*

Bank: See The Imperial Federation Warp Drive Bank. Home planet Palbo. *New-Earth miniseries* [◀Return](#)

Banquast: A city of 60,000 on Yaltipia, made up of the warrior class of the Aaron. There were twenty-three warrior

cities, of similar sizes. The city occupies six interconnected canyons. *Templar miniseries*

Barnell: The Boguard leader running the Boguard operation on Jilta, in 1,043 BS. *Juggernaut miniseries* ◀[Return](#)

Battle Bar: 1. The saloon aboard a cruiser or destroyer, where alcohol can be served. 2. The name of the flight bar, on the *FSS Nebulus*. *New-Earth miniseries*

Battle of Sequetus 3. The: *The Battle of Sequetus 3* is the official title for the battle between the Hymondian and Malukan forces, in the Sequetus Series, in 1990 local time. *New-Earth miniseries*

Battlemaster: The Malukan equivalent of a marshal and commander of a fleet, or armada. *New-Earth miniseries*

Battleroom: A temporary make shift war room, CIC – Combat Information Center – inside the palace. It is 50 by 80 pacs, with seventy staff, troopers or Boguard. *New-Earth miniseries*

Battle of Six Worlds: The battle in which both Pleiades and Boguard fought Centrecom out in space, and in which Torren battled with Centrecom. *New-Earth miniseries*

Bauxite: The rock that is mined, which when treated, is converted to aluminum. *Templar miniseries*

Bearing Harvest: A two week period on Sleebo, when it is close to the sun and crops can be harvested. The whole of Sleebo get busy, harvesting the year's crops, during this one two week period. *Templar miniseries*

Beel, Polton: Adventurer and freedom fighter from the far-Outer-Worlds. A short-lifer, aged 42 at the writing of Book 12 of the epic series. *Juggernaut miniseries*

Bilkars Profood: A Jiltanian protein bar made and found, only on Jilta. *Juggernaut miniseries* ◀[Return](#)

Biobots: The surgical automated worms that are used to inspect, stitch and repair tissue, during an operation. Biobots generally are 10⁻⁴ pacs in diameter. *Templar miniseries*

Biotynes: The small insects bred and let loose onto a planet, that destroy human and mammal life by the pirates.

The Warp Drive Bank sponsored the breeding and release of the insects themselves. *Templar miniseries*

Blackheart: Pleiadian term, for meaning a person who lives against the better good of the community and self. A law breaker, a breaker of moral and ethical codes of behavior. One who creates turmoil, and one who does more harm than good around him. *See also Clean Heart. New-Earth miniseries*

Bloat: A space life boat. Usually, 5 x 9 pacs in size and taking up to twelve passengers. Typically there was a minimum provision of one bloat per 25 crew, and one bloat for every 20 passengers. *Juggernaut miniseries*

Bloodwood, Jiltanian: A tree measuring up to 390 pacs tall, found in the temperate regions of Jilta. Its wood is a rich red, dense and sought after for making furniture on Jilta. Today the trees are numbered and protected. Each tree is plotted on a map. They can live to seven thousand standard years. There is an entire industry on Jilta dedicated to protecting these trees. They're the source of much of early Jiltanian folk lore. Each tree has resident within it hundreds and thousands of other species. Its aroma is known to keep away parasites and plagues. *New-Earth miniseries*

Bluster: See Microwave bluster. *New-Earth miniseries*

Boguard: 1. Guard at the palace to protect of Lorde Hymondy III. 2. Race of bodyguard for the protection of Lorde Hymondy III. Their inception into the Federation region was about 550 standard years after Federation conquest. Origin of race unknown. Life expectancy indefinite. Run along military lines. Source of instruction: Lorde Hymondy III. They're known to speak many languages, are trained in martial arts, physics. No command links with IFFCo. Being a race the word *Boguard* is capitalized. *New-Earth miniseries* [◀Return](#)

Boguard Front: The assault corps of Boguard. They can be anything from 500 to 500 strong depending on the objective. The Boguard Captain Felice Karo made them famous when she defeated Palbo 1,000 years before. At that time there were up to twenty thousand *Boguard Front* that hit the planet in one strike, carefully coordinated, taking out all communications systems in one unified moment. *Templar miniseries*

Boguard rank: The following is the Boguard field rank from highest to lowest:

Captain

Guard Instructor

Instructor

Leader

Boguard

Boguard Novice (student) New-Earth miniseries

Bonding: The official legal recognition that a male and female couple, had decided to cohabitate, as a single group, with the purpose of furthering the species through the production of children. The average BOND would last 46 years, with one offspring. Often re-bonding would occur later in life. *Juggernaut miniseries* [◀Return](#)

Boulan: The Boulan number exactly 500. They reside in a small section of Ataran, of a square K in area. They're the ruling elite, of the Aaron and Boguard. *Templar miniseries*

Bridge briefing: 1. *Bridge briefings* are where missions are presented and discussed in a formal manner. They're recorded for future reference. Discussions of missions are not permitted outside of such briefings. All crew attend. 2. They're called *bridge briefings*, not because they happen on the *bridge*, because in larger craft they do not, as the *bridge* can be too small for all crew. Only senior personnel present the bridge briefing usually from the *bridge*. *New-Earth miniseries*

Brijet, Captain: Female senior Boguard officer captaining the expeditionary forces fleet taking Captain Jaron to his objective mission. She was 283 years old at this time. It was her first command as an entire fleet command. *Templar miniseries*

Broadmatter Theory: Broadmatter is that matter that is so small that current instruments cannot read it, but it acts similar to a sea supporting molecular-matter that floats within it. It transmits heat and ALL energy and in this way is very different from the concept of dark matter. Broadmatter makes up the bulk of the universe mass, and is the reason why the universe is expanding at an accelerated rate. Broadmatter ties in with space and time and without broadmatter there would be no space, no gravity and presumably no time. Without it all other matter would collectively condense. See Broadmatter theory Addendum at the end of Book Seven for more details. *New-Earth miniseries*

BS: 1. This indicates how many years since the Battle of Sequetus 3. 1038 BS means 1,038 Standard Years since the Battle of Sequetus 3. 2. A dating system, adopted through the galaxy since the Battle for Sequetus 3. *New-Earth miniseries*

Caff: The place, where non-intoxicating beverages are served, aboard a vessel. *New-Earth miniseries*

Captain: 1. Middle rank in IFFCo. Usually In command of an interceptor squadron, a destroyer, or a fighter team. Below Lieutenant Commander in rank. 2. Highest field rank in the Boguard. *New-Earth miniseries*

Caraday, Bel: Son of Oralo Caraday of Jilta. Started in the Coproduce service when 18 years old. He is Commander of the Corduke Base and answerable to the Master Templar. *Juggernaut miniseries* [◀Return](#)

Carriers: 1. Short for non military ore carriers. They're generally made in space, and can be many kilometers long. They're under WD. The carriers connect up section after section (sometimes known as pods), and can be as many as four sections long. Often, the term *carrier-trains* is used to express the long attached lengths of the carrier containers.

2. Federation military *carriers* contain a complement of between 100 to 800 fighters, and a onboard crew totaling between 1,200 to 9,600. These ships pack a tight crew, and have high morale. In the Federation of Jilta, the slang word *hive* is used to mean *carrier*, and *darlt* is often used for *fighter*. A *darlt* is an insect from Jiltanian mythology that when stirred would seek out its enemy anywhere to attack, even if it meant the insect itself died. The tradition of using this term goes back well before the Federation of Jilta. *New-Earth miniseries*

Carriers, Ore Carriers: Unarmed ships, used to transport mining produce or spoil. While they're big they have a very small crew. *New-Earth miniseries*

Carvan: A city near two cross currents of water as well as geothermal power sources, and was one of four such cities devoted to manufacturing clean power for the other Aaron cities. *Templar miniseries*

Castano, Carole: Corduke missionary, 38 years old, short lifer. From Jilta, and from parents, who were Templars. His father was a leading Cordello of Jilta. His rank was Captain. *Juggernaut miniseries*

Cast-outs: The term given to those who are cast out into space unsuited. An illegal act, but practiced in some sectors, especially in remote mining areas.

Law systems turn a blind eye to the practice as most offences happen in return for illegal acts. That is, when a person gets caught committing theft or murder, and there are no law enforcing officials around, often the local inhabitants, meet and pass sentence with cast-outing being the penalty. *New-Earth miniseries*

Centoria: A democratic rim sector of the galaxy, adjacent to Jilta. Centoria is the capital system, where there are two inhabited planets. Being adjacent to Earth, Centoria has the most number of temple buildings, secondly only to Jilta. Centoria is the closest system capital to Earth. *New-Earth miniseries*

Centrifugal Force: An apparent force that acts outward on a body, moving around a center, coming from the body's inertia. A bucket on a rope, being whirled around one's body is apparently pushed out, by centrifugal force. *Juggernaut miniseries* [◀Return](#)

Centrecom: Either a life-force or a computer program that ran the Six Worlds. *New-Earth miniseries*

Charlton, Navia: Social anthropologist from Academia Alson, companion and associate in *Sequetus 3* to Independent Goren Torren. Torren and Charlton both attended Academia Alson together studying, prior to Torren applying for his Independent's Certificate in Jilta. They were married for three years during at this time. Upon the end of the *Battle of Sequetus 3* Navia moved to Sequetus.

3. On Earth, she headed the Torren corporate empire of ACI. That corporation collapsed after a siege, by the terrestrial forces. She then took on a role gathering data and waited for the return of Torren, using the new corporation Acram. Upon intervention she continued on in Sequetus, and went back to her earlier profession of lecturing in anthropology until her retirement. She wrote 23 books while as a lecturer to universities in New York, London and Tokyo. She died 480 standard years after C Day. She never returned to see Jilta, maintaining that she wanted to retain good memories of her home. She never remarried, no children. See *NEW FEDERATION* for more data. 4. She is considered by the House of Torren to be one of the

Temples (see definition of *Temples*) of Sequetus 3. *New-Earth miniseries*

Chelo Bade: Student at Academia Alson, who discovered during her thesis, that life altered, during the travel during the warp drive fields. She was a friend of Mali Skanes and Arden Keote. Later, she worked for the Bank and vanished. She turned up on Motifor station-city. *Juggernaut miniseries*
[◀Return](#)

City Security (C-S): 1. The body of armed civilian security personnel, who are responsible for the peace of Jilta. 2. Police. *Juggernaut miniseries* [◀Return](#)

Civvies: (*Terrestrial*) Slang. Civilians. It also means civilian clothes, civilian life, as distinct to military. *New-Earth miniseries*

Clapboard: A computer pad upon which a flashscan is taken for identification verifying the user. The palm and three fingers must be present. *New-Earth miniseries*

Class A rocket: Non-explosive rocket. No warhead. *New-Earth miniseries*

Class B rocket: A non-atomic warhead, but packed with explosive. *New-Earth miniseries*

Class C rocket: A non-atomic warhead, but packed with liquefied explosive gel. Designed to explode and send the burning gel to other areas to set those other areas alight. *New-Earth miniseries*

Class D rocket. The warhead is packed with explosive shells, so that when the war head explodes, it sends armor piercing unexploded shells through armor plate and they in turn explode, on the other side of armor plate. *New-Earth miniseries*

Class J rocket: J is the Juggernaut miniseries, containing atomics of various subclasses. *New-Earth miniseries*

Clean Heart: Pleiadian term. A person who does more good for society and self than harm. A person who abides by the ethical and moral codes, and laws of society. See also *Blackheart*. *New-Earth miniseries*

Clerical Law: The Templar law as written by the Foundation Temple Goren Torren or as was ratified by the

Sortet, during meetings of the ruling Cordellos. *Templar miniseries*

Clife: A long Federation military blade made from Magnopolop (a non metallic resilient compound) that is worn in a sheath on every shocksuit. Clifes are either dress or combat style. *Origin:* from the days before Federation when the Royal race was planet bound, the clife was worn as an instrument for bonding of the earlier warrior clans. *New-Earth miniseries*

Cold Hype: Death that results from exposure to subzero temperatures in space, freezing of the limbs and body. *New-Earth miniseries*

Comm-tact: Trade name for a mass commercial visual communications system, and network. By Comm-Tact Industries, Jilta. *New-Earth miniseries*

Communications Center: A ship has a *bridge*. A Base has a *Communication Center*, which is the focus of all data going in and out. It can also be called a *War Room*, or a *Combat Information Center*, depending on the sector. *New-Earth miniseries*

Compu: ® The largest computer manufacturer in Crackess. Famed (or infamous) for its early invention – *intelligent computers*. After the Medallian Rebellion, the *Compu* executives were interned off-planet and CCP administrators placed inside the company. After this the company expanded, to become the largest interplanetary corporation in the Federation, with 1.7 million staff, in total. *New-Earth miniseries*

