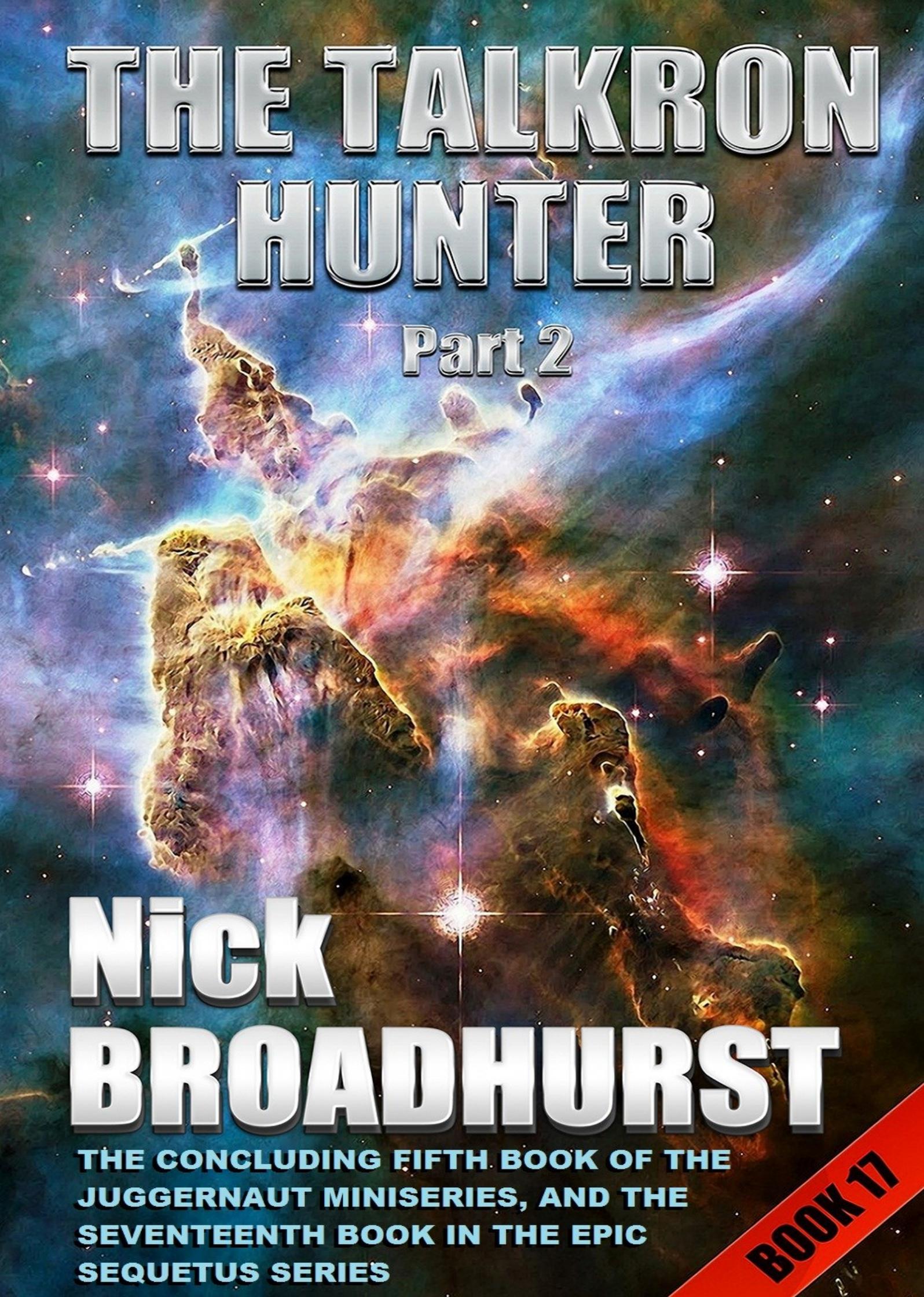


THE TALKRON HUNTER



Part 2

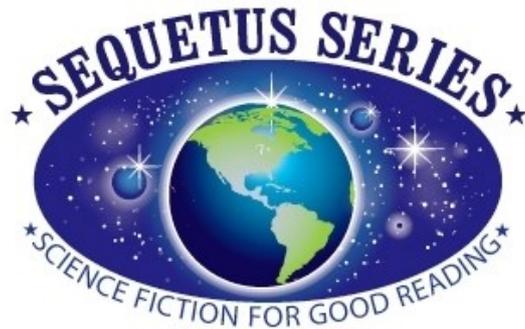
**Nick
BROADHURST**

THE CONCLUDING FIFTH BOOK OF THE
JUGGERNAUT MINISERIES, AND THE
SEVENTEENTH BOOK IN THE EPIC
SEQUETUS SERIES

BOOK 17

The Talkron

Hunter Part 2



BOOK 17

By Nick Broadhurst

Published by Nick Broadhurst

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DISCLAIMER

The SEQUETUS SERIES, the JUGGERNAUT MINISERIES and THE TALKRON HUNTER PART 2 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's 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's 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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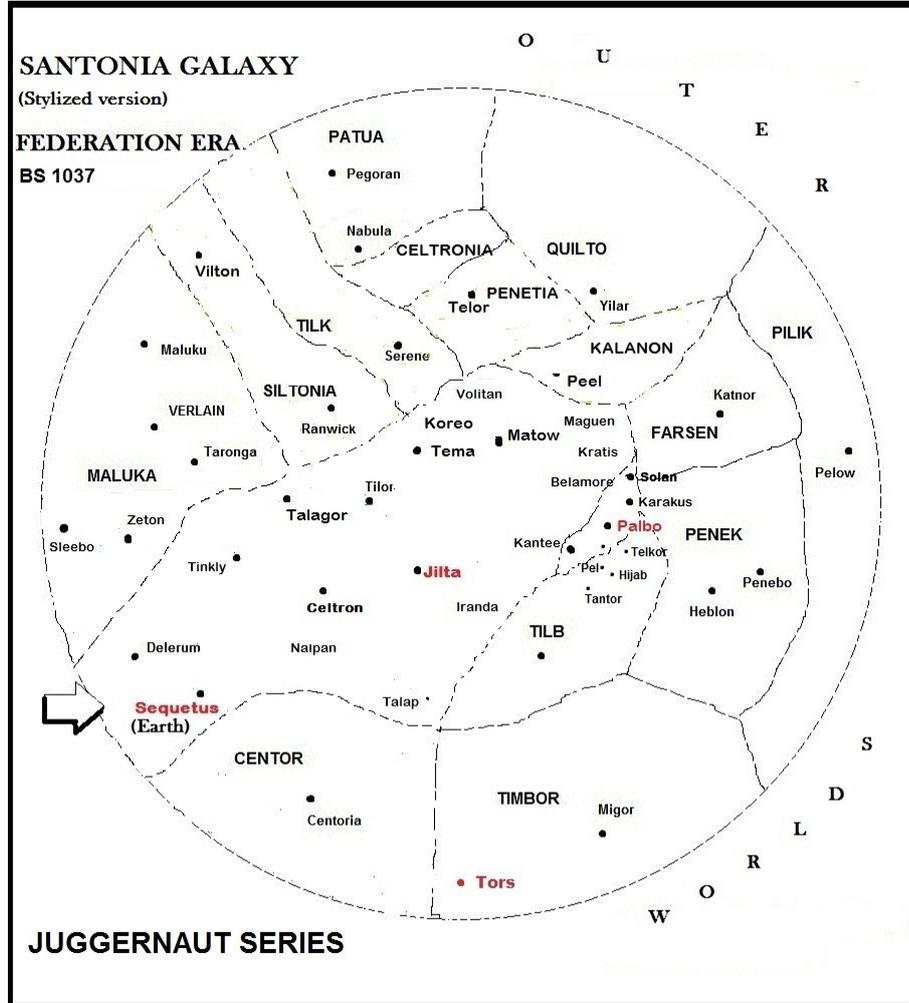
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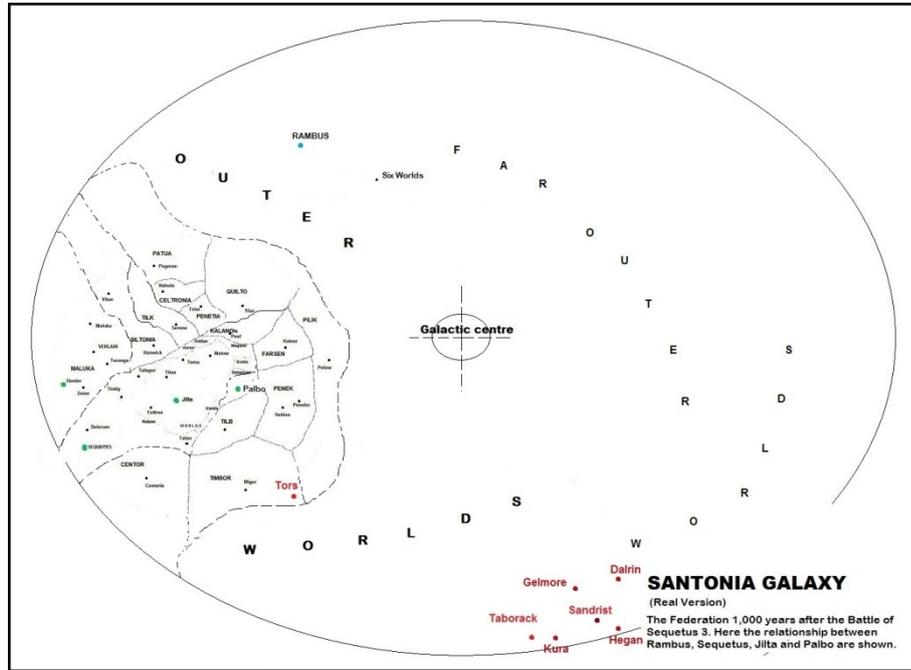
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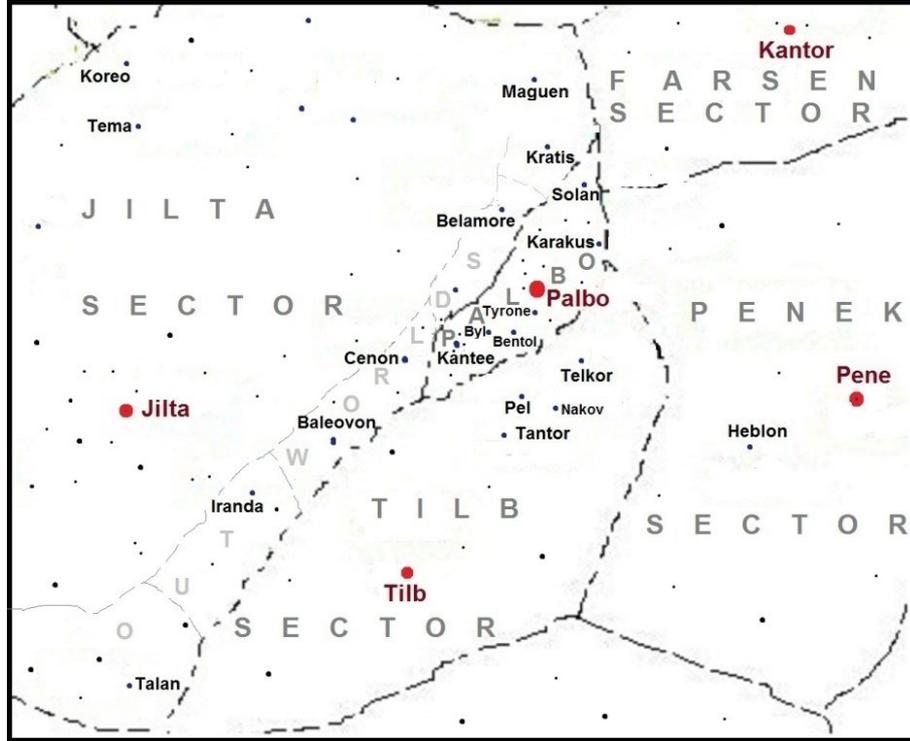
BACK COVER

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

MAPS



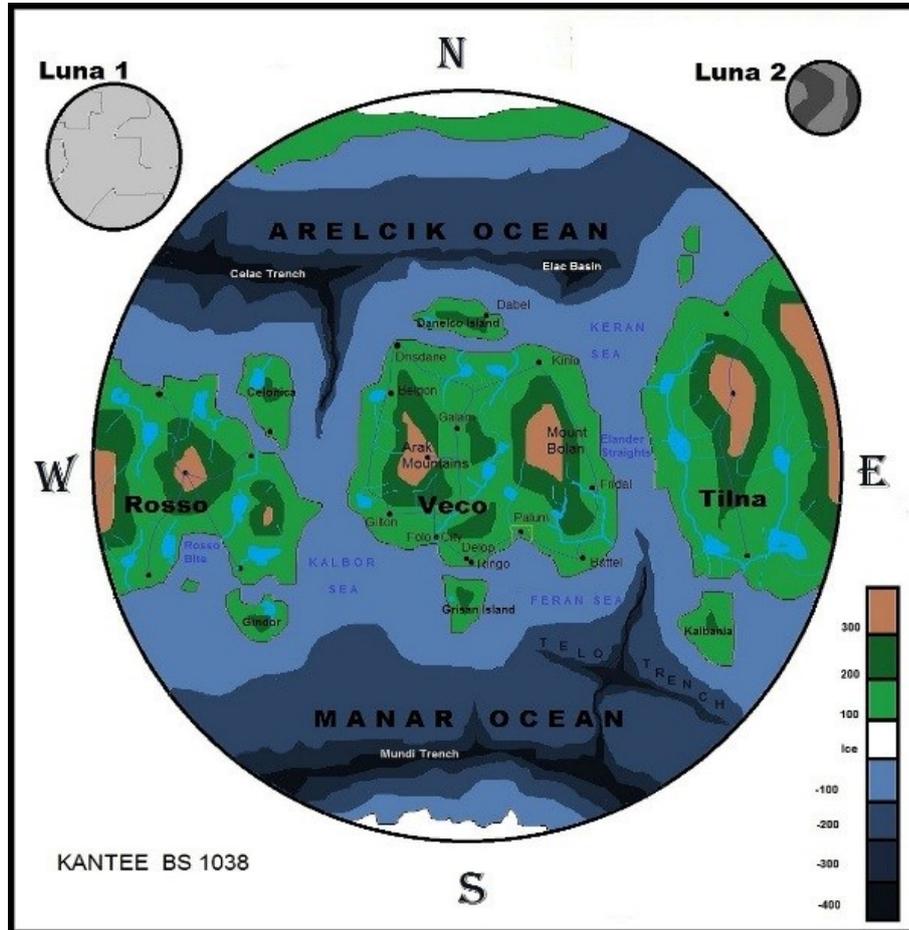


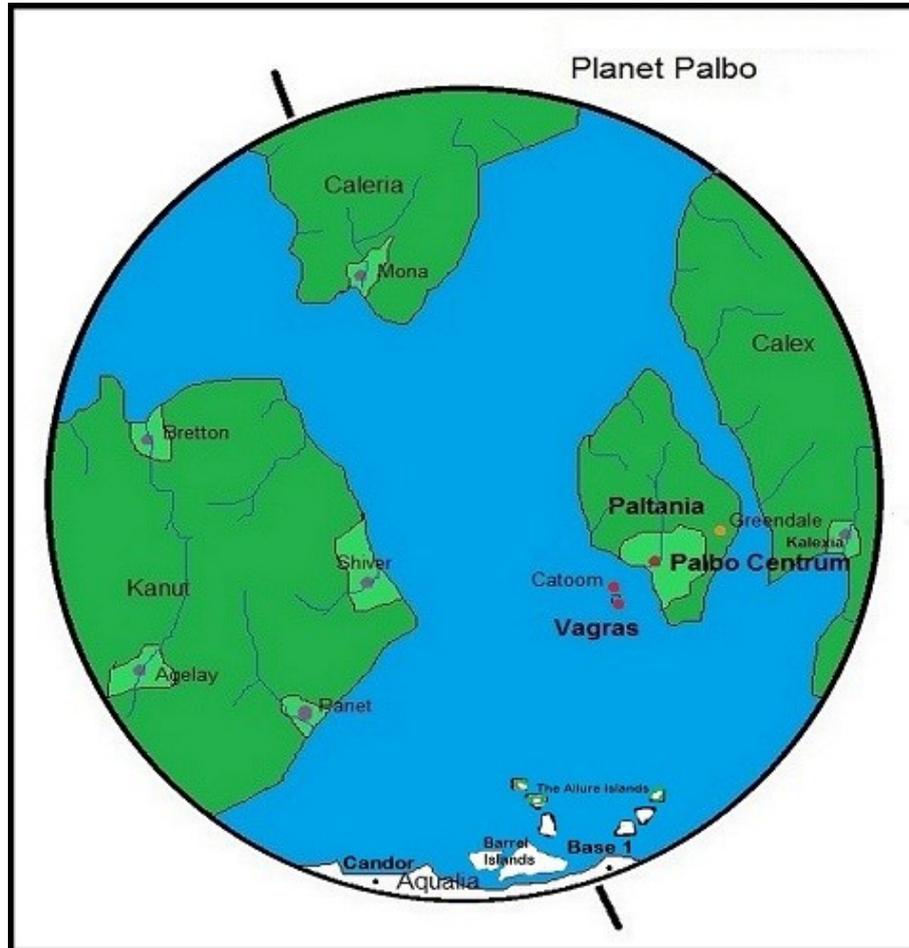


FEDERATION SECTORS AROUND PALBO

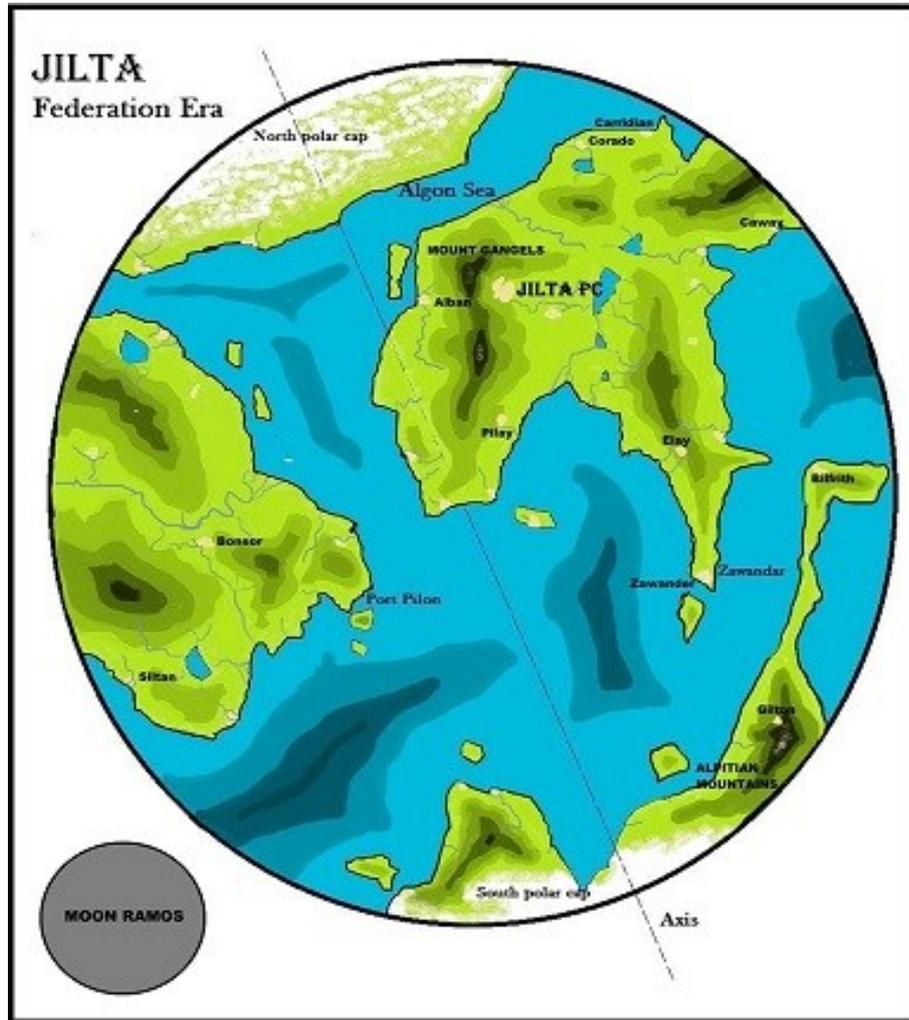


Kantee Province shown with the surrounding areas.











SEQUETUS

Polton Beel was in his conference room, with the ships' executives, at rendezvous point *beta-sei*¹. They had warped out from Sequetus space, two hours earlier.

One of the executives was standing by the holographic reproduction, of the *Sequetus System*. It was forty-five *pacs* long, by fifty pacs wide, and fifteen pacs high. The model was a three-dimensional light semi opaque hologram, for staff to walk through, adjusting automatically to what they called out as needed.

It showed all the Sequetus planets, moons, asteroids, comets, and the sun. There were also 1,976 mechanical ships, *station ships* and satellites in the region. It depicted the planets as real, with their natural colors, and proportional size. As the staff walked through the model, it didn't change; only the laser light did, as it reflected off their skin and clothing, harmlessly. The advantage of such a model was that

¹ **Definition: Rendezvous points:** Often ships rendezvous in positions in space, between systems, on a three dimensional grid. These points are relatively safe. They are well away from anywhere important. They start with alpha, beta, and cross coordinate with sei, sali, silo and so on. Beta-sei isn't far from the *Sequetus System*. [◀Return](#)

computers could shrink or blow up any part or detail, depending on what was needed.

Beel was walking over to the planet Earth; so his executives followed. The planet grew on size, around them, as well as its two moons and asteroid satellite.



Earth and one of its moons

“What I don’t understand, is why this planet doesn’t have the full attention of the satellites and ships, around it.”

His second-officer looked at Beel. “Yes sir; the two main regions of interest with these machines, are the moon of Earth – its original moon, and Sequetus 2, locally referred to, as Venus.”

Beel nodded. The model expanded, in scale. The Earth, its moons, and Venus expanded, to take up the entire area of the model. Beel walked around Earth, and then looked at the original moon. He walked to the moon, and it expanded. He carefully looked at the mining dumps, and the excavations. The hologram was very detailed. The mapping of the system cost seven of his crew, their lives. The Sequetus System seemed heavy with activity.