Compubanks: ® a collective name for viewscreens and computers, which plot a craft's course and synchronize with Warp Drives. Manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Compuboard: ® Often found in airports, these boards are an instant tally board showing craft departures and arrivals. In a space fleet they're used to show the tally of battle. Manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Computata: ® Abbreviation for Computer Data or non-intelligent computer information, or in slang: a *dry-computer* – meaning no intelligence. Manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Compuscreens: ® Computer screens manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Computers, Intelligent: 1. 5,550 Standard Galactic Years prior to Federation, Luis Medallia developed the first recorded fully mobile *intelligent computer*. At the time it was recorded as a brilliant technological marvel. Not only could it store and extrapolate data to logical conclusions, but also it had the ability to self perpetuate in other computers. The basis of all *intelligent computers* was the program *create*, coupled with the subprogram *survive*. 2. Intelligent computers led to the lowering of human-life to that of a servile status to computers. Without the intervention of neighboring galactic civilizations, and the *Medallian Rebellion*, these social degrading phenomena of humankind would have spread throughout the Santonia Galaxy. It is speculated that without the *Rebellion*, within several millennium, all humanoid races may have become extinct. The cost of the Medallian Rebellion was fifteen billion humanoid lives which were needed to defeat the intelligent machines. *New-Earth miniseries*

Confederacy: The loose governing body, democratic, that ruled the known outer galaxy prior to the conquest by the Federation. The full title is *The Confederated Council of Planets*. (CCP) It existed loosely for a hundred and twenty thousand years. The Federation defeated it in only decades defeated it. *New-Earth miniseries*

Confederacy: Full title - Confederated Council of Planets. (CCP) The loose and often extended term applied to the political attempt to bring the multitude of races, political systems et al together to end the warring of two hundred and thirty standard years in the Santonia Galaxy. The *Confederacy* failed at total unification and was succeeded by the Federation. *New-Earth miniseries* ◀[Return](#)

Confederacy: Travel could take decades. As a result the *Confederacy* was never conquered by a single force or in agreement with itself. Often planets would get forgotten and cultures rediscovered over centuries. *New-Earth miniseries*

Conquest: The CCP was conquered by the Federation. While many planets simply didn't fight and changed governorship of who was ruling them, some planets resisted and fought the Federation fleets and armies. During this fighting many government sections of cities were razed and government records lost. This was as much a cultural and

economic set back as anything else. It was a loss of historical records. *New-Earth miniseries*

Consol Agent: The chief and legal representative of an intragalactic corporation to a planet. Similar in status to an ambassador. *New-Earth miniseries*

Control-fathers: Those who implemented the program to go back in time to avert the catastrophe that happened in the Galaxy, which originated in Sequetus 3. They in turn became to be known as the *Masters* on Six Worlds. *New-Earth miniseries*

Cordellos: The heads of the Houses, which represent the strongest Temples. There are Ten Cordellos, but that will later expand, to include more Minor Temples. There were originally five Cordellos, and they were presided over by the Great Sharman. There were another five Cordellos representing the Lessor Houses. This number has been increasing, as the Outer-Worlds becomes inhabited.

The word comes from old Standard Galactic *cordelle*, meaning *small rope*, indicating the knotted cord worn by the Cordellos. *Templar miniseries*

Cordukes: A network thirty years old at the writing of the fifth book, in Templar Series. It is an intelligence gathering service, in employ of the Master Templar. It comes from the old Standard Galactic word, *chorda*, which comes from the confederacy term *khorde*, meaning string of a musical instrument. The connotation here, being that, if the *Master Templar* uses his *Cordukes* well, there will be harmony within the Temple. *Juggernaut miniseries* [◀Return](#)

Coreen Wind: The name given, to the cold wind of winter that comes off the mountains, of Tors. Before the Coreen Wind arrives, locals know to vacate the mountains. *Juggernaut miniseries*

Corrado City: Population of 700,000, and a Bank run city. On Jilta, north, northern hemisphere.

Council: 1. Another term for the Confederated Council of Planets, CCP. 2. Confederacy, CCP, *Council*, Confederated Council of Planets. *New-Earth miniseries*

Council of Order: A small body of Boguard whose task it was to decide what areas the Boguard should influence, and how, to bring about the goals of the Aaron. *Templar miniseries*

Crackess (Krackass): 1. Home of the Confederacy inspired uprisings against the Federation in the Hymondian Realm. This cost the lives of three million civilians and military. 2. Planet in the Federation that previously was relegated to backwaters after severe depression. It being a mining planet that also relied heavily on computer manufacture, it was depressed economically after the Medallian Rebellion. *New-Earth miniseries*

Crackess Uprisings: See Crackess. *New-Earth miniseries*

Cravana: Settlement in the Amazon of Sequetus 3. Population 420, at date 1,000 BS, and an outpost for the federation. It once had a population of 50,000 at date 500 BS. *Templar miniseries*

Credit: 1. The galactic pronunciation of the credit is dahl. Its subunit is *dihlo*, and takes ten *dihlos* to a *dahl*, and ten *strake* to make a *dihlo*. For the sake of translation in this book we use the word *credit*. 2. Federation unit of currency, whereby tied to the Average Production Index. The average person earns about seven hundred *credits (dahls)* a week, but this varies upon the wealth of the planet. The value of *credits* remains constant and inflation and deflation are negligible with the Average Production Index system. 3. Material assets only rose and fell against the Average Production Index, not *credits*. *New-Earth miniseries*

Credit-Control-Office: A controlling office for credit liaison. Similar to a bank. on Sequetus 3. *Juggernaut miniseries* [◀Return](#)

Crosshair Nebula: The giant gas cloud in the Pleiades wherein the Karo Series lies. It is a collection of dust particles that block out much view through the Pleiades. *New-Earth miniseries*

Cruiser: The largest Federation military strike ship. It is half a Kinopac long of destructive power. It houses between forty to sixty interceptors with five escort fighters for each interceptor. Personnel number around 3,000 per ship. *New-Earth miniseries*



Darlt: Jiltanian insect in early mythology. It had 12 legs, was the size of a finger. It was said to travel to any length to carry out its deadly sting. In the myth the *darlt* would not stir until stirred. A *darlt* hive was said to have killed the son of the god of Jilta, after its hive was brushed against, accidentally during a hunting tournament. The insect was thus given intelligence by the god – Taurius, so that when Taurius destroyed the *darlt* species, the insect would realize why it was being destroyed. The term *kill like a darlt* means to not carelessly choose your target, but to seek one’s target intelligently, with purpose, and not fall back until the kill has been effected. *New-Earth miniseries*

Dates: 1. From fifteen years after the *Battle of Sequetus 3* all dates were recorded from that date, which on *Sequetus 3* was known as 1989. So, the year 2000 on *Sequetus 3* was recorded as BS 11. BS being the abbreviation of *Battle of Sequetus 3*. 2. All dates before the battle have a minus symbol before the number. BS -50 is a date 50 years before the battle, and would be 1939 local date. *New-Earth miniseries*

Day-of-Foretelling: This day is prophesized by Anderson, the founder of The Temple on *Sequetus 3*. It is the day, when galactic life finished in its known form. A day of great destruction and enlightenment. *Juggernaut miniseries* [◀Return](#)

Decam: Slang term for *decontamination* when leaving an isolated world or system. *New-Earth miniseries*

Defense Fleet Destroyers: This large class off Jiltanian destroyer bristles with guns, torpedoes, and single man *defense-sortie-craft*. *New-Earth miniseries*

Defense Marshal: The most senior *Marshal* ranking. See *Marshal*. *New-Earth miniseries*

Defense Sortie Craft (DSC): Craft likened to suicide capsules designed to singularly target an enemy incoming ship. The single crewman may, or might not evacuate, just prior to impact. The craft would come in at speeds low enough to not be deflected by the Acron or Proposhields. Once the warhead was (armed with electromagnetic pulse - EMP) within the shields the *DSC* detonated. The Acron and Proposhields would then be eliminated. The atmosphere around the launch bays leaves the ship and makes the launch and landing bays inoperative. Those caught in the bays die instantly as their bodies explode out due to zero external pressure. The effected launch bays remain down

and open for hours, enabling enemy crews to board and fight their way into the ship. The EMP not only downs the shields, which enables external laser fire to be effective, but it disengages electronics, making electrical doors inoperative. The *DSC* is a very powerful weapon, but has almost no return rates for its single crews. Not used in the *Battle of Sequetus 3*. Crews often have some external reason why they volunteer. All crews are volunteers. They and their families are always subsequently highly honored and decorated. *New-Earth miniseries*

Delerum: A planet, seventeen light years from Earth. The home of the bone traders, that brought about the extinction of the great dinosaurs on *Sequetus 3*. *New-Earth miniseries*

Delopacs: Ten thousand pacs, 10 Ks. *New-Earth miniseries*

Destroyer: An IFFCo military ship. It houses six interceptors and six fighters per interceptor. *New-Earth miniseries*

Director of Alerts: A trouble shooter for the Imperial Federation Warp Drive Bank. His job is to prevent trouble, and prevent it from escalating. He has broad sweeping powers. *Juggernaut miniseries* [◀Return](#)

Dispatchers: Staff – Boguard – who would deliver messages on behalf of Hymondy and ensure they're obeyed by the recipients. *New-Earth miniseries*

Docks and Checks: The docking procedure used in space, and where the crew and ship are inspected per regulations. *New-Earth miniseries*

Drysuit: "The helmet was similar to that of any aquanaut. Breathing tubes were connected to the suit through a series of cells, it was able to draw oxygen out of the water. The used air was expelled through the suit walls, which were of a molecular size small enough, being then absorbed by the water." *New-Earth miniseries*

Duality: The universe cannot exist as singular events, items or happenings. It exists as dualities. Men and women are one such duality. *New-Earth miniseries*

Duchy: *Duchies*, may have up to a thousand stars of which only a few may have habitable planets. A sector has 1001 stars or more. There are two *Duchies* in the federation – Kalanon and Celtronia. *New-Earth miniseries*

Early Works, The: 1. The basic first historical record of the Pleiadians, which shows how they arrived in the Pleiades, and also, how to develop one's potential. 2. Historical record in full, originated from within the Boguard. *New-Earth miniseries* [◀Return](#)

Econdar: An education city of the Aaron in Yaltipia. It housed students and educators and administrators and had a population of 65,000 population. It was near the equator. *Templar miniseries*

Element analyzer: It analyses the physical elements for their various properties, a planet's atmosphere, the temperature of space etc. *New-Earth miniseries*

Elevator: (*Terrestrial*) Lift. Interchangeable term for lift. *New-Earth miniseries*

Elevators: Vehicles used to exclusively lift great tonnage into space. In effect they're one big gravity plate with two pilots and one navigator. Twenty-five *elevators* can lift a destroyer off a planet with specific gravity of 1.0. *New-Earth miniseries*

Empire of Earth: It lost in civil war to long-lifers, in BS 5789. The Earth Empire that ruled the Galaxy for over five thousand standard years. *New-Earth miniseries*

Empty Way, The: *The Empty Way* comes from the belief that the universe itself is nothing but an illusion, an empty way to fulfillment, and a false fulfillment. The Talkron adopted this philosophy. It means not only is universe empty but that people can theoretically move through the universe as though it is empty. They can control it, as though it weighs less than a feather. Being Talkron, means to be in absolute control of *The Empty Way*. *Juggernaut miniseries*

Engineers, Federation: *Federation Engineers* are famous for their work, repairing almost anything, getting bases occupied, making bridges, and so on. Generally, they're non-combat crew. *New-Earth miniseries*

Exodus Week: As with clerical law, the Outer-Worlds celebrate a week remembering the exodus from Earth, to the newer Outer-Worlds, such as Rambus. *Templar miniseries*

Expedition Fleet: The Boguard fleet, of 4 ships, including a Man-o-War, which goes out on a mission for a designated

predetermined objective. A total crew complement of up to 200. *Templar miniseries*

Express-undertube: The name given to the underground magno-rail link, that bridges Jilta P.C. and its outer lying sister cities. *Juggernaut miniseries*

Far-Outer-Worlds: The worlds beyond the Outer-Worlds, and beyond the center of the Galaxy. The *far-Outer-Worlds* number in the thousands. *Juggernaut miniseries*

Far-saw, far-see: The ability to see something remotely from a distance, well away from the object to be seen. *New-Earth miniseries*

Farsen: A region of space with few planets, but ruled over, by the Federation. *New-Earth miniseries*

FCS: Federation Civilian Ship. The title given to a registered civilian vessel, within the Federation. *New-Earth miniseries*

Federation: Stands for The Imperial Galactic Federation, The Lordes Of All Worlds And Vassals Within The Domains Of The Galaxy. It has been the governing body that ruled the Galaxy after the CCP. *New-Earth miniseries*

Federation: 1. The Imperial Galactic Federation (IGF), The Lordes of All Worlds and Vassals within the Domains of Santonia Galaxy (Santonia - Quadrant 451f or New General Catalogue 9154 Galaxy [Terrestrially termed *Galaxy*]). 2. FEDERATION - formally established in the standard year 13,576 upon cessation of the Santonia Wars of 13,331-574. Federation saw an end of 116,158 separate intra galactic domains of varying strengths. 3. Galactic political unification through federation after 120,000 years of varying peace and interplanetary warfare. *New-Earth miniseries*

Federation Fleet Command; 1. (IFFCo – Intragalactic Federation Fleet Command) The military command of the Federation fleets. On planet armies are not subject to IFFCo, but come under Planet Military and Guard – PMG, the military force over guards, and guardsmen and on-planet troopers. 2. IFFCo pronounced “if-co”, is the vast interstellar military arm of the Federation. It is represented on all planets. 3. IFFCo doesn’t usurp the sovereign power of the royal sectors, and the sovereignty of each sector was senior to IFFCo, until the arrival of the junta that ruled the

Federation, then IFFCo became senior to civilian authority.
New-Earth miniseries

Federation Sectors: See attached front map. The sixteen Federation Sectors are: Hymondy, Maluka (Maluku), Pilik, Timbor, Penec, Centor, Qilto, Siltonia or Silt, Tilk, Patua, Serene, Penetia, Kalanon, Celtronia, Kantee and Farsen. Farsen did exist until taken by neighboring hostile sectors of Qilto, Penec and Pilik. Each sector is made up of provinces.
New-Earth miniseries

Fibrerail: The train that is used, through the tunnels of Yaltipia. The railcars are pulled up and down the canyons, more for vertical travel, but also lateral, to a degree.
Templar miniseries

Felice Karo: See Karo, Felice. *New-Earth miniseries*

Fighters: 1. Fighters are the only real defense craft against interceptors. They're non-atmospheric and short ranged, and very fast. Usually they're quartered on carriers, cruisers or destroyers. 2. *Fighters* have a complement of one pilot with sometimes a second co-pilot.