Beel could almost put his hand around the moon, caressing it. "These dumps appear large, and they are by hollows, either excavations or craters. These hollows appear deep, and these here, look like dumping belts, and machines."

Another staff member came over. "We never really found out, what it was on the surface, which appear to be mines." He walked across, to the other side of the moon. "There are at least a hundred orbiting platforms, around this other lunar satellite. I don't know what it is made from. There appears to be part of a large machine here, recorded as stuck in space, out from the moon. Our recording craft was destroyed, before it could get the real identity, of what it was recording. Thus, we only have it partly imaged, here."

The same staff member walked over, to the orbit of Venus. The size of the moon reduced, and Venus expanded. "We also have a similar thing over here,

around Venus. It's also only partly recorded, and again our scout ship turned off, assumed destroyed."

Beel nodded.

The staff member continued. "Sir, as there are over four hundred defense satellites around Venus, it would seem more logical, that this planet is of greater interest; to us."

Beel and the captains and crew walked over, to Venus. Its image grew bigger, in size. The planet now was as tall as a man. Beel walked around it, looking at it, watching it, as though seeking inspiration, as to what this was all for.

Beel looked up. "I feel it too. This planet has more to offer our mission." He called out, "Earth," and the planet changed, to one of blue and green. He looked at it. He wondered at some of the spots or blemishes, which it seemed to sport.

"They are the remnants; of its cities, sir. Once it was very heavily populated, with about thirty billion or so, before the so-called *resurrection*. Those blemishes are their cities. They are only a few hundred years old, and now without human population. They will take time, to recover."

Beel nodded. He looked very closely, at one of the blemishes. "I can almost see the buildings." He looked up. "Expand," he called.

The image of Earth swelled, so it was bigger than the room. Beel walked over, to the edge of the model. He was standing by a city; partly obscured by cloud.

He looked closer and called out, "Expand." It became larger, and he called again. The picture had reached its maximum size. The buildings and streets were now visible, in a three dimensional hologram.

Beel looked closer, and asked the technician to somehow expand it more. It was hard to tell what was there.

"Sir?" asked his second-officer.

"This rooftop," said Beel. "Is that people, on top?"

The other captains came in, closer. They murmured amongst themselves. Some shrugged, but the consensus was, that maybe; it was.

Beel looked up. "They aren't meant, to be there."

There was more agreement.

"Venus" called Beel. "Shrink scale." Beel then walked, around the model. "Here; is part of a spaceship." There are fifty satellites, just over this region here, and the others have their orbits, centered on the planet. Whatever is happening is centrally located, on this part of Venus. That becomes our point of interest, I think."

The others concurred.

"Send a copy of the model, to Jilta. It must go to the Boguard, and they will relay the information, to Lorde Jaron. In the meantime, we need to decipher for ourselves, what is going on, in that system. Play it, again, but in motion," said Beel.

Next, the planets begun to move, the machines in orbit, started to turn. The resolution was far less, and

the details had gone, but the phenomenon, was of a vibrant system, full of life. Beel was now especially interested in Sequetus 3, and he watched the city, the one, which he had blown up in size, before. This time, he watched only the cities, and he could sense movement there. Then, he saw a streak from above, and one of the satellites shot a white pencil, light down in the city, and it went quiet and still. Beel looked up.

“Laser,” said a captain. “From a satellite. Killers.”

Beel nodded. “Yes, not friendly. How many are there, like this, around the planet?”

“Twenty-six, sir,” answered a junior officer, from one of the other ships. “None of those satellites are around Venus.”

Beel looked at the man. “Hmm, valuable data. What else do you see?”

“Assuming that these satellites are killers, they are trying to repress the population, but only, to intimidate it. They don’t want to war with it, but they want to keep it still, stagnant and quiet. Venus and the moon, they have other satellites, which seem to follow the pattern of communication satellites. Now, this means they don’t want the Earth, except perhaps for its natural resources of air, and water. They seem to want Venus, and it looks important. They also appear, to want these three places, around the moon. The second lunar presence is of interest as it is being mined, as well.”

“Any heat signatures?” asked Beel.

Another officer came over. "Moon." The moon replaced Venus, to fill the room. "There are three large sources of heat. These three, radiate heat, from the lunar presence."

Beel looked at the old Moonbase. Then, he could just barely peer into several hollows, on the moon. "They're mining something, from inside, and it's being hollowed out. These dumps appear very large."

Ω

The fleet had left, two months ago. He wouldn't get a response from it, for another two months. It had far to travel in the warp fields, before it reached its destination, and any messenger craft would take weeks, to return with any replies. Nevertheless, he had a report, from Poltan Beel. This was the second report. It was disturbing, as it wasn't the planet he had left, only decades before. Something was changing; in Sequetus, and he had no idea what.

Jaron looked at the report, and then placed it next to the one he had of Maluka. It too, was bizarre.

Ω

Pamela looked at Philip. "Do you think this will work?" she asked.

"I've no idea," responded Philip. "Here, pass this information back to Richard, over there."

They were on the one hundred and tenth floor of a building in Manhattan, New York. The island offered an excellent defense, against the other nations out there, and the buildings were easily defended.

Philip and Pamela had a theory. They believed there were similar like-nations, out there. Philip had also discovered what he termed *touch-talk*. It was in those old books, and it was a series of raised dots, imprinted into what was termed paper. It wasn't the patterned paper with horizontal black and colored patterns, but a simpler, easier and more stable form of communication. It was on some of the buildings, too. He found it when he was inside, where it was dark. He felt the walls, and the raised bumps, with his fingers; so even if it was dark, the building could talk to him.

Philip had then gone to another building, where he had found whole books of these. He had worked out how to decipher them. It was strange he thought, why people from back then, had communicated with each other, with a non-visual form of communication. He had a word for it and it was *writing*. He had worked that out. Moreover, the word was *writing*, but he called it *touch-talking*.

Philip found no other evidence of touch-talk, as he called it. Perhaps it was because, of where he was, it was so dark and non-visual, that people found it necessary to communicate by touch-talk, as they couldn't see each other, for much of the time.

Well, now Philip had worked out how to touch-talk, by making similar raised dots, on other surfaces. It wasn't easy, at first. Sometimes, people came to him, from his nation with what were also called books. However, these were usually the covers of something a lot softer, which had turned to dust centuries earlier. It seemed, that it was only touch-talk books, which had stood the test of time.

Philip had really scratched his head, when he came across a term in touch-talking, when it described what was a computer and electricity. He could never get his head around what they were.

Pamela waved her flag symbol, across from her building top, to the other buildings. The whole of Manhattan was connected, from roof to rooftop, with this defense system, so, if someone from the outside, tried to cross the water, there would be an alert, which would go across the island; fast.

Richard was seen waving the blue flag of his tribe, to the next building, and so the message went on, through the Manhattan nation.

Pamela was looking outwards and then up to the sky, when all of a sudden, a piece of sky shot down at her and exploded the flooring, which she had just moved from. She screamed and ran for cover. The concrete roof collapsed behind her. Philip wasn't far away. It was a phenomenon of their island, which in the areas where there were once people. The touch-talking called them cities.

This, from above, was death. They couldn't stay visible for very long, and if they did, they could die. This was also a blessing, from the gods, not just a curse, because anyone trying to cross the river, to get to them, was almost certainly going to die, as well.

Someone had told Philip, that in the land of the trees, this didn't happen. It was only here: in the buildings. Some of their tribe said it was to keep others away and a protection, for them. Philip wasn't so sure. It killed them, too. Maybe, it wanted all people, away from this area, which was obviously once home, to thousands. Maybe, Philip reasoned, this was still a home, and who belonged here, put the death bringers in the sky, to protect their homes, for when they returned. He could only guess.

Ω

Beel looked at his executives. "I see them, like you do. There is a continual arrival and entry into the system, of a series of ships, as if this system has some kind of superhighway traversing it. It isn't totally normal, however."

"Furthermore, sir," added an executive, "The ships' coming and leaving, are unrecognizable. They are not Federation, Outer-World or far-Outer-World, in origin. They are definitely warping in and out, though. The signs are obvious."

Beel watched one, using fast-forward, go through the model, materialize and then it traveled to Earth. It

waited there, for three days, and then traversed, using standard drives, to Venus, waited one more day, and shimmered out. "We have seen a dozen, do this. Any ideas, anyone?"

"Some appear to be blowing some kind of atmospheric phenomenon, into the atmosphere of Earth, and then leaving for Sequetus 2. Perhaps they repeat the operation, there."

ψ

INVASION FLEET

The ships had begun to shimmer back, into the physical universe.

"*Dalum System*, on the screen," called the bridge-officer, of the fleet-captain's ship. Fifteen Man-o-Wars began to appear, all around the *Templar Jiltanian* fleet.

The joint venture of the two fleets was proceeding to plan. Its commanders had rehearsed it, often enough. The *Man-o-Wars* we

re there under the guise of mercenary ships from the *far-Outer-Worlds*, not as *Boguard* ships.

The Templar Fleet comprised of *Cordukes*, only. There were no *Temple Guards*.

Already three other Man-o-Wars had entered *Palboan* Space, and were heading to the target, with three squads of *Boguard Front* crack assault personnel.

Amy looked over to *Belkron Blu*, a Corduke, who she had allowed to join her, on a previous mission. He, and Amy of *Rambus*, had one thing in common, and that was they had both lost family, under the reign of *Brandon Mirak*, who had in turn been, controlled by the mysterious group, known as the *Talkron*.

Amy was Corduke, but also Boguard. She reflected on the events of her past lifetime, the wars she fought, her capture, the *biotype* insects that had

once infected her, and what she did, to be free of them. Memories of Rambus welled up in her mind; her dead parents, and what happened to her friend *Anki*, at the hands of the *psycho-surgeons*. Her mind wandered back in time, to when she grew up on Rambus, as a teenager. It was an exciting world, and her parents were good people, trying to make the most of the harsh environment. They didn't need to die, in the way that they did. She wondered how many died like them, on the many worlds back then. Millions, she wondered, maybe billions? It was many, in the new worlds. Now, she was approaching the province that their best intelligence indicated was the nerve center of the Talkron; the heart of where all decisions were made, which caused all the dreadful events of her life.