Two more of the *fighter* crew remain at the carrier, so each fighter has a tight assigned squad of four personnel. Fighters further have allocated to them, a general staff of seven more support crew (cooks, doctors, administration staff etc) on board a carrier, cruiser or destroyer. Thus each fighter carries ten to twelve personnel. Also see *carriers* for more data. *New-Earth miniseries*

Final Battle: BS 26 That battle which was waged around Earth as the last battle for the *Federation Alliance* against

the *Far Federation*. It was after the Alliance had fallen, subsequently to Jilta being taken. Those not under the *Far Federation* gathered around Sequetus for one last stand. The Alliance forces were outnumbered 10 to one. *New-Earth miniseries*

First Fleet: The First Fleet was those first ships bringing the pioneers to the new worlds for settlement. Each planet had its own First Fleet. Those who came on the First Fleet were revered. *Templar miniseries*

Flashscan: An instant scan of human details taken with multiple bands of light. The scan checks for life in what is being scanned, as well as other details such as finger prints, palm prints, foot prints, iris recognition, facial recognition etc. People are not always aware they have been flashscanned as these are used in docking bays, banks, stores, airports, trains, and even highways. *New-Earth miniseries*

Fluid-wellness: Given to any crew in the infirmary who are ill aboard Federation military vessels. It consists of protein mixes, vitamins and carbohydrates, depending on the body type. There are a dozen varieties, and within those types, various strengths. *New-Earth miniseries*

Fransibar: Planet Capital of Orbat, of the Karo System, of the Pleiades. Population fifty-eight million. *New-Earth miniseries*

Free-area: Slang for a place *free* of tight discipline. *New-Earth miniseries*

Free Areas: 1. *Areas*, which are *free* from certain codes of military law. Often found as the recreation areas of military personnel. 2. *Slang - Free Areas* are also civilian commercial areas, of trade. *New-Earth miniseries*

Frigate: A warship by the Templar movement, which was brought into being, to counter the piracy against its colonies. It had up to 45 crew. *Templar miniseries*

FSS: Federation Service Ship, the title given to each military ship in the Federation. *New-Earth miniseries*

Fundamental form: The original form that populated the Galaxy long before changes that adapted the body to environmental requirements. "People from Earth have *fundamental form*." *New-Earth miniseries*

Fundamentels: The *New World Doctrine* followers refer to as being from the Temple and who have lost their way.
Juggernaut miniseries

Future: The Boguard understand the universe to merely be a series of *nows*, lasting a very short duration, and that when all the *nows* are run consecutively, then life appears to exist, like a stream. However, as the life of the Boguard is considered separate to the physical universe, and actually in not part of it, then the Boguard, theoretically, isn't controlled by time. It is the belief of some Boguard that they have already lived many lifetimes in the past, and, also in the future. While some can easily recall their past identities, some believe they may also recall their future and alter the future thereby and thus have an effect, on the present.
Templar miniseries

Galactic Council, Boguard: It is the Council's sole purpose to guide the future of the Galaxy towards a path of greater survival. *Templar miniseries*

Galaxy: (*Terrestrial*) *The Milky Way* is the *Galaxy*. *Galaxy* means *milky way*, and it also means the universe. Once there was thought to only be all the stars above in the heavens and they were in this Galaxy, called the Milky Way. There was no other Galaxy other than this Galaxy. There is no other name for it than above. Later on other galaxies were discovered. Thus you will read the term Galaxy as capitalized and it means the Milky Way, the Galaxy that Earth is part of. *New-Earth miniseries*

Gandin, Guard Instructor: Boguard leader, who lead the assault on Mount Drapper in Sleebo, against the pirate base.
Templar miniseries

Gangels, Mount: The tallest mountain in Jilta, 250 Ks due west of Jilta PCC. Height 4,289 pacs, said to be home to the gods of Jilta. *New-Earth miniseries*

Garato: The Nalpan martial art of fighting, with rope and wire. *New-Earth miniseries*

Garnow: Local villager of the Handart village of the planet *Tors*, who befriends Jaron and helps him, after he was saved from an assassination attempt on Palbo. *Juggernaut miniseries*

Garule: Boguard, who, with Trabune and Arden Keote tracked Chelo Bade to Motifor, from Carridan City of Jilta.
Juggernaut miniseries

Gavii fruit: A tangy melon fruit that originated on the planet Paxel. Now common on most water planets and commercially grown, for market. Its fruit is often crushed for juice extracts and is a strong source of vitamins and minerals, notably vitamin B3. *Juggernaut miniseries*

General Surgeon: On a ship or a military base the head of the medical corps was called the General Surgeon. *New-Earth miniseries*

Gods of Jilta: 1. From mythology, dating back 15,000, who were said to be the ruling class and who ruled the world from Mount Gangels. 2. A saying, exclamation of emphasis. *By the Gods of Jilta...* *New-Earth miniseries*

Goldor: Administrative Member of the Confederated Council of Planets. *New-Earth miniseries*

Goren Torren: 1. An independent of Lorde Hymondy III. He graduated in Galactic Law at Academia Alson before being accepted into the School of Independent Learning of Jilta PCC. Once he had completed his apprenticeship, he finished a mandatory one year in the Federation Guards in a neighboring system, before returning for his *independent* internship. He was the youngest intern cadet and graduated with honors. He once was married to Navia Charlton. Other relationships unknown. He inherited his family estate early in life. No siblings.

2. Torren comes from old Jiltanian, *torre* or *torenza* meaning *heavy rain*, and Goren comes from *gore* meaning to *fetch*. *The addition of the letter n* is to indicate it is a masculine word. So Goren Torren would mean the man who seeks to make the heavy rains, or the one who breaks the drought.



Above: Goren Torren stops the assassin's bullet in mid flight.

3. *The Independent*, as prophesied by *The Early Works* as Magi.

4. The personage as promoted by The Master Templar, and accredited to be the founder of the movement that grew later on. *For more history, see the NEW-EARTH SERIES.*

5. The foundation Temple for the Houses of Torren. See definition of *Temple*. *New-Earth miniseries*

Grand Council: The highest ecclesiastic body of Templars, convened to adjudicate accused crimes, against the Temple. *Templar miniseries*

Grangow plant: A common plant, growing seven pacs high, in the temperate regions of Tors. There are over twenty varieties. The plant is used to build huts from by local inhabitants and also used for fashioning implements. *Juggernaut miniseries*

Graviton: (*Terrestrial*) Is the force of gravity, and for many it is described in theory as a particle. *New-Earth miniseries*

Great Hall: In the Jiltanian Palace is the Great Hall. It was designed and built by Jiltanian architect Gioveni Gabalo and is 1,275 standard years old, predating Federation royalty. *New-Earth miniseries*

Great hall: The great hall is a Templar tradition, whereby many temples would have a *great hall*, based on the Great Hall of the Palace of Jilta. *Juggernaut miniseries*

Great Holy War: As described in *The Early Works* there would be a holy war unrivalled in history that would set mankind straight again. Here mankind had a new chance after the war to take a higher place in the existence of things. *New-Earth miniseries*

Great Palace: The Palace of Jilta that was taken as residence by the Jiltanian leaders. It was once the home of Lorde Hymondy III. More recently the Master Templar resided there. It originates from the time before the Confederacy. Estimated as 1,780 years old. *New-Earth miniseries*

Great Search: After Goren Torren vanished one of the biggest searches in federation history was undertaken. The search was not limited to just Sequetus as there were purported sightings in other systems, but there were none that proved true. *New-Earth miniseries*

Great Sharman: The first was John Anderson of Sequetus 3, who fired the assassin's bullet that created the legend of Goren Torren. After the assassination was foiled Anderson hid and then joined the army. He was lifted off the planet by Letone to a higher status, but was then back on the planet, running the Temple Movement and was Torren's representative on Earth. Each subsequent Great Sharman has been Torren's representative in the Galaxy. There are other Sharmans, one for each major planet, which have the status of one hundred temples or more under them. *New-Earth miniseries* ◀[Return](#)

Greendale Health Retreat: A 1,500-bed mental health retreat on Palbo, situated 45 Ks outside of Palbo City Centrum, the hub of central interplanetary government of Palbo. The retreat comprises 17 buildings, over 300 nurses, psychrons and psycho-surgeons, and over 200 administrative staff. It sits on 15 square kinopacs of land, has its own airport and security forces and a small weapons depot. *Templar miniseries*

Greetonne: Village of Tors. Population 456. Long lifers. Primitives. *Juggernaut miniseries*

Groundflight: ® A vehicle used on a planet's surface. *Groundflights* can elevate two pacs above the ground. A *groundflight* seldom carries more than eight persons or that equivalent in cargo. Manufactured by Resilient Industries Inc of Jilta. The Groundflight model was the center piece of their production. *New-Earth miniseries*

Grut: A curse word of the Federation. It came from the Confederated Council of Planets administrative planet Tilan. A grut was an instrument used to artificially inseminate wild animals, with outer planet genes, for domestication purposes. *New-Earth miniseries*

Guard Instructor: A high field rank in the Boguard, below Captain. *New-Earth miniseries*

Guardsmen: The basic military personnel on a planet. *Guardsmen* are contracted and are mostly on the planet and less likely to see military action. They have defensive roles. They can be used as a supplement for local law and order. They can also be found on ships and remote bases during times of low conflict. See also Trooper. *New-Earth miniseries*

Gyrocopter: A single seated autogiro, which is a form of aircraft, which has freely rotating horizontal vanes and a

propeller. The difference with a helicopter is that the vanes of the gyro are not powered but instead rotate in the slipstream. The power of lift comes from the propeller in front. *Templar miniseries*

Halz: The term to represent something bad. In ancient Jiltanian mythology, Aqin, son of God Zoltro of the mountains was kept captive in an underground prison, in Mount Halz by Zoltro's enemy, named Lansider. Lansider kept Aqin alive for 25 years, some said under constant torture, until Zoltro relinquished his status as head god. Aqin was boiled alive and it was his skin that was given back to Zaltro by Lansider that made Zaltro give in. Lansider was never caught but was always there, potentially waiting to take what was important. So there are phrases such as *hot as Halz, as bad as Halz*. *New-Earth miniseries*

Harvester: The large multi-story machine, which extracts bauxite from the surface of the planet, Rambus. H1 means simply Harvester 1. There are five or six harvesters on Rambus. *Templar miniseries*

Heat seeking nose: Particle guns can be equipped with a heat sensor, which enables the particles to target the warmest parts of a body, the heart or brain. The heat seeker is accurate for 20 to 30 pacs at 5 degrees. Settings can be changed. Standard trooper issue. *New-Earth miniseries*

Health Retreats: The retreats set up by the Bank to treat those who disobey their commands. See series deprogramming to understand more about what is done to people at these retreats. Detention centers would be a better suited name, than health retreats. The physicians overseeing those treated therein are psychrons. *Templar miniseries*

High Parade Dress: Parade dress with campaign bars, medals, honors, distinctions knives, and awards worn over Parade Dress which is a quality shocksuit. Parade Dress has gold braid for rank on top, of a standard shocksuit white issue uniform. *New-Earth miniseries*

High-holiday: The day of remembrance in the Temple, reserved to remember Lorde Torren and what he stood for. *Templar miniseries*