Amy looked over and saw Belkron, watching. She knew he couldn't feel her thoughts, as he hadn't displayed that ability. However, she sometimes wondered.

He smiled. "If we are successful, what plagues you and I, will end. It will end. The cause of what sent Brandon Mirac and his psychron cult into that crazy destructive conquering, is almost before us. The cause of what forged the *Warp Drive Bank*, conquering the earlier *CCP*, thereby making the *Federation* by force, is just ahead of us."

They were still in *Jiltanian Space*. They were right at the border, of the *Palbo Sector*. They were right at the edge, of the *Kantee Province*.

Amy looked at the screen data, on her desk. She and Belkron had been studying it, for some time. In fact, since they left Jilta.

“Here was where the *Royals* used to report back, for *regeneration*. Kantee was the head planet in the sector, though now it seems that it was second, to *Palbo*. The Kantee province now had autonomous rule, meaning it wasn’t subject to Palboan politics, or governance. Its rule was self-rule, but under the protection of Greater Palbo²,” explained Belkron.

Amy accepted this and reiterated more. “The Royals were originally from the *Outer World* province, of *Talax*, imported as a race for the task of Royal rule. If it was the Talkron behind the Royals, which we found in the basements in Aqualia³ on Palbo, it may be what we also find replicated here, but on a bigger scale.”

Amy had suspected that *larger scale* might turn out, to be an understatement.

Ω

The first of the Boguard Front had slipped down, onto the planet. Their Man-o-War had quietly come in,

² **Definition: Greater Palbo:** Another term for the Palboan Empire, or Palboan Sector. *Source: Searfinders Index pp. 4,893* ◀Return

³ **Definition: Aqualia:** The southernmost frozen continent of Palbo. See the preceding book, in this book series. ◀Return

assuming an almost zero detectable position and space in time, in the physical universe⁴.

The head Man-o-War officer was Leader Valran. Their mission was to locate the Kantee seats of power of government. Find the opposition's probable defenses, and get off-planet, as soon as possible.



Approaching Kantee

There were three groups, and the squads would rotate. One would go in, get data, leave, and then debrief. Then, they would prepare to go back, to the planet again. With three groups, there was a continual

⁴ **Explanation:** The Man-o-War can assume its own perceptible size and position, because it is a life-force agreement of perception. It is the cause of that perception, instead of the affect, be it big or small. [◀Return](#)

pouring in, of data. No squad was there long enough, to have a high risk of exposure.

Kantee was a heavy water planet, with an eighty-five percent water surface.

Kantee itself only had twenty-five million inhabitants listed. Their cities were all of less than a million, the largest being *Palum*, with 850,000 people. The others on the continent of Veco ranged in sizes, from 100,000 such as Ringo, to Battel with 350,000. The planet had seven small island continents, in large oceans of water. The continental plates had floated to the equatorial regions, millions of years ago. There was also one continent, in the North Polar Region.

The Man-o-War had dropped down onto the bottom of the Manar Ocean, at night. Slowly, it had been threading its way submerged, along the Telco Trench.

The first squad of Boguard Fronts was ready for action, and anxious to get out, onto Kantee.

Ω

The Temple ships sent out many spy-scouts, into Kantee space.

Belkron Blu and Amy were at the briefing. They hadn't yet crossed over into Kantee Space, which was still actually Palboan Space. The Jiltanian ambassador to Palbo was getting his briefing now, so he would be ready to explain what was happening, in Kantee.

Ω

The Temple ships edged closer to the Kantee – Palboan demarcation line.

It was as usual a rainy wet day on Kantee, on the continent of *Veco*. Kantee normally didn't have seasons, like other planets. It had no axis tilt, and its rotation around the sun was almost uniform. Almost every day was the same. The planet's two moons caused the only variance in weather. As the moons closed in on their elliptical orbit, the rain often ceased, around the opposite side of the planet. When these two moons were in the same sky at the same time, it was an omen, of good things to come.

Miranda looked at the sky. It was a clear day, and she saw the two moons, reflected in the water. It would be a good day for hunting, she thought. Her island was up in the north, *Danelko Island*, and she desperately needed to harvest the fruit she was growing. She needed three days of constant fine weather, which was rare on Kantee, but if that occurred the trees would quickly ripen the heavily laden fruit. However, until they ripened, they would be useless, and could stay on the trees for the next six weeks and not be edible. Still, today looked like an omen, for a good harvest.

Ω

“I can feel them, and I know many of you can, also,” explained the Boguard Leader, to his own people.” He looked around and saw agreement. It was as if a mental fog was shrouding them. “I don’t know if that mental heavy weight is aimed at us, just now, or if this is normal, for this region. Nevertheless, we know that it is thick and we can’t penetrate it. What that means, is that we simply have to go along, with our plans. We can’t expect any mental contact, with outside. We have no way of knowing, if they are tracking us, and we can’t track anyone; out there. It is as if, here, our mental abilities have receded, and we have none.”

His men and women, agreed with him. One of them laughed that he was feeling very mortal, right now. Another said not to laugh, as this was how most of humanity experienced life, all the time. That thought brought them back to the purpose of what they were about to do, and why they had volunteered.

Ω

Gralgol Maximons was the most senior Talkron, on the planet Kantee. He had headed the planet’s operations, for well over eight hundred years. He had

his Planetary Council⁵ with him, at Kantee PC. The walls were white and austere, as were most Talkron bases. There were less Talkron here, than the Boguard had predicted. The Talkron knew they'd been found.

Gralgol felt it, several months back. The edges of the future agreement of time were blurring again, and the future they had mapped out for themselves, was becoming less certain. They had tried to keep the planet a mystery, keep it uninteresting, and out from the attention, of the rest of the Federation. Somehow, Kantee had become important, to someone. Some woman was involved, and they couldn't penetrate her mind.

Gralgol lamented at the decision, eight hundred years ago, before he was in charge. It was then, that their own orders came through, to repeal the monarchy, of the Federation. Gralgol argued that the monarchy had a purpose, and that it enabled them, to control the planets, and control what people did. However, it was argued against him, by more senior members of the Talkron, that the monarchy was an unnecessary ineptitude. Therefore, the Talkron withdrew the monarchy program. So here they were, now, without control into the governments, which once they so easily commanded. It was so easy to control the thoughts of one person, a monarch. However, to

⁵ **Definition: Planetary Council:** The body of Talkron that represented their kind on any of the planets, which they were part of. There was no size stipulation, of the group. *Source: Talkron Ways p. 342.* [◀Return](#)

control the thoughts of a democracy, took a lot more constant masterful ability, than they seemed to have. He wondered, if it could be done, at all.

Gralgol recalled arguing about that, back then, when they had control of most of the sectors, through their monarchs, and it was only through the actions of the Boguard, that Jilta had pulled away from their control. In addition, if they could track down the whereabouts of the Boguard, they could swing the events, totally in their favor. However, no, people within the Talkron had rights, to their own views, and to express them. *Rights*, he thought. Now look at the mess, which they were in. He found it hard, to see any future for them on the current *time track*, which they were on.

He looked at the screens above. It showed their enemies, now at their doorstep. He wondered if they would get out of this.

“Gralgol,” rumbled the group, “This isn’t the time to wander down the past. Leave that to personnel more senior. I’m sure they are remapping history now, from that past. Our job is to contain and minimize the effects, of what is happening; now.”

Gralgol received their thoughts. He knew they were right. Others would now be working out how to remap the past, through a different thread of experiences. He shrugged, as maybe he was already on the way, to being in a different time track, in a different part of the universe. Maybe someone was

remapping it, this moment. He often wondered if that had already happened.

Ω

The Kantee fleet was ready. They had enough ships, to defeat the Templar fleet. The Talkron kept telling themselves, that they were more than ready.



An inspirational photograph of space

Amy and Belkron Blu looked at each other knowingly; as they saw, the screens shimmer and the

blackness of space take on the all familiar vague dull purple, of warp drive space.

There, in the comfort of warp fields they both felt safe. It was the real physical universe, where they seemed to come constantly close, to dying.

ψ

CHAPTER 3

PALBO

While *Tubin* was not a government official of Palbo, he was very influential. The same was true, of his sister, *Akeala*. Yet, though they were dubbed the *Royalty of Palbo*, it didn't mean that they had free reign, over the planet or its space.