High-volves: Native animals, that are notoriously vicious, on the peaks of Sleebo. Hibernating carnivore that has a 25 year life span, weighs the same as a man. *Templar miniseries*

Highwater™: Water combined with minerals, vitamins, and body-salts and with the citrus fruits of Jilta, sold commercially and made from similar fruits in different sectors. Made by the Highwater Company of Jilta. *Templar miniseries*

Hot-Pack: A survival pack, in which food is placed and heated by a blast cartridge. This was first developed by the Confederated Council of Planets and little changed, through the passing millennia. Origin unknown. *Juggernaut miniseries*

House of Torren: Part of the Temple Movement. Each House represents one of the Temples of the Templar movement. House of Torren, House of Charlton and so on. See *Temple*. *Templar miniseries*

Hymondy: 1. A Royal Lorde of the Federation. With rejuvenation he has reigned over Jilta since its conquest. Lorde Hymondy III of Jilta. His refusal to accept the status quo, and his keen appreciation of what was not right, enabled him to expose the happenings on Earth, and this led to great changes in all sectors of the Galaxy. 2. The patron of Goren Torren of Jilta. 3. Hymondy III means that he had gone through three rejuvenation procedures. *New-Earth miniseries* [◀Return](#)

IFFCo: Intragalactic Federation Fleet Command. See *Federation Fleet Command*. Pronounced: "if-co" *New-Earth miniseries*

Imperial Federation Warp Drive Bank: The organization, which control the transport regulations and lease agreements of the Federation Warp Drive systems. They're an all-powerful body that predict and plot the expansionist policies of the Federation. They're the instrumental power behind the Federation, as without it all commerce and military travel would effectively cease. See also Warp Drives. *New-Earth miniseries* [◀Return](#)

Imperial Templar Guard: A crack guard of 1,000 top guardsmen, chosen from the Temple Guard of Palbo, situated on Palbo who swore allegiance to the Temple and their Officer in Chief. *Juggernaut miniseries* [◀Return](#)

Independent: 1. A contracted vocation of intelligence gathering and sometimes action amongst the royal families of the Federation. 2. A license is required after a five year

internship, in which is possible to enter after completing a prior tertiary degree, *independent* schooling and apprenticeship. The quota for *independent* licenses is low. 3. Most *independents* have a non-military background, though this isn't mandatory, but they must complete one year's duty in an alternate defense force prior to acceptance. Most sectors have reciprocal exchange programs whereby *independent* students are permitted into off-world training programs. *New-Earth miniseries*

Independent, the: Short for the Independent Goren Torren. (Now capitalized as Independent) *New-Earth miniseries*

Instructor: A Boguard high field rank. It is below Guard Instructor, but above Officer. *New-Earth miniseries*

Interceptor: 1. A winged space craft that can stay in space or enter atmospheres. It is the prime attack craft of the Federation.



It carries atomic warheads on its rockets. Manufactured by various corporations, the most common is Fair Space Industries Inc. The interceptor was the fastest of all Federation military attack style vehicles.

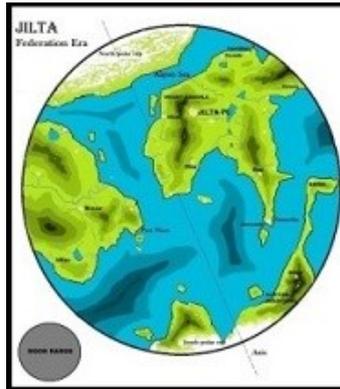
2. There were many models of interceptors, depending on the region they were to be used in. Various ones were wide bodied, some narrower. Some had more or less rockets. The variance depended on the gravity and the expected atmosphere the craft was to encounter. *New-Earth miniseries*
[◀Return](#)

Jaron: Born 985 BS in the Amazon, Sequetus 3. Married Sheril Brud, of The Amazon in Yaltipia 1002 BS. One child. Jaron became Boguard Leader rank, in 1015 BS. On Greetonne village Jaron is known as the god Bailock. *Juggernaut miniseries* [◀Return](#)

Jenny Wanten: Resident terrestrial anthropologist in Western Australia. Instrumental in assisting Independent Goren Torren in his *estimate* of Earth. Graduated University

of Western Australia 2013. Deemed a Minor Temple of Sequetus 3. See the definition of *Temple*. *New-Earth miniseries*

Jilta: (pronounced *Yilta* in English) Is the Royal Planet in the Hymondian (now Jilta) sector. It is the center of the sector and the residence of Lorde Hymondy III. Population half a billion.



Jilta is a watery planet with oceans over half its surface saturated, 11 continents, frozen polar regions, and some deserts.

Before the Hymondian Realm Jilta was a prominent hub planet of a small province of the CCP. *New-Earth miniseries*

Jilta P.C.: P.C. stands for Planet Center and is the capital city of the planet. Population 1.2 Million. *New-Earth miniseries*

Jilta P.P.C.: *Jilta* Prime Planetary Center, *Jilta PCC*, the inner center of Jilta PC, the capital city of the planet *Jilta*, where the government administrative offices are.



Jilta PC layout.

Population 210,000 (Note; to pronounce *Jilta* it is necessary to pronounce the *J* as a *Y*, so the reading of *Jilta* is pronounced *Yilta* in Standard Jiltanian speech. This

pronunciation is a local dialect of Standard Galactic.) *New-Earth miniseries*

Juggernaut: Any blinding idea for which people are prepared to sacrifice their lives forsaking all else. *Juggernaut miniseries*

Junta: A military – or political – group that by using force, have seized power. *New-Earth miniseries*

Ks, K: Kinopac, a thousand pacs, over a kilometer long. Also used to mean kinopacs per hour. *New-Earth miniseries*
[◀Return](#)

Kalanon (Kallon): Reluctant ally of Jilta. Kalanon was the Duchy of Kalanon, a relatively small sector. Its royal was the Duke of Kalanon. At the end of the Battle of Sequetus 3 he arrived in Sequetus to support Hymondy. *New-Earth miniseries*

Kalo: 1. Mild stimulant pick-me-up bean roasted and ground, that when mixed with hot water is a popular drink. 2. Very popular drink around Jilta. 3. A Jiltanian equivalent of coffee. 4. *Kalo* is from the underground root, a legume, of the *kalo* tree. The “beans” are roasted and ground. Depending on the soil conditions, the taste and aroma may change, but also the ratio of ‘bean” to root ratio depends on the stimulant effect. Kalo beans can also be eaten whole, similar to Earth peanuts, which are also a legume. 5. Kalo as a drink can be taken black, or mixed with creamer, sweetener added, or mixed with alcohol. It can be put into cakes. 6. The kalo industry was once a prime industry on Jilta, ranking only second behind learning. 7. Tradition has it that the kalo tree was a gift from the head god Zaltro, to his son. 8. It is said on Jilta that a drink of kalo a day, leads to good health and long life. *New-Earth miniseries* [◀Return](#)

Kantee Sector: One of the inner sectors of the Galaxy. Home of the royal bloodline and separate race known as Royals, who provided the push to form the Federation. While the Royal race didn’t seek a dominant role in the Santonia Galaxy, they were forced to rule it – benignly – or suffer the consequences of being overwhelmed by increasing wars and skirmishes of neighboring races of the Confederacy. *New-Earth miniseries*

Karakas: 1. A planet in the Outer World province of Belamore. In the Hymondian Sector, and in from the Penek Sector, its nearest neighbor. *New-Earth miniseries*

Karo, Felice. Pleiadian Daughter of the Governor General of the *Karo Series* of the Pleiades.

Later, became Boguard and captain of the Boguard during the Battle for Centrecom, and battle of Palbo, where she excelled. She transmuted when she rehabilitated her otherwise lost abilities when training as Boguard. Said to be the duality of Goren Torren and just as important.

She is deemed and titled as one of the Temples of Sequetus 3. (See the definition of *Temple*.) *New-Earth miniseries*

Karo, Series: A series of 27 planets within the Pleiades, otherwise unknown to the Federation or the CCP. It has five of its 27 planets habitable, including those it is terra-forming.

There are two races, the original Aaron, otherwise known as Boguard, on Yaltipia, and the Pleiadians, who arrived, after fleeing Earth in their long forgotten history, and who set up a new life, on Orbat. *New-Earth miniseries*

Kelvin: (*Terrestrial*) Temperature measured in the same as degrees Celsius, but where absolute zero, where there is no temperature at all, is zero on the Kelvin scale.

0° Kelvin = -273.15° Celsius *New-Earth miniseries*

Keote, Ardan: Ardan Keote was a boyfriend of Chelo Bade, a mining engineer, 278 years old, graduated Academia Gansol with honors. Works for Geodeck Att. El mining, Jilta. *Juggernaut miniseries* [◀Return](#)

Kinopac: 1. It is exactly 1030.91 Meters. 2. A thousand pacs. Kinopacs is abbreviated to *Ks*. 3. *K*, slang meaning kinopac or kinopac per hour. *New-Earth miniseries*

Kintecs Province: A former industrial and technological planet famous for its intelligent computers before the Medallian Rebellion. It is now in the Hymondian Sector. *New-Earth miniseries*

Kol: Boguard who traveled with Ardan to Motifor. 569 years old. Highly distinguished. *Juggernaut miniseries*

Kul: A transport beast known for its cussedness. It can carry the weight of twenty men, over rocky ground. *New-Earth miniseries*

Kwankindo: The martial art of unarmed combat. Taught in most military schools. *New-Earth miniseries*

Lallow: - The word comes from the minute sound of its wings, Lal-loh. The lallow can live two years, and adopt the colors of various fungi for repelling enemies or attracting mates. They're a sign of good fortune and cherished by the Aaron. Many Aaron cultivate small sections outside their homes certain fungi the lallow feed upon, to attract them. The local lore says that while the lallow reside in the labyrinth of caves below Yaltipia, so can the Aaron. *Templar miniseries*

Last Battle, The: (*Also see Final Battle*) This was the last stand by the Federation Alliance against the Far Federation. There were no other battles after this. The Alliance totally fell at this point. Twenty-three ships were destroyed in this battle, and it was the first time the Alliance had confronted the enemy face on. *New-Earth miniseries*

Leader: Boguard field rank below *Officer* and above *Boguard*. See *Boguard rank*. *New-Earth miniseries*

Letone: (Historical information only) A Guard Instructor of the Boguard, Commander of the Boguard. He was assigned to Lorde Hymondy III of Jilta. He is seen below in the Wanted Poster. He died (presumed) in BS 27 when *Home* was raided by Earth intelligence agencies.

He was born on Yaltipia, age unknown. He was in charge of security at ACI under Goren Torren in California, Earth. He was also in charge of the mission that captured Anderson from the Wright Patterson Air base and brought back the dead alien Tog from the crash retrieval.

He was loyal and believed in the freedom of Sequetus 3 to maintain its own sovereignty without interference by external forces. A statue was erected in his honor in Los Angeles. He never married, no offspring known.

Deemed by the Templars as a Temple of Sequetus 3. *New-Earth miniseries*

Life-force: (*Terrestrial*) That spiritual singular existence that gives energy to a living organism and which does its computing and decision making. *New-Earth miniseries*

Life suit: A pressurized, helmeted space suit. *Also lifesuit*. The suit can be worn in space, with no atmospheres, toxic

atmospheres and even atmospheres such as Venus, which has sulfuric acid clouds. The same suit can be worn underwater and is good to 180 pacs. Made by numerous manufacturers on many planets. *New-Earth miniseries*



Lift: (*Terrestrial*) Elevator. The terms are interchangeable. Lift is more English and elevator is more American. *New-Earth miniseries*

Long-lifers: 1. A slang term meaning someone who would normally live a long-life, as distinct to some planets, which produce short-life humanoids. 2. A long-life is 250 standard years or more. Short life is less those 250 standard years. 3. See *Genesis* for a list of prior long-lifers of Sequetus 3. *New-Earth miniseries*

Lorde: 1. Lorde, meaning a title of trust, and honor, used by royalty and high ranking religious officials of the Federation. 2. (*Terrestrial*) Old English 1200 – 1300 The spelling of lord was lorde, along with other spellings in England at that time. From *Hlaford* means *bread-keeper*.

Lotta: A flesh eating predator from the mountains of Jilta. Protected species. The most similar mammal on *Sequetus 3* would be the Bengal tiger in size and habitat. *New-Earth miniseries*

Macrod Curr: 1. Boguard, who works under Jilta within the tunnels, and befriends Ardan. Macrod Curr seems different and more able, than other Boguard. He then is sent on mission, to bring Akeala to Yaltipia, and then to unite her

and Lorde Jaron, on Sandrist. 2. Curr means *above men*. The word, Macrodi is a word from a local old Yaltipian dialect, for *can't be equaled or beaten*. *Juggernaut miniseries*

Magi, The: From *The Early Works*, one who has redeemed his natural inherent abilities of life, who will lead the Galaxy away from a hidden tyranny. Goren Torren became the Magi of the Early Works. *New-Earth miniseries*

Magi: (*Terrestrial*) 1. The fourth century BC the Greeks saw the magi as being associated with the Zoroastrian religion of Persia and the term became synonymous with practitioners of magic, astrology, and higher knowledge. The Gospel of Mathew refers to magi being the *wise men of the east*. The number three (three wise men) was added perhaps a thousand years later to the English version. 2. The Old Chinese word for magician, wizard, is *m'ag*, coming from *magi*. The Old Chinese symbol for this is the following cross: (A cross with serifs: \oplus) The point being is that the term has crossed from China to the far West and generally means people who have wisdom and who can perform real magic. 3. The term illusionist, or one who performs tricks, to make people believe the magician is performing a real feat came during the Hellenistic period of Greece, when the term magician was applied by skeptic thinkers. This term survives today in the English words magic and magician. *New-Earth miniseries*

Magnaplate: *n.* The flexible plate threads that are electrically locked into polynylop. When woven into nylop and charged, the impregnated nylop adds dramatic strength and endurance to the wearer. *v.* magnoplate. *New-Earth miniseries*

Magnoclamps: $\text{\textcircled{R}}$ Clamps which hold vehicles in space stationary to each other, and lock them together. They're used particularly on interceptors when they dock for refueling and need a quick turnaround. Magnoclamps are made by Standard Solid Industries, of planet Peel. *New-Earth miniseries*

Magnopolop: A non metallic resilient compound that has no magnetic properties. *New-Earth miniseries*

Magnotube: High speed rail, that travels a top speed 500 to 780 Ks, per hour. The trains at these speeds are held down on the track magnetically, but also held off the rail; magnetically. They're faster and more efficient than flight. *New-Earth Series*

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Maluka, Lorde: A Royal Lorde who rules the Malukan sector, originally from the Kantee Sector. *New-Earth miniseries*

Maluka, also Maluku: The main central and Royal Planet of the Malukan Sector. Famous for its industrial products, and engineering skills. The Malukan sector was once larger than it is now and was the sector that Sequetus was in. *New-Earth miniseries*

Mangow Plant: A common plant around Tors. Often the pronouncing of the word *mangow plant* is used a unit of time on Tors. The plant is used a source of green food, clothing, timber.. *Juggernaut miniseries*

Man-o-War: The Boguard warship, which works in harmony with its crew, as though the ship itself was a living life-force in its own right. It works on thought rather than mechanical operation. The Man-o-War varies in size up to a hundred crew, and can be as small as twelve crew. *Templar miniseries*

Mars Base: The scientific expedition base on Mars set up by the Federation on Sequetus 4, in the Cydonia region. Its job was to monitor the Sequetus Series for Scientific purposes. *New-Earth miniseries*

Marshal: The senior military rank in IFFCo. The rank of Marshal in order downwards is.

Defense Marshal - five stars, Ranking Marshal - four stars, Reserve Marshal – three, Marshal - two and one stars. *New-Earth miniseries*

Master Templar: The ecclesiastic head of the Templar movement. He was elected for life. The elected position had been male dominated since the movement began, but no rule to enforce so. The position is decided upon by a vote, by the Cordellos. *New-Earth miniseries* [◀Return](#)

Martone: Boguard on Jilta, serving in the Royal Palace, 1043 BS. *Juggernaut miniseries* [◀Return](#)

Matow: Planet previously known for its industrious work ethic, and manufacturer of galactic ships on its three moons, prior to its demise at the hands of the Patuans. *New-Earth miniseries*

Meedle: 1. A drink often served in the Malukan sector. It is distilled from barley and mixed with a cinnamon and pepper

derivatives. It is served warm to hot, and highly alcoholic.
 2. On Sleebo meedle is drunk extensively, easily made, and there are great competitions for who can produce the best.
Templar miniseries

Mepat: Captain of the Boguard stationed at Jilta. His Excellency High Commander of the Boguard. See also the Great Manapet. He was deemed a Temple of Sequetus 3. See the definition of Temple. *New-Earth miniseries*

Merron City: On Palbo, a powerful city, that built cruisers and was the final manufacturing place of Warp drives. Population of 2.8 million. It was laid waste by Felice Karo, during the intervention of Sequetus 3. Getting Merron running again gave power to the Bank and Mirak did this for 150 years before being elected to the Board of the Bank. After 45 years on the Board was elected to the Boards chief executive and administrator. *Templar miniseries*

Mind-call: A call mentally from one to another or all. A Boguard term. *Templar miniseries*

Mind Register: A device used to measure thought waves. It worked around the fact that that force deflected energies directed at a living force, and this deflection could be detected electronically. The deflection changes, as the person thinks of positive to non positive thoughts, such as fear and anger. *New-Earth miniseries*

Minor Cordello: A device used to measure thought waves. It worked around the fact that that force deflected energies directed at a living force, and this deflection could be detected electronically. The deflection changes, as the person thinks of positive to non positive thoughts, such as fear and anger. *New-Earth miniseries*

Mirak, Brandon: Head of the Imperial Federation Warp Drive Bank, the chief administrator, and once elected by the Bank Board, he has a ten year term of office. Already having being elected as President of Merron City – population 2.8 million, got him onto the board of the Bank. *Templar miniseries* [◀Return](#)

Morander Scott: From Taborack planet, short-lifer, and follower of the *New World Doctrine*. Son of Betty Murry and Stewart Scott. *Juggernaut miniseries*

Motifor: The second station-city to be built. Three thousand years old. Built in space. Had over 150,000 inhabitants. *Juggernaut miniseries*

Mount Drapper: A mystical mountain in the Kendal Ranges of Sleebo. It is 18,000 pacs above sea level. It is permanently covered with snow, and its peak is weeks away from the nearest village, by foot. It is one of the remotest parts of the planet. *Templar miniseries*

New Age: The New-Age of Palbo, or Empire II, as some called it, then. It was a new reign of Palbo, over the other worlds. Mirac first used the term in a speech, to a crowd before he received his first programming. It was one of his last original thoughts. *Templar miniseries*

New World Doctrine: A set of principals adopted by Templars who had forsaken the old Federation as corrupt and departed from the original ways set forth, by Goren Torren of Sequetus. They believe the Temple to be the work of John Anderson, and not Goren Torren. The *New World Doctrine* focuses on the recorded lectures and what Torren, not the Temple, wrote. *Templar miniseries*

Nylop: 1. A tough material that is used to create fabric, especially for use in military clothing and upholstery in galactic craft. 2. A synthetic material of Confederacy origin, easily molded, resilient to tear, but pliable. Often used in the manufacture of garments. *New-Earth miniseries* [◀Return](#)

Off planet: v. 1. The term used to mean leaving or being away from the planet. 2. Leaving to go into space, or to another world. *New-Earth miniseries*

Offplanet: v. 1. The term used to mean leaving or being away from the planet. 2. Leaving to go into space, or to another world. *New-Earth miniseries*

Off-worlds: A term used in the Karo Series, to refer to the habitable worlds, beyond Orbat and Yaltipia. *New-Earth miniseries*

Omm: The leader of Talkron for the Palbo region and sector. Over 500 years Standard Years old. *Juggernaut miniseries* [◀Return](#)

Ommandah: There were three races, on a rim planet, which had unique abilities. The first one was the *Ommandah*, the second was the Aaron, and the third was

the Talkron. The *Federation planet Palbo persecuted the Ommandah*, after it learned their whereabouts. They vanished. The whereabouts of the rim planet was forgotten, possibly covered up, by the Aaron. *Juggernaut miniseries*

On planet, on-planet, and onplanet: v. The term used to mean going onto the planet from out in space or another world. "*I'm going on- planet from the cruiser.*" *New-Earth miniseries*

Orbat: The chief planet in the *Karo Series* in the *Pleiades*. Standard gravity: 0.97, Water 68% of its surface, 267 million kpac from its solus. One of a binary pair of planets. *New-Earth miniseries* [◀Return](#)

Out synchronization, or out-of-sync: The term applies to the mechanism of misalignment, of sub atomic particles and time, when the Warp Drive fields engage. *New-Earth miniseries*

Outer-Worlds: Not to be confused with the out-worlds of Jilta, those small regions lying on the outer part of the Jilta sector. The Outer Worlds on the other hand are those worlds that fall outside of the Federation of the long-lifers. The outer-worlds were never inhabited, until the Temple or House of Torren pushed humanity out there beyond the earlier Federation limits. *Juggernaut miniseries*

Pac: 1. Officially 1.03091 Meters (*Terrestrial*). 2. A length of standard measurement used throughout the Federation. 3. One pace or step. *New-Earth miniseries*

Palace Trust: A deed of trust given to the Boguard, by Lorde Hymondy III of Jilta, to care for the Royal Palace, and its occupants, until he returns, which he vowed he would. The trust was given 800 years before Battle for Sequetus 3. [◀Return](#)

Palbo: In the Kantee Sector, the planet rose to prominence, due to it being the home and headquarters for the Warp Drive Bank. 38% water, not counting another 23% of frozen water caps. 12 continents, but with one supercontinent at the northern polar region. There are three native races on Palbo. Three moons, gravity 1.23. Oxygen 23%, nitrogen 75%. *Templar miniseries*

Patu, Lorde: Ruler of Patua. *New-Earth miniseries*

Peel: Royal planet of Kalanon. Population 29.1 million. *New-Earth miniseries*

Penomb: Wife of Garnow, daughter of Tinra and Moor, of the village Greetonne, Tors. Penomb is a long-lifer, of 53 years of age. *Juggernaut miniseries*

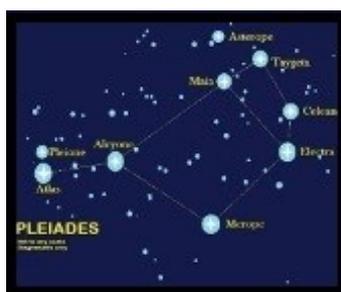
Permanent Status: When a law is submitted and approved it is provisional, but it is put into effect straight away. After a predetermined number of years of testing the law, it goes before the Sortel again and gets ratified as a permanent law. To revert the law after that, it needed a new law be provisional and so on. *Templar miniseries*

Pilik: A thin *rim sector*, between the old Federation worlds and the Outer-Worlds. *New-Earth miniseries*

Pixiis: Official name is pixiis-agimius, (biotynes) the parasite that exists on southern Sleebo that was used on Rambus and other planets, to destroy populations. *Templar miniseries*

Plant: Someone planted amongst a group to spy on them. "A plant that high amongst us?" An infiltrator, a spy, put there to steal, and pass on confidential data. *New-Earth miniseries*

Pleiades: (*Terrestrial*) 1. Star cluster known as the Pleiades, or Messier object 45 – M45 – or the Seven Sisters.



2. A cluster with seven stars known as the seven sisters containing middle aged B type stars – hot blue - in the constellation of Taurus. They were formed around 100 million years ago. The stars are 440 light-years away and about 48 light-years across. There are around 1,000 stars.

3. The name Pleiades comes from Greek mythology and the names of the seven sisters are the seven sisters from Greek mythology.

4. The Pleiades are reportedly referred to in the following ancient cultures: Maori, Australian Aboriginal, Persian, Chinese, Japanese, Mayan, Aztec, Sioux and Cherokee, Babylonian, Hindu (six mothers of war), Revelations 3:1, and perhaps is the Star of Najm referred to in the Quran. *New-Earth miniseries*

Pleiades: . There are three star systems with inhabited planets known by the Federation. They're : Thora, Lordal and Quintex, with about ten million people on each. 2. There is the Karo Series, a system with several occupied planets. When someone in this story is referring to the Pleiades as a civilization they're usually referring to these coming from the Karo system. 3. A relatively young set of stars in the Galaxy. *New-Earth miniseries*

Polynylop: 1. A fabric made from twisted metal thread that when intertwined with nylop produces a material that can be used to cover space craft skins, space suits, boots etc. It is extremely strong, and rigid and durable, depending on the ratio of nylop to the metal thread. Its strength also varies depending on the metal used. Polynylop is watertight to over 150 pacs, and airtight in space. 2. *Polynylop 0* (strongest) can be used in space suits. *Polynylop 9* can be tailored as desert clothing. The graded number represents how tight the thread is woven and its strength. Polynylop rope and twine is the recommended material for tying down and securing loose objects in federation craft. *New-Earth miniseries*

Profood: They're self heating packs of food. This is the Federation equivalent of junk food, extensively used by outspacers, but high in protein and nutrient value. *New-Earth miniseries*

Projection-Master: A navigator of the Corduke's ship. He would have the slight ability to project himself into the future to being in time to see events slightly ahead. *Juggernaut miniseries*

Proposhield: A navigator of the Corduke's ship. He would have the slight ability to project himself into the future to being in time to see events slightly ahead. *Juggernaut miniseries*

Protector, of the Temple: The up righteous person, who has the sole charge of protecting the Temple, on his planet or area or region or even sector. It isn't a solely ecclesiastic position, but rather, part ecclesiastic and part management.