*Palbo City Centrum*

Tubin had recently been to Jilta, where he had been informed that there was a fleet amassing to invade Kantee, for once and for all, to put an end to the Talkron influence in the *Galaxy*. Tubin knew that it had to happen. He just didn't know how to go about getting Palboan approval, for what constitutionally, could be interpreted as an act of war.

He now sat in front of the media, answering their questions on Palbo, about this *act of war*, as they called it. Tubin had no doubt that there were still Talkron operatives amongst them, and by listening and monitoring the media, it was possible to search them out. However, that was after damage control, and right now, they had damaged the Temple cause. The headlines read: *JILTA SETTING TO ATTACK PALBOAN SPACE, AGAIN.*

People were upset and yes, their memories were short.

“Fellow Palboans. Yes, I have known of this, for some time. There is indeed a terror conspiracy against the republic of Palbo, and it comes from Kantee, the seat of the Talkron. While we thwarted the Talkron and their influence on Palbo, they still influence us, in the way we think. They are blood-suckers amongst our society, and until we sever the veins upon which they suck, they will always be amongst us, driving forward their schemes of takeover, war and conquest.”

Tubin was fairly masterful at public speaking, and he loved a crowd. “I know what is happening won’t be agreed to, by all, but it has to be done. What I went through, and what my sister went through; it cannot be experienced again, and again. This Talkron terror has to end. What we have experienced on Palbo, others have too. Those people on other planets out there, also see and want the same, as the people on Palbo. They want this Talkronic tyranny, to end.”

Tubin knew that he had their attention. “I was given an ultimatum, either clean up our own area, or it would be done, for us. Unfortunately, we don’t know who, amongst us, is with us, and who is not. Our compromised fleet needs rebuilding. The fiasco in the far-Outer-World of Sandrist; is fair evidence of that. We don’t even have a real fleet. So the best we can do is suffer the humility, indignation, and embarrassment of other sectors taking responsibility, for what we should have done, a long time ago.”

Tubin looked squarely at all those present. “Now, here is the bad news. We have almost no space fleet. The Jiltanians are right now, supporting the process of annexing the province, of Kantee. However, it is the Temple, which is going to police Kantee, and make it their own. We may, or may not, be able to believe them, but they say they intend to make Kantee an Out-World of Palbo, freer from our control. That is, similar to the *Out-Worlds of Jilta*. Kantee already has autonomous rule, even if it is small in population. We don’t have much choice. They will run it this way, for a decade. If it is free from Talkron influence, by the end of that decade, it will return to Palbo, but with its autonomous government intact. That, my friends, is the best I can work it. The treaty, ratified last night, by our own government, with the Jiltanian Templars, is to this affect. The truth is that the Kantee province was never under the control of Palbo, and now, with the help of others, it soon will be. It has been under

Talkron control since before the Federation. That will now cease.”

For the next hour, Tubin bandied questions, like a full professional diplomat. He was adamant that this was the right course. It was the only course. In addition, it freed Palbo finally from the yoke, which the Talkron had saddled on Palbo and the old Federation.

“The actual tactical movement will be that the Jiltanian fleet will stand off, from Kantee Space. It will be the Templar United Fleet, which is going into Kantee. That protects our sovereign space of Kantee. That Templar fleet has Palboan generals, captains and commanders, aboard, in command. It also has ships on loan, from Palbo and other Templar worlds. Granted, most of our ships are back-up supply ships. The point is, however, that we are there, as part of this united Templar operation, to free our sector.”

Tubin looked masterful. “No, the Jiltanians have no authority to engage any Talkron or Kantee fleet, unless a Kantee ship crosses into Jiltanian space. Nevertheless, let me make this clear. If the Talkron cross the border in any way, the Jiltanians will construe that as an act of war on them, and will respond against such ships. However, this isn’t expected to happen.”

On so it went, with public opinion beginning to back, the invasion of Kantee.

Ω

Akeala participated in the continued hunt for Talkron, in Palbo. As some of the media did come out against Tubin, Talkron agents were exposed, and detained. However, Tubin knew that the real answer to the Talkron problem, was the successful invasion of Kantee, and in the meantime in Palbo, Tubin would deal with attacks in the media, over the police action of Kantee, as it was now beginning to be called.

As part of his counter media campaign, Tubin saw Palboan troopers, regiments and any who were going to assist, in Kantee. He would visit these troops, with media in tow, before they left Palbo, for action in Kantee.

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CHAPTER 4

KANTEE
ENGAGEMENT

The first Templar ships materialized, between Talose and Planet Kantee. Six Boguard Man-o-Wars accompanied them. The remaining Man-o-Wars had their own missions, on the inhabited planets: Talose, Kendel and Palyle, of the Kantee sector.



Rendezvous at Kantee

Amy was watching, as the home Kantee fleet, shimmered into view. There were six of them; five *destroyers* and a *cruiser*. She tried to feel who was operating them, but was unable to. She couldn't sense any powerful presence.

She looked across, to the commander of her Templar cruiser. “Nothing found, as far as heavy mind presence. It would seem that they are simply provincial commanders, and they are scared.”

The fleet commander acknowledged Amy, and then looked towards his communications officer. “Inform the Man-o-War ships, to engage.”

Ω

The Man-o-War leader ship moved out from its formation, to meet the Kantee ships, front on. The Man-o-War received a warning, from the Kantee fleet.

The Man-o-War leader, named Captain Bigow, looked at the others, around him.

Unison, and unison with our fleet.

All the Boguard fleet crew was part of the unison mind. They then melded into, and with the minds, of each of their own ships, felt the power, and felt the life; emanating through their free ships.

Bigow watched, as the interior of his ship began to pulse, with his own slow heartbeat. It was rhythmical, and wanting to cooperate. On Boguard Man-o-Wars, everything was spiritual. There was nothing that didn't have its own spiritual presence, including even the floors, the walls and the beams. Every atom and molecule was imbued with life, by life. That life came from another dimension, from outside the physical universe. From the ship's inauguration date, the

Boguard were able to ascertain that the atoms and molecules of their own bodies were now also imbued with life. Therefore, their bodies aboard these Boguard ships didn't age, or even sleep, as their bodies no longer operated as typical planetside bodies⁶.

Amanda was the identity of the life-source, which permeated the Man-o-War that Bigow was operating. Captain Bigow knew that he didn't *control* his ship. That was no more real than the idea, than the ship ran him. To captain a Man-o-War, the captain had to be invited to participate in the ship, by the ship itself. They were partners, the ship and its captain. Bigow recalled his introduction to Amanda. A Man-o-War was neither male nor female, but generally, a male captain could expect his ship to act, in a feminine role, and vice versa, when a female Boguard captain partnered a ship.

The ships and their Boguard captains were one, in unison for life. It was a type of bonding ritual, and the bonds were extremely close. The captain, and the unison of mind with his or her ship was such, that a captain could send a thought and be understood, a system away, by his ship. Distance was only a

⁶ **Explanation:** While outside a Man-o-War, a humanoid body cell breaks down nutrients, and creates waste and toxin, and then goes into sleep mode, to get rid of that toxin. Aboard a Man-o-War, this no longer happens. Cells merely exist, as life, and draw from a source of life, beyond the physical universe. Toxins aren't created; so they do not need to be broken down. Sleep therefore is not needed, either. *Source: Boguard Briefing Sheet 13890 A* ◀[Return](#)

consideration, between the two life entities of captain and ship.

Amanda?

Yes, Captain? Amanda preferred to address *Bigow* by his rank as a matter of courtesy. Amanda was a *she*, meaning – she preferred the name that had been chosen for her, at the naming-ceremony⁷ of the ship. With that name, came an assumption of being and gender. The ship could reject the name, if she or he didn't like it, but this almost never happened. A lot of thought and planning went into the choice of each name. Amanda was the name of the first wife, of the first God of Jilta, and she was a very powerful god, indeed. Amanda liked her name. The captain always researched and selected the name, which he offered his ship.

Amanda, can you feel the other ships out there?

Yes, Captain. I can feel the ships and their crew. They are mixed with anger and fear.