Jaron was the first *Protector of the Temple* of the Palbo Empire, spanning many sectors. He was ideally suited, being a short-lifer, and being born on Earth, the holy planet, it gave him a position, within the Temple as being more senior, than the highest of other positions, within the Temple. Jaron's marriage to Anki, the daughter of the Master Templar, united the Palboan Temples, to those of Jilta. *Juggernaut miniseries*

Psycho-surgeon: Professionals from Earth who were seconded to Palbo, after Earth was introduced to the galactic civilizations, to operate of malcontents and those who would oppose the Warp Drive Bank's rule. They introduced surgical implants, for new-born infants, the size of a grain of sand, implanted in the brain through the soft skulls of the new-born, to ensure future compliance as the child grew older. They later changed the name of their profession to the term *psychrons*, however the profession divided into two schools of activity. The psychrons dealt with purely the mind and non intrusive methods of implanting, while psycho-surgeons dealt with manipulating the body to change behavior. *Templar miniseries*

Psychotronic mines: The mines go into Warp Drive automatically and send out millions of signals in millions of time slots. If any return, a signal is then is plotted. If there are any craft in the same time instant as the mine then it is registered. If it can be plotted, with subsequent plots, as well then the craft can be intercepted and mined and destroyed. *Time-mining* it is called. *Juggernaut miniseries*

Psychronics: The science of altering a person's behavior be removing their choice and transferring the choice of behavior to another external to the subject. Outlawed in most civilized countries, popular on Earth and taught in most tertiary schools of study.

Psychrat-chamber: 1. A four pac chamber, which, when a person is placed into it, head first, it wraps itself around the person, applies a certain amount of pain and numbing sensation by the use of alternating currents to the whole body. At the same time the person is fed imagery through the eyes, to create an entire new memory for the person. Psychrons and psycho-surgeons do it. 2. Through drugging and hypnotically instructing the patient has to keep his eyes open and by projecting into the patient's eyes pictures and movies, along with a verbal sound track of the logic of what is happening and of why and what the patient is to think, the patent can be made to take up new causes, fight previous

alliances and so on. A complete artificial memory can be induced, into the patient as real as any he had lived during his lifetime. *Templar miniseries* [◀Return](#)

Psychrons: A branch of physicians dealing in series-deprogramming, who originally came from Earth in 89 BS. They were shipped to Palbo from Earth to work with the Warp Drive Bank re-instate its control over the population, which had been liberated from the Bank by the Boguard and Felice Karo after BS 35

Psychrons are the control-fathers that the Masters on Six Worlds claim to have come from, and thereby linking their heredity line to the mind controllers of Earth from the 20th and 21st Century. Psychrons is another term for psycho-surgeons. *Templar miniseries* [◀Return](#)

Purge, The: Referring to the round up of the psychrons, by the populace of Palbo and beyond, after the fall of Brandon Mirac. Many psychrons and psycho-surgeons were summarily, executed. Some were interned, and some shipped to far away unpopulated world across the galaxy. The purge was unable to be controlled, and was a natural phenomenon of those, who has been mentally programmed, when they come out of the program to find what had happened to them. *Juggernaut miniseries*

Quantum Drive: The sub-light method of travel during the Confederacy era of the Galaxy. Federation Warp Drives outdated the technology. *New-Earth miniseries*

Quiet-talk: The term used by four year old Mathew Wanten, to describe the concept of thought communication. *New-Earth miniseries*

Rambus: An Outer World planet discovered 789 BS. It has .96 standard Gravity. It is mostly desert with huge lakes and weeds. There are some mountains, and in the colder area is snow on the mountains by the lakes. There is some sparse vegetation near the lakes. Oxygen is produced by the various plant growth, beneath the water of the lakes. Bauxite extraction is its primary industry. Its population was destroyed by the pirates. Rambus became a symbol to the Temple over later years, to never give up fighting back. *Templar miniseries* [◀Return](#)

Rangercraft: ® 1. A small spacecraft, manufactured by Rangercraft Industries Inc. of Jilta. The *Rangercraft 1,2* and *3* models are sought after especially by mining enterprises,

as they're economical, sturdy, and have excellent navigation systems. *New-Earth miniseries*

Rapid gunneries: Guns that fire over three thousand rounds of particle fire from space craft per second. *Rapid gunneries* work in space only, as they're generally inoperable on planets due to their excessive heat generation. *New-Earth miniseries*

Ratwalks: Slang Jiltanian term, for the moving pedestrian walkways, common in most central business districts. They move at 1 to 4 K, per hour. *Juggernaut miniseries* [◀Return](#)

Recount coils: The coils used in broadmatter theory to bring about WDS operations. They cause a unifying of the different physical fields to change time and space. *New-Earth miniseries*

Reduction: A pirate term for administering the *biotynes* - the insects that burrow into human beings, mammals and destroy human populations. The insects are safely managed, using large spheres, that are sent from space down to the inhabited regions on a planet. Reduction can take from week, or months, depending on the resilience of the population being attacked. *Templar miniseries*

Regeneration: ® 1. A process that Royals underwent when returning to their home in Kantee Sector. 2. *Regeneration* is complete body rejuvenation. 3. *Regeneration* is technology administered by the Warp Drive Bank. *Regeneration* isn't permitted on non-royalty. *New-Earth miniseries*

Religion: (*Terrestrial*) means simply the organized way to explain oneself, the universe and how one fits in the cosmos now, the past, and in the future. Often answering the age old questions of who am I, what am I, do I have a purpose, and what happens after death? *New-Earth miniseries*

Residence: The home residential name for Goren Torren's home on Jilta. It has now become the administrative center for the Houses of Torren of the Temples. *New-Earth miniseries*

Resurrection: The era after Earth had been introduced to the Federation, and the time when depopulation of Earth had been instigated, by the Warp Drive Bank by lifting off humanity in its billions to other worlds. It was seen as a time of healing of Sequetus 3 after it had been heavily polluted and ravaged by the short lived species of man on

Earth. No one has records of those who survived the travels to new worlds or how many of those billions were lost in the ether worlds of warp drive space. The Templars kept the only true records for those they sponsored to arrive at the Outer Worlds. *Templar miniseries*

Rigrano: Fleet Commander serving the Palboan Fleet Command, originally born in Sleebo. Very highly decorated career officer, he saw service in Sequetus before being taken out of commission. 434 years old, son of Bubbo Brin and Dorin Rigrano of Dacal, North Sleebo. *Templar miniseries*

Rim sector: A sector on the rim of the galaxy, such as Timbor, Center and Maluka and so on. *New-Earth miniseries*

Royal Courtyard: The courtyard, as part of the Jilta Royal Palace. The gardens of the palace go back a thousand years, or more. Reserved for the ruling royalty or rulers, from the palace. There are said to be every variety of Jilta plant life, somewhere in the courtyard, which extends for two acres. *New-Earth Series* [◀Return](#)

Royal Palace: The royal palace of Jilta that predates the Federation and predates the Confederated Council of Planets. It is thousands, (perhaps seven) of years old. *New-Earth Series* [◀Return](#)

Royals: A tall humanoid race from the Kantee Sector of the Galaxy measuring up to 2.5 pacs tall. *Royals* as a race are olive complexioned, have stronger foreheads and cheek bones, and wide shoulders. Usually their hair is dark brown to black. They have a naturally high IQ. Prior to the development of W.D. *Royals* had no expansionist policies. *Royals* is sometimes capitalized – being a race, sometimes not. *New-Earth miniseries* [◀Return](#)

Sandrist: A small rim planet, in the far-Outer-Worlds, comprising 3.7 million people, mainly refugees from the Outer-Worlds, after the Brandon Mirac era of Palbo. *Juggernaut miniseries*

Santonia (Santona) Galaxy: 1. Named after astronomer Rel Santonia, who mapped the Galaxy for space travel seventy-five thousand standard years ago. 2. The name for the Galaxy in Federation is *Santonia Galaxy* or *Santona Galaxy*. The terrestrial name is simply *Galaxy*, or *Milky Way*, which has exactly the same meaning. Galaxy means a milky way. Galaxy is capitalized when referring to the galaxy we are in, as it is the name of our galaxy – Galaxy. Galaxy and

Santonia Galaxy mean the same. Galaxy is terrestrial, and Santonia Galaxy is Federation. *New-Earth miniseries*

Scram: 1. A blend of vitaminized protein cereal, and dried *parrock* egg. Origin, Jilta Academia for Martial Conquest. 2. Any form of mixed protein food, mashed (mixed) to make a meal. *Juggernaut miniseries*

Screens, ship: Aboard battlecraft are different types of screens. They're not linked to a central computer, but rather are run as completely isolated computers with their own separate attendants. These are datascreens, which access data; and commscreens, which access communications going in, out and around a ship; viewscreens, for general display of information, briefings and so on. There are mapscreens for showing overlay, ground enhancement and positions in space. For security of data these systems are physically never linked. *New-Earth miniseries*

Searfinders Index: ® 1. The two hundred and seventy-three reference volume set of books that is used to standardize galactic cultures and education, which had been missing under the Confederacy. Searfinders Publishing Industries Inc. is headquartered in the Kantee Sector and has half a million staff around Santonia. Searfinders publish over 1,800 daily, weekly, monthly and quarterly publications through the Galaxy. 2. Searfinders are a conglomerate of publishing divisions. They have a mandate to accumulate and publish data, for the cultural future of humanoids, to bring about an improving civilization. 3. Searfinders are an aligned body of publishing houses. *New-Earth miniseries*

Sector: The region of space controlled by a Royal family within the Santonia Galaxy. A *sector* can have a million stars, of which only a few hundred are barely habitable. Some *Sectors*, *Duchies*, may have only a thousand stars of which only a few may have habitable planets. *New-Earth miniseries*

Security Council of Palbo: The body of 13 men, six military, seven non-military, that answer to the President, and who preside over all security matters of the planet and its empire. *Templar miniseries*

Sequetus: The solar system that includes Earth. The system is wondrous in all the different types of planets that are involved, and that Sequetus 3 and 4 are or were

habitable. From Latin, *sequi*, meaning to follow. *New-Earth miniseries*

Sequetus 3: 1. Earth (terrestrial name). Fully colonized and expanding. It is in pre-intervention stage of development. 6 billion inhabitants.

2. (*Terrestrial*) One natural satellite – moon. Diameter 7,654 miles - 12,654 km, 90 million miles (149.6 million km) from the sun. Density 5.5 times water. *New-Earth miniseries*

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Sequetus 4: 1. Mars (terrestrial name). A planet that once boasted a large colony of some seven hundred thousand colonists. The planet was terminated and colonists moved to Sequetus 3. Named after one of the early explorers of the CCP, Mares Bey who gained a ruthless reputation in slaughtering local inhabitants.

2. (*Terrestrial*) Mars is 141.6 million miles or 228 million miles from the sun. Diameter 4,208 miles, or 6,787 kms. Its red color comes from the iron rich mineral surface. Tenuous carbon dioxide atmosphere. *New-Earth miniseries*

Sequetus Series: 1. The *series* of habitable planets in the Sequetus system. *Series* as a title applied only to *systems* that contain more than one habitable planet. Sequetus has *Sequetus 3* and *Sequetus 4* as its *series*. *Sequetus 4* is barely habitable today but has been so in the past, and therefore qualifies for the title of *Sequetus System* to be upgraded to the title of *Sequetus Series*. 2. A System is the title of a star with one habitable planet. A Series is the title of a star with two or more habitable planets. *New-Earth miniseries*

Series deprogramming: 1. A form of mental and administrative exercises which may be as light as a short mission debrief, but could be as intrusive as removing memories, by the use of otherwise illegal controversial means. This may involve electrocution to the brain, removal of parts of the brain, microwaving to cook the brain, or ingesting chemicals to prevent the brain from operating. 2. On Sequetus 3 series deprogramming is done in psychiatric institutions and laws have been set in place to enable it to be administered by qualified Malukan agents (or others), as a legal therapy. *New-Earth miniseries*

Shaman: (*Terrestrial*) n. priest or clan witch doctor, claiming to have sole contact with gods etc.: hence *n*,

shamanistic *a.* [f. G schamane & Russ. Shaman f. Tungusian *saman.*] (Oxford Dictionary) *New-Earth miniseries*

Sharman, the Great: 1. The sole person responsible for speaking to and being able to understand the spiritual deity of Goren Torren. To be the Great Sharman one needed to be able to transmigrate through time itself to be able to contact the Holy Torren. 2. The title was first accepted by John W. Anderson on Earth. In the two thousand years after the graduation of the Holy Torren in BS 31, there have been five holders of the title of The Great Sharman. 3. Sharman is an alteration of the word shaman. *New-Earth miniseries*

Shanar: Title pronounced upon a person by The Master Templar. Technically it isn't a name but is received as a title. Such a person has to reach a certain mental and spiritual enlightenment state, as well as certain physical ability, before being granted Shanarian recognition. This was the title given to the public relations officer of the Master Templar 2020. *New-Earth miniseries*

Sheril: Born in the Amazon to an Indian tribe 986 BS. Had one son to husband Jaron, and moved to Yaltipia of the Pleiades. *Templar miniseries*

Shocksuit, Shock-suit: ® 1. Space wear for military duty in the Hymondian and some other sectors, manufactured by Hard Ware Enterprises Inc. Also worn by Boguard.