Bigow nodded. *Yes, I can feel the crew, and the ships; specifically, what of them?*

⁷ **Definition: Naming Ceremony:** A Man-o-War received its name and was introduced to its new captain, in a ceremony, which bonded the two sentient life-forces, for a millennium or more. Once united, both ship and captain wouldn't separate; except through death. The life expectancy of a Boguard captain of a Man-o-War was almost doubled by being in such a bonding. *Source: Boguard Briefing Sheet 1799.* [◀Return](#)

The warp drives mechanism is in fear, Captain. It is in fear of the mechanism, which governs it.

Bigow looked towards the rest of the crew. *It is this fear, which concerns us. We could engage the crew and we will, to placate them. However, it is the ship itself, its warp drive mechanism, which we must disarm. Correct, Amanda?*

Yes, Captain. You deal with the life-force, who is working with cellular bodies. You know bodies, as you have one. The warp drives you will have to leave; to me.

What about the ship structure; itself?

Asked another unison set of minds, from another Man-o-War, nearby.

Amanda answered. She was the fleet ship, and had more life-force within her, than the other ships. That made her the leader, of the Man-o-Wars. In the animal world, she would have been the head wolf, in charge of her pack. Here, she was more; however, she had her pack of Man-o-Wars, to contend with.

Amanda also had access to all the Boguard knowledge and libraries aboard, and the right to use almost anything available, on the planet Yaltipia, from wherever she was in space.

She answered the question, regarding the enemy ship structures. *The ships, as with all matter, are partly composed of life, otherwise it couldn't exist, in any form. Other life*

wouldn't be able to recognize or control it, either. However, the life in matter, is a very low level of life. Few can penetrate it, to communicate with it. It is life, on the broadmatter level.

Amanda knew she was lecturing, but she also knew that she had new Boguard on their first mission. Her captain had asked her, to make sure that the crew always understood her.

Life pervades, all in the physical universe. In fact, the physical universe is nothing, but variable degrees, of life. It could be argued that broadmatter, the building block of the physical universe, itself, is the interface, between life and physical presence.

Nevertheless, the ships out there, are very low grade life and will simply fall apart on their molecular level, if destroyed, and won't interfere with the battle, or the thought process, that we are about to engage. For you; Boguard, the life, which is imbued into the Kantee ships, out there, has no more interest in what is happening around it, than your own body cells do. At that level, all that is wanted is maintenance.

So; Amanda, are you and your fellow ships ready to engage?

Yes, Captain.

Bigow felt the unison run deep, into all minds of his crew and into the ships. He could feel the touch of life, in all his ships of the fleet.

It was a curiosity that a Man-o-War captain could detect the presence of a fellow Man-o-War captain, anywhere on the same planet. Captains somehow had a mutual experience, which allowed them to detect each other, even though a million Ks away. That feeling of connection might even go as far as a system, but not beyond.

As far as command went, on a Man-o-War ship, the captain was slightly senior to the ship, but only by agreement.

Very well, Amanda, all on my command, begin your role of engagement - engage now.

Ω

“Hello, Kantee Fleet Commander. This is commander of the far-Outer-World combined fleet, Captain Bigow. Please stand down, from hostilities.”

There was no response. Bigow nodded to the communications officer, to send out the call, again. It was re-sent.

After the third time, a message returned.

“Captain, I must ask you to return. You know my position. I’m going to have to protect my province.”

Bigow looked at the others. The captain from the Kantee cruiser was sharing the message with his ship’s crew.

“Captain of Kantee Cruiser Wellum, please stand down. We are willing to discuss terms. It won’t be surrender.”

There was a pause. “Not possible,” was the reply.

“Captain, my name is Bigow. We would rather not engage, but we are like you, we have our orders. We have no desire, to vanquish your fleet, but we will go onto your planet. I would like to discuss, face-to-face, the terms, to do this.”

“Sir, with respect, I’m not an ambassador and neither are you. I cannot consider any terms possible.”

“Captain, your fleet doesn’t have to go, into combat. You will see the Templar frigates, behind us. You perhaps don’t know, how *frigates* work. Behind me is a three-pack of frigates. They will destroy your entire fleet, and you will be unlikely to, destroy even one of them. Please consider this. Your life and the life of your crew are important, to us. However, what compels us, is the greater good, which we must do on your planet, which will outweigh any loss of life to you, or your ship. Nevertheless, we would regret your loss of life and prefer it not to happen. Please, Captain, stand down, or let us discuss this, on your ship or ours.”

This thought message was sent: *Crew of Kantee fleet. To die isn't necessary. Listen to what is being offered; at least before you die, or do battle. The templar fleet isn't an invading fleet. It is a policing action. It isn't*

there to invade Kantee. It is here, as a policing action. There is a treaty now, with Palbo regards this action. It isn't an invasion of the people of Kantee. It is a policing action. Please meet, to discuss what we are here, for.

Bigow felt their minds and could feel the discussions on the ship. They were scared, as they didn't know that this thought transference, was possible.

Thought communication is possible, and we can discuss this, too. Please stand down, from hostilities. We have a treaty, to allow us to do this. It is legally binding.

Bigow smiled. The thought of a legally binding treaty, seemed to strike an accord. Yet, he could still feel some disagreements.

"Captain," came a voice, over the communicator. It was Amy, from a nearby frigate. "They have Talkron aboard. There are four of them. We need to board, using the frigates. Let Belkron Blu and I board, please. We can get past their defenses."

"Thank you, Amy of Rambus. Get ready for boarding, on my call. It will be in several minutes time," was Bigow's reply.

On another level, a further communication was happening at the same time as between the two fleets.

Hello ship. My name is Amanda. What name or identity do you want to be known by? Your ship's name is Wellum.

There was no reply.

Hello ship, my name is Amanda. Hello?

There was no reply.

Hello, my name is Amanda. Do you want to play?

Play? Loss, hurt, who? Came the reply.

Play, with me, Amanda. What loss ship?

The life that emanated from the warp drive compartment of the Kantee ship was now downloading its hurt and loss, from having been forced, into an existence of pain and torture, to serve. Amanda could feel its pain, the hate, and the naivety of the thoughts and mind, behind the capture of life, to make it conform, to warp drive theory.

Want to be free? asked Amanda.

Bigow had been feeling the conversation. He asked, *Amanda, is this ship like a seven year old child, compared to me?*

Yes, Captain.

Continue, please.

Amanda did continue, and within minutes was able to report that the mind on the other side, would resist the pain from the warp drives, and refuse to cooperate with their masters, at that level. The ship further explained it wanted to play the game, with Amanda, and would.

“Amy of Rambus, and Corduke Commander Blu, get ready for boarding,” communicated Bigow.

“Captain of the Wellum. Please don’t fire, we are sending an advance party, to board.” Bigow could feel the confusion of the captain of the other fleet. He ordered his fleet to warp out, but their ships wouldn’t obey. The same occurred, when he ordered his interceptors to attack the frigate; the Kantee ships wouldn’t allow the electrical connections to work, and release their fighting machines.

Ω

Amy stepped through the airlocks from her frigate, onto a small transport and drifted across, to the Kantee cruiser.

She now was waiting the clearance, from the shuttle pilot. “All clear and good luck!” called the Corduke.

Amy opened the door and stepped down, onto the hanger floor of the Cruiser Wellum. Behind her followed Belkron Blu. He looked around, at the surprised faces. Many had weapons. He could see their surprise was from the fact, that neither she nor he carried a weapon. Many of the troopers seeing this, lowered theirs.

Amy saw the captain standing by his first officer, and walked straight over to him. “I’m Amy, of Rambus.” A murmur went through the crew. They grew restless. She could feel it, and their minds were being stirred up in hatred, against her. Then, she felt

the easing of their minds, as tranquil thoughts came from the Amanda Man-o-War, to calm them.

Amy turned. "This is Belkron Blu."

The captain nodded. "We have heard of you, both. Blu, I believe you have been in Kantee Space, before?" The captain raised his eyebrows.

Amy looked at Blu; in surprise.

Belkron Blu then explained. "Yes, I followed and hunted down those, who were responsible for killing my wife and daughter. I needed to avenge them, as did millions of others who felt the same, after Brandon Mirak's conquest. I'm sure you know."

The captain sighed. "I have heard, and so I understand, to that degree. Does that lead you here?"

"It does," he said.