2. The shocksuit is designed to absorb blows and distribute the load of such physical shock around the body, so that no one place is overloaded with impact. The result is that the wearer is able to exert himself far greater with far less risk of damage. The standard shocksuit colors are dress-white, black, grey, sand, buff, and jungle green and navy blue. All the above colors are available in camouflage as well as special order colors. *New-Earth miniseries* [◀Return](#)



Short-lifers: Those who live a lifespan of between 70 – 150 years thereabouts. Until the emigration of peoples of Earth into the galaxy, short-liferism was listed as a physical treatable disease of the DNA. Short-lifer then became a derogatory term meaning someone with Earth ancestors. *New-Earth miniseries*

Siltonia: Sector, with Ranwick as the Capital and Royal Planet. Siltonia, also known as Silto, was a major ally of Jilta during the Battle of Sequetus 3. After the Royals slowly vanished the sector elevated to being a democratically run republic. *New-Earth miniseries*

Six Worlds, the: The name given to the six planetoids beyond the portal. The six worlds are: Yildon, the home of Vila and the Masters. Tibel, the home of Centrecom. The others are Vauxou, Paleno, Ferrow, and Julipor. *New-Earth miniseries*



Skanes, Marly: Fellow biology student with Chelo Bade, at Academia Alson. Daughter of Vip Zed and Mono Skanes, of Jilta PC. They were offered a job at the Bank, after finding out, that their thesis was an astounding success. *Juggernaut miniseries*

Sleebo: Outer planet in the Malukan sector near the central rim. A cold planet much of which is frozen. After the Earth intervention day the planet became a major trading partner with Earth, due to the very close proximity, and a wealth of resources for the Templars. *Templar miniseries.*



Solan: 1. Planet in the Federation that previously was relegated to backwaters after severe economic depression. Solan was a mining planet that relied heavily on computer manufacture, but was wiped out economically after the *Medallian Rebellion*. 2. Remote province in Centor Sector. *New-Earth miniseries*

Soldo: An inner Pleiadian colony planet, of the Karo Series. Already it has had human habitation and pioneers for 300 years, population 3 million. *New-Earth miniseries*

Solus: The center of a system, star system source of heat and light. Note; a solus isn't simply a star. A star must have a system of classified orbiting natural bodies, in order to be classed as the system's solus. *New-Earth miniseries*

Sortet: The annual Grand Meeting lasting two weeks, of the House of Torren. All Temples from the civilized world are represented. Traditionally the Sortet is on Jilta on the same date every standard year. *Templar miniseries*

Spacer: A general term meaning anyone who was connected to the interplanetary military, mining corps, or anyone else who travelled in space. *Templar miniseries*

Standard atmospheric: 1. A term applied to atmosphere pressures. This can vary to extremes. It is a relative term. 2. Sequetus 3 is 95% Standard Atmospheric, while Mars is 2%, Jupiter varies from 800% and above. 3. 1.0 is Standard Atmospheric. *New-Earth miniseries*

Standard Book of Records. A subsidiary of Searfinders Index for government data records. *New-Earth miniseries*

Standard Centre: A relative measure from the center of a Galaxy. 0.0 is absolute center. 1.0 being very the outside rim. The measurement is decided on the proportion of mass within the nominated figure, not distance. Example 0.3 has 0.3 of the mass of the Galaxy to the center of the orbital position nominated. *New-Earth miniseries*

Standard Galactic (SG): 1. The language that was forcefully imposed upon Galaxy administrators after Federation conquest. Local languages still represent most dialogue, and there are over a million different languages in the Federation. *New-Earth miniseries*

Standard Gravity: The gravity of the original royal planet is 1.0. All other planet gravities are a comparison to this by the term *Standard Gravity*. *New-Earth miniseries*

Standard-year, Standard Year, standard year: 1. A *standard-year* is the measure of average time, which all the Royal Planets take to traverse one full annual cycle around their solus. While each planet has its own local-year, and measures time on the planet in Earth-years, Jiltanian-years, and so on, there is a *standard-year* that all years can be measured against, and that is by taking all the royal planets and making the average time of each of those years, a *standard-year*. 2. By using this as a benchmark, it means that all planets have had an input into making the standards upon which the Federation is built. 3. A standard-year is 1.0595 earth-years. *New-Earth miniseries*

Starion: An animal for riding, burden and for racing, bred on Jilta. *New-Earth miniseries*

Station-City: The manmade city in space that has up to 150,000 inhabitants. It is where warp drives are manufactured and where they get their energy. It is the most secret thing the Bank has. It is off the cross roads of all travel, away from systems, away from planets, highly secured. [◀Return](#)

Storm, Anqi: Malukan garrison trooper on Sequetus 4, daughter of Jarn Storm and Maggri Bulin. Born on Sleebo. Anqi Storm assisted Goren Torren in his work in setting up the defense of Sequetus 3. Grew up in Sleebo. Storm Island off the coast of Ankrass in Sleebo is named after her, as well as the Anqi Marine Park, also off Ankrass. She was deemed one of the Temples of Sequetus 3. See the definition of Temple. *New-Earth miniseries*

Strikers: Attack craft of the Boguard, not dissimilar to fighters, but which move at the use of thought, accelerate approximating the speed of thought, and which can actually alter position in space solely determined by thought. *Templar miniseries*

Superrise: A building that exceeds 200 floors. Predominant in countries with climate extremes or which have excess population problems.

Superrises could have up to seven floors of shops and offices and service industries below it. It could also have underground rail stations inside it. *New-Earth miniseries*
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Suppressor-plates: Plates which absorb lasers in battle. These are defense plates that allowed the lasers to hit, absorb and transfer the energy of laser fire, rather than deflect the energy with proshields. Thus CCP military craft were bigger and heavier than Federation craft so as to be able to absorb laser fire. *New-Earth miniseries*

Supreme Council of Palbo: A full bench of nine judiciary that approved laws and proclamation put into effect by the President of Palbo. They're non political and are drawn from the legal fraternity usually. 2. Some say the Supreme Council are only a rubber stamp for the planetary president's Office, while the council was formed, so as to curb excessive abuse of power. *Templar miniseries*

System-alignment ports: While Warp Drives will work without the ports, only the drives themselves would be transported. To include the entire craft, its occupants and craft in the transportation, the crew and ship need to vibrate in harmony and synchronize with the Warp Drives. That is the job of the system alignment ports. They polarize the electrons of all matter within the ship so that the Warp Drives recognize the ship and its load as itself, and transport it all accordingly. *Port* means to travel, teleport, transport, *port*, so *systems-alignment port* means traveling with the *alignment* of a whole system. Normally alignment takes a variable time depending on the volume to be transported. *New-Earth miniseries*

System Security: The security personnel of a planet, a ship or a station. *New-Earth miniseries*

System, Warp Drive: A *Warp Drive system* is the hardware of the drives plus the integration circuitry as well as the intellectual knowledge of WD making up the full workable *Warp Drive* product. *New-Earth miniseries*

Taborack: A distant rim planet, in the far-Outer-Worlds, inhabited by less than three million. Recently settled, less than 120 years, but with a great influx of Templar refugees, upon the fall of the dictator, Brandon Mirak. *Templar miniseries*

Talax: Fabled planet, where the Royals are said to come from originally. While no history books actually record its existence as real, it is said that in one of the myths it was an early Outer World, beyond Migor of the sector Timbor. *New-Earth miniseries*

Talkron: 1. The branch of a former race, of which the Aaron came from, that was thought extinct but still exists. It originated from a rim system, many millennia ago. 2. The Talkron bird that lives 25 years, similar to falcons in Sequetus. *Juggernaut miniseries*

Tallum: A giant planet, in the Karo Series in the Pleiades. It has six moons, one of which is planned for colonization. Target date 4,000 years. *New-Earth miniseries*

Tarj Himble: Tarj means *holy place* in Palboan, and *himble* means *hall*. It is the holiest and largest ecclesiastic set of buildings in Palbo. 28 buildings, 17,000 staff and comprise a full suburb of Palbo C.C. It has its own universities, three secondary schools, a large monastery, its own security

guard, and its rule is autonomous to the civilian government of Palbo. *Juggernaut miniseries*

Tema: Administrative Member, of the Confederated Council of Planets. *New-Earth miniseries*

Templars: 1. Those who are the clergy of the House of Torren and the Temple, and who follow the Temples of Sequetus 3. 2. Those following the way of the Temple. Lay and clergy alike.

Temple: 1. The term temple doesn't mean a building that holds religious relics and statues. The term temple here means the body of the person who holds the spirit of Torren to their way of being. Every person who became a follower of Torren, and adopted some or all his teachings was referred to as a Temple of Torren.

2. There were some temples of Torren who were posthumously elevated to Temple-Status (sainthood) as being the pillars of the Temple movement. There is the Foundation Temple, and five Temple and five Minor Temple statuses as follows: *Templar miniseries* [◀Return](#)

Foundation Temple:
 Goren Torren
 Temple Navia Charlton
 Temple Mepat
 Temple Letone
 Temple Felice Karo
 Temple Anqi Storm
 Lesser Temple Mathew Wanten
 Lesser Temple Arlon Doctrains
 Lesser Temple Jenny Wanten
 Minor-Temple Erin Torb
 Minor-Temple Hymondy III

Temple Expansion Program: The 20 year program that the Temple runs, to expand its influence and membership across the galaxy. *Juggernaut miniseries* [◀Return](#)

Temple Guard: The general guard of the Temple. Around 15 million Temple guardsmen were in the Federation and the Outer-Worlds by 1038 BS. *Juggernaut miniseries*

Temple Minor: A smaller temple, a subsidiary temple. A Temple could have as many as ten, or ten thousand Temple Minors. A Temple Minor could have as many as a hundred thousand members, with smaller local Missions consisting of

thousands of members. Temple Minors and Missions are all temples. *Templar miniseries*

Temple Proper: The original temple that started on Earth, under John Anderson, in California. Anderson was the Great Sharman, shortly after the Battle of Sequetus 3. *Juggernaut miniseries* [◀Return](#)

Temple Robes: These are the formal wear of the Temple for court. They're :

- * Six multi-colors with tapestry design, the Master Templar.
 - * Three colors with tapestry design, a Cordello.
 - * Two Colors with tapestry design, a Temple Planet Leader.
 - * Two colors with no tapestry, a Temple Regional Leader.
 - * Gold, a Templar of The Court.
 - * Red, Green, blue, or white are for minor rankings, and aren't seen at court.
 - * Black, given to honored Templars of the Boguard.
- Juggernaut miniseries* [◀Return](#)

Temple Security: The security arm of the Temple movement. It handles the straight security affairs of the Temple. But it also has gotten involved in small clandestine activities as needed, such as hunting down pirates and where they originate. *Templar miniseries*

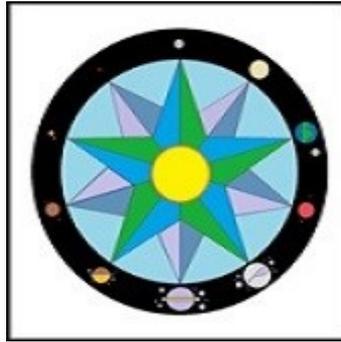
Temples: The buildings that are congregation points for those who follow the word of Goren Torren. *Templar miniseries*

Temples of Sequetus 3: The above eleven are the Temples of Sequetus 3. *Templar miniseries*

Temple Tribunal Affairs: The ecclesiastic body that is a court, internally within the Temple. It can hear and adjudicate any crime committed, within it. Its powers are far sweeping. Its purpose is to protect the Temple. *Juggernaut miniseries* [◀Return](#)

Ten Pointed Star of Sequetus:

1. The star has the following symbolism: In the center is the sun, source of persistence. It gives life to the eight planets and many planetoids of Sequetus. They're in the order closest to the sun: being Mercury, on out to Eris. The ten points are indicate the green for life, dark blue for water, and pale blue for air. The shades of gray represent the other planets. The black represents space.



2. It is said to be a Boguard symbol and if one was to fix his stare on the star for five minutes the star starts to rotate within the wheel, as does the sun.

3. (*Terrestrial*) There are 5 known planetoids, three additional to Pluto and Eris. There are likely a lot more yet to be found. There are 8 planets and 5 planetoids, or dwarf planets.

4. The Federation recognizes only the ten planets of Sequetus in the Searfinders Index. *New-Earth miniseries*

Theocracy: (*Terrestrial*) A rule by religion, or a religious order. Coming from *Theo* meaning God. *Templar miniseries*

The Way: The Boguard training and realization activity and program, that when adhered to, brings about the states of self- recognition and understanding, that enables a person to transform into being Boguard. It is by invitation only. *Templar miniseries*

Throne: *Slang.* The special ornately carved seat, for Lorde Hymondy, at the end of the Great Hall. While it is used for meetings it also has a military function, meaning to sink down, into a battle mode of command. *New-Earth miniseries*

Tilk: The administrative planet, of the Serene System. *New-Earth miniseries*

Tilon: Planet in the Federation, which previously was relegated to backwaters after severe economic depression. It is a mining planet that once relied heavily on computer manufacture. It was wiped out economically after the *Medallian Rebellion.* *New-Earth miniseries*

Timbor: A rim-sector on the rim, between the Centor sector and Pilk. Lower Timbor is nearest the very edge of the galaxy. *New-Earth miniseries*

Time: 1. That component of the physical universe, that gives the universe its consecutive qualities. Perhaps it is the grease, which allows the universe to exist. It is considered that for each person, there is a different existence of time, and that by common grouping of experiences we have a physical universe agreement called time. 2. The Boguard have a program to alter time, so that the myriad of infinite number of time parallels can exist, the physical universe travels down a time continuum that is the best survival for human kind. However, it could be changed if one were able to go forward or backwards, down that continuum, which is theoretically possible, under Aaron principles of time conservation laws. *Templar miniseries*

Time, The: The Early works prophesize, that at *The Time*, a magi will appear from Sequetus 3 and save the Galaxy from an encroaching evil. *The Early Works* outline the clues, which will show the Time. *Templar miniseries*

Time and space. Both time and space are properties of broadmatter. Time needs space and space needs time. They're invariably linked. One cannot have one without the other. Broadmatter is so small that it can move in space through time. See *Broad Matter Theory Addendum*. *Templar miniseries*

Time-mining: See psychotronic mines. Time-mining was outlawed after the Far Federation fell to the joint forces of the Boguard, the Pleiades, and Earth. *New-Earth miniseries*

Tinkly: Garrison planet run by the Hymondian realm within the Malukan sector. It is a very dry planet with lakes and vegetation toward the poles. It has a 0.4 standard atmosphere, which is breathable. *New-Earth miniseries*

Torish Yalian: Boyfriend of Marly, Bank representative, and traveler to station-city, of Motifor. Agent of the Warp Drive Bank during his time with Marly Skanes. History before meeting Marly, unknown. *Juggernaut miniseries* [◀Return](#)

Torren Crest: The adopted symbol of Goren Torren, Magi.

The crest is simply a smaller star at the bottom, being oneself – a small spirit looking for betterment. That spirit rises up and becomes larger, as it is more fulfilled by the philosophy of Goren Torren. Up is the traditional direction of attainment and growth.

The outward thrust of the five pointed star represents the outward drive of the spiritual being as it trusts outwards to control the universe around it. One has more control as a larger star.

The white background symbolizes the spirit and its everywhere-ness through the universe. The initials TG are simply the physical world representation of the body, the agreed form and the name of Goren Torren.

Commissioned by Felice Karo and inspired by the PR firm, Galbaty and Michaels of New York. *New-Earth miniseries*



Torren, Goren: Independent of service to Lorde Hymondy, of Jilta, tenth generation descendent to Phil Torell. Son of Betta and Bil Torren. See Goren Torren. For more data read the NEW-EARTH SERIES. *New-Earth miniseries*

Torren, The: A way of referring or mentioning Goren Torren, as the Foundation Temple, of the Templar movement. *Templar miniseries*

Torren Works: The complete unabridged lectures, interviews, and written words of Goren Torren. It comprises over thirty lecture series and up to ten lectures, a series. It includes all speeches, of which the most important, was in the United Nations, at his assassination. It also includes a twenty-volume encyclopedic set of books, about his entire life, including when he was on Jilta, as an independent for Lorde Hymondy. *Juggernaut miniseries*

Tors: A planet in lower Timbor, where Jaron's bloat found sanctuary. 63% water, 73% oxygen. Inhabited. *Juggernaut miniseries* [◀Return](#)

Trabune: The Boguard who accompanies Arden to Carridan, and then to station-city Motifor. *Juggernaut miniseries*

Traditional-form: The traditional battle-formation of fleet versus fleet was cruisers at the center, destroyers on the flanks, with interceptors and fighters placed where needed. Usually this is a wide flat approach. After Sequetus this was found to be an ineffective fleet formation. *New-Earth miniseries*

Trell: Administrative Member of the Confederated Council of Planets. *New-Earth miniseries*

Trolley-bus: On cruisers and destroyers there are electric carts called a trolley-bus. They carry weapons, parts and so on, but can also carry passengers. *Templar miniseries*

Trooper: The basic military fixed force personnel of space. Troopers answer to PMG and IFFCo. A trooper serves in space command posts, and small military outposts. The training of troopers is similar to that of guardsmen, and the basic rank of trooper and guardsmen is alike. *New-Earth miniseries*

Truth, a: The Great Sharman explains *a truth* as being something that cannot be broken down into further explanation; that which needs no further explaining. *New-Earth miniseries*

Tube: The local term given to the rail cars, which travel the undertubes of Jilta P.C. and other Jilta cities. *Juggernaut miniseries*

Tubin: Second son to Jaron and Anki, born on Palbo, and an heir to his father's empire. He, being a mix of short and

a part long-life could live to an expected age of 140 years.
Juggernaut miniseries ◀[Return](#)

Tugract: A small heavy lifting ship used for dense planets to lift craft into space. It has lots of grunt, but no speed. The Tugract corps are specialized Federation engineers.
New-Earth miniseries

Tugs: The space stations from which *elevators* work. *Tugs* support ten elevators each. *New-Earth miniseries*

Tunno-car: A small vehicle used in the underground tunnels of Yaltipia. It is electrically powered, from electricity generated thermally under Yaltipia. It can seat two or four people, travel at speeds of up to 500 Ks. The cars are centrally coordinated for traffic control and computerized to arrive at their destination as swiftly as programmed.
Templar miniseries

Underthought: The lower more depraved forms, of thought. Underthought is shrouded with evil, and its intent is to harm other life. *New-Earth miniseries*

Undertube: The rail beneath the city. The Jilta undertube is over 3,000 Standard Years old, and is on seven levels, each varying in age and technology. As the systems became old, it was cheaper to install new tunnels, than refurbish older ones. Jilta became riddled with tunnels. *Juggernaut miniseries* ◀[Return](#)

Unison, unison-mind, and unison action: Whereby all minds present are strong enough to feel the presence of each other's minds and then act in coordination with the other minds to bring about a single agreed upon effect into the physical universe. *New-Earth miniseries*

Vicra Starn: Born in Norway of Earth shortly after the Battle of Sequetus 3. She was always interested in stars and UFOs. She just happened to be at the crash-retrieval site of an interceptor in Norway and reported it to the authorities. They visited her and no further action was taken. She then was at another retrieval site and this time met and spoke to Federation troopers, and to a Boguard (Letone). She informed Vicra's parents of this, and they made reports to the authorities; and subsequently they died in a rail accident. The Boguard Letone brought Vicra off planet; as he had been monitoring her for two years.

She attended Guardsman and Trooper basic courses and was adopted by *Commander's Care* (a trust the Commander set

up to deal with children who saw IFFCo activities prior to Intervention and who in turn were removed off-planet when other means was not available, so as to prevent them from further harm by agents or renegade Earth agencies.) When she was 12 years old, she was brought to the Flagship. There she later met Independent Torren, became involved in intervention activities. She married Mathew Torren in BS 36 and had children and died on planet Earth.

2. Aka Anqi Storm in her earlier life, and deemed a Temple of Sequetus 3. See the definition of *Temple*. *New-Earth miniseries*

Viewspeak: An audio visio phone, but which is voice command activated and programmed, to respond to certain callers. Manufactured by Speakeasy Viewing Systems Jilta. *New-Earth Series*

Visio: Slang for visio screens on a craft or office. *New-Earth miniseries*

Viton: Planet under Malukan control. *New-Earth miniseries*

Warp Drive: The faster-than-light speed travel around the Federation. Theoretically possible at the speed of light squared. See also *Imperial Federation Warp Drive Bank*. See *Broadmatter Theory Addendum*. *New-Earth miniseries*

Warp Drive Coils: "Before them was the coil that circled the entire rear perimeter of the ship. It was the Warp Drive coil, and moved them from the now universe into another smaller universe which was only theirs, from which they could travel at accelerating speeds beyond the relative speed of light.

As free electrons surged into the coils, and then reversed, it created a charged field. That field was interwoven with another field, which was woven around the previous field, like coils around coils. The fields didn't cancel each other out but instead created a greater field that extended over the whole ship. The influenced was hyperbolic, increased by smaller coils around the larger ones. Soon all the ship and its components would start to harmonize in resonance with the coil fields. Then the final accelerators would play. Around the coils small electronic particles would be accelerated. They cut the field from time itself. The ship could then be edged into the future or back into the past by *nanoseconds*."

"Before them, was the dark grey void of space. No stars, no coil, nothing. All she saw was black, as though all before

her, had absorbed all light. Navia couldn't determine how far the coil went up, but she felt it must have been sixty pacs. She looked towards the sides, nothing. It was not as though the coil was black, or missing, but rather like a dark black fog shrouded the coil and it was prevented from being seen. The blackness had no edges, no corners or center. It felt as though you could simply walk into it to vanish forever."

"The coil was a series of spikes, like millions of tiny tentacles they waved from a central band"

"The Drives occupy their own universe, or are at least accessed from a different universe." *New-Earth miniseries*

Warmsuit: ® A one or two piece multilayered suit that is thermostatically set to keep the body warm by warming layers separately within it. The suit has ten layers with glass and metal fibers, which conduct energy from the inner to outer layers. The suit has a thermal inducing battery within the lining. This stores electrical current, so as to transfer heat. As the suit's outer layers cool to sub zero temperatures the suit uses battery power to warm the suit's metallic layers. The cold outside air contracts and shrink the suit fabric, trapping warm air therein. As the suit warms, it then expands; allowing trapped warm air to ventilate out, permitting cooling. Also see *Electroware*. Made by Suit Enterprises, Dalka, and Jilta. *New-Earth miniseries*

WDs: Warp Drives. *New-Earth miniseries*

Weather Suits: Wear that is the principle winter wear of Sleebo. The outer skin is an (imitation) fur lined, loose fitting garments. Shock suits are now often worn beneath. With the fur the dress looks baggy and unfinished. 2. Weather suit is a generic term and not a trademarked apparel item. *Templar miniseries*

Wheelie: ® A wheeled electric ground vehicle for mining camps. Dozens of models available. Maximum speed 15 Ks. Initially manufactured by the Wheelie Vehicle Co. Inc., Telco, Kinetics Province. *Templar miniseries*

Word, the: The Master Templar was given a spiritual understanding, through insight, that he was the chosen one, to promote the testimony of Goren Torren. This undertaking came to him as a moment of revelation, during in deep meditation called the Word. *Templar miniseries*

Xelofom: Royal leader in Karacas, before the uprising. He believed that by placing mental implants into the brains of people, one could control the thoughts of the many, from an external source. He thought this would eradicate war, poverty and bring about an ideal society. It did the reverse, and led to the Karacas uprising. He was tortured by his own people and parts of his body dismembered while alive. *New-Earth miniseries*

Yaltipia: Karo 4, the larger of the binary planets of Yaltipia and Orbat. Yaltipia is the home of the Boguard race. It varies in gravity around 1.4 standard. It has 28% water coverage. *New-Earth miniseries*

Yandra: Son of Jaron and Sheril of the Amazon, later to be Boguard. He was the first short-lifer, born as Aaron on Yaltipia two years after his parents left Sequetus 3. Jaron went off to fight the pirates on Sleebo and that was the last he saw of Yandra until the Juggernaut Series. *Templar miniseries*

Yoo Rup: “Europe” as pronounced by residence of Sandrist. A continent on Sequetus 3. *Juggernaut miniseries*

Zaltro: The senior god of Mount Gangels, God Zaltro, of Jilta. He procrastinated in saving his son, and in turn his son was boiled alive. The phrase *for the sake of Zaltro* means not to procrastinate. *See Halz. New-Earth miniseries*

Zip Suit: ® A bullet proof suit, also known as *zipsuit*, made in Tilk by Tilk Industries. These are the preferred suits most government dignitaries wear. During the first 100 years after Federation there were a recorded 15,679 assassination attempts on various government officials in the Federation sectors, mostly in the first twenty years. Zip Suits became very necessary. *New-Earth miniseries*

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This is the second book in the *Juggernaut Miniseries* and the fourteenth book in the *Sequetus Series*. It is fast, the story almost leaves you behind, and it is a mind saturating story.

You just don't expect this book, the way it is. Some have said it is by far the best to date in the series. You be the judge.

This book cannot be missed. It sits out there as a different book to all the others in the entire series. When you're finished, it leaves you thinking.

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