"So, you brought this Templar fleet, with this far-Outer-World... set of ships, with you too?"

Belkron straightened. "Sir, if your family had been murdered, would you not want to take out from circulation those responsible, so it wouldn't happen; to others?"

"If you mean revenge, no." The captain turned to Amy. "You are here, for the same purpose?"

"Yes, sir. You have someone on this ship, who I wish to meet." She could tell they all went blank, on this one point. It was the Talkron; was the answer she sought, from their minds. They had no idea, of the person's presence, aboard the cruiser. "Just follow us,

captain. You can see that we are unarmed. You may want to bring along some security details.”

Amy found this heavy going. There was a very strong overlying thought in their minds: kill Amy and Belkron Blu, now. Amy could further feel the minds of the Boguard, on their ships, handling each mind, on the Cruiser Wellum, to calm them; into agreement, with Amy’s request.

“Please humor me and follow, please Captain.”

Amy beckoned them, while looking at their weapons.

They decided that they would follow, half amused. Amy could feel the anger and fear of the minds, which she searched for. There were four; aboard this ship. She could feel them, and was directed, by that feeling. It was resisting her, but the more it resisted, the easier it was; to follow. It knew that it was being hunted. Amy of Rambus was coming.

After going down several corridors, and changing floors twice, they stopped, outside of a bulkhead. There was no door.

Wellum ship, Amanda here, please open this door, to play the game.

The bulkhead opened. Down another very short corridor they went. They stood opposite a second wall, with no door evident; the wall moved aside.

The captain and his executives were agape. “Put aside your weapons,” the captain instructed the security detail. “I don’t think that Amy is our real enemy. However, be on guard, for what we find.”

The next wall opened and there, in front of them, were four Talkron. Amy could feel their minds, trying to overwhelm the neuron system of the security detail, trying to get the detail's bodies, to lift their weapons and shoot Belkron Blu and Amy.

Amy stepped forward and offered her hand. "You have been found, and are now under judicial arrest in the name of the *Templar Police Action, Treaty 4567 with Palbo*.

The captain stared at these four. He had no idea that they were there, but kept mute. He wanted to see how this played.

The head Talkron pulled out a knife. "Better dead!" he cried, as he lunged at Amy.

Belkron Blue held up his hand, to prevent the security detail, from becoming involved. He motioned to the captain, to stand back, behind his detail. He and Amy would subjugate these four; alone. That was their job.

Amy dodged the knife, grabbed the Talkron's arm, and hauled it over her shoulder. He fell, but slashed at her, caught her right wrist, and slashed again. This time he cut her face.

Again, Belkron motioned with his hand, towards the security detail. They froze.

He then held his hand up, to the other three Talkron. "Don't move."

Amy felt the pain, and a smile came over her face. She reveled in it. Her mind went cloudy and she thrust

the heel of her palm at the Talkon's nose, breaking the bone. Then, she lunged, with two right hand fingers going into his eyes. As he fell, she kicked him in the head. The knife scattered. She lunged at it. She could feel his mind calling for help. She slashed at his right knee, then cut the tendon on his left leg, followed by the tendon on his right arm; his knife arm. She felt his mind, begging.

Help me, help me, please. Anyone.

In here, she thought.



Amy of Rambus, in fight mode

Thank you.

His body went limp.

Amy looked up, at the others, with her knife, in hand. She lunged and cut three fingers off one of the Talkron, while Belkron Blue broke both arms, of the others. In moments, those bodies went limp.

The captain looked, around at his men. He swallowed. "Take these people, the ones almost dead, to the medical bays, and keep a heavy armed guard on them and contact me, when they awake. You two security personnel, investigate this apartment here, find out how and why it isn't on the ship's plans, and get a report to me on whatever you find; within the next hour.

"Madam, Amy. I have heard of you, but who are you really?" asked the captain.

Belkron looked over to the captain, with a wry smile. "She is the *Goddess of War*. She is on your side, Captain, and those of Kantee. On your world, are entire colonies like this hidden compartment, and they need to be found. That is why we are here. They run your planet, like these three here, were trying to run you."

The captain was feeling better. He now had more clarity, of thought. It was as if a weight had lifted, from his shoulders. He looked around and somehow, felt freer.

Over the next hour, the captain had three more from the Man-o-Wars, come board. They wanted to

see the Warp Drives. Amy asked that this be permitted.

For the next five hours, the bodies of the Talkron were tended. They didn't wake up, though their wounds were healing.

The life-force in the Warp Drive compartment was freed from what controlled it. The governor part, that impelled pain on it, was disengaged. There was freedom; for Wellum.

Good-bye, Amanda, came the thought to the Man-o-War.



Freeing the life in the warp drives

Good-bye, Wellum.

It was shortly after this, that the captain of the Kantee fleet was informed, that his ship no longer had warp drive capability. As his whole fleet was being converted, he was told that his fleet could still operate within Kantee province, with its standard quantum drives.

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PLANETSIDE

The leading Talkron on Kantee, looked around at the others, and the holograms of those Talkron, elsewhere in the galaxy, who were also at this meeting. He was obviously disturbed.

What do you mean you lost them, and they vanished? He retorted.

A thought came back: *They were fighting. They were exposed by Cordukes, and then, a Corduke invading party surrounded them.*

Haah! That invading party was an old man, bitter about the past, and some old woman. Just what happened?

They played the memory records⁸, again. These records were the recordings, of what the bodies of the Talkron were experiencing. Their bodies had special micro receivers intertwined in their eye nerves, and all other senses.

All the senior Talkron were watching. They could see the staff of the cruiser plain enough. The Talkron

⁸ **DEFINITION: Memory Records:** The term given to the recordings made from the memory of the bodies, which record the mission, from the rebirthing chambers. Memories are a sheet of energy, created by the life source. The recordings are sheets of energy, imprinted on broadmatter, by the physical universe. *Searfinders Index: Talkron Ways, Vol 1 p. 383.*

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understood how the Talkron in the presence of Boguard couldn't so easily influence the cruiser crew.

That still doesn't explain why the ship didn't respond. It cooperated with the Templars.

It did.

Hmmm, so what happened to our command there? quipped the leader.

The recordings continued.

Here, we see the pain, being inflicted on their bodies. The cutting of the tendons. We hear a huge cry for help. Then the connection from our people goes blank.

Who was this woman?

Just an old woman, responded a junior.

No! Not just an old woman. Get me visual recognition.

The male is Belkron Blu, a male Corduke, and he really is a nobody.

The woman, now!! Who?

There was silence, for a minute. There was waiting, but no patience. Then a shaky thought came: *Amy... of... Rambus...*

The leader looked at her image. *Goddess of so-called war.* He swallowed. "I know of her. I initiated the Rambus pirate fleet back then."

"Where is she; now?" he asked, not realizing, that he had slipped into speech.

We don't know, sir. She was never recorded, as leaving the ship.

The leader looked over. The desks shook and the walls seemed to lose their solid looking agreement.

“The ship won’t answer us. It is operating, purely on mechanical agreement. It is only doing what it is programmed to do, and they have reprogrammed it.”

So! Where is she? The leader seemed to want to kill someone.

We aren’t sure, sir. A dozen shuttles have come onto the planet since; from the Cruiser Wellum, and other vessels.

The recordings of the craft that left the Wellum were replayed; next.

Ω

There were three Man-o-Wars in the ocean trenches, on the planet. They were slowly making their way, along the bottom of the ocean, to the ports. The satellites of Kantee had all gone out simultaneously, as though, by agreement. The planet was now only accessing, wire and light-fiber communication transmissions. The Templar reasoning was that when there was less communication available, there would be less likelihood, of mass reactions and uprisings. Thus, the satellites had been temporarily decommissioned.

After a Kantee day, the first of the Boguard Front squads had surfaced. They were making for the center of a city, to reconnoiter the feel of the population.

Kantee had been a mystery, for centuries. It wasn't a tourist destination, it traded little, if at all, and it had no cultural history. It avoided calls to record its history. In the mind of the Santonia Galaxy, it almost didn't exist, and almost nothing was known about it.

On the second day, the Boguard Fronts were rotating with one another, on and off the planet, and data was constantly arriving back at the fleet.

There were three likely places, which could host a well-armed Talkron base. They were the *Arak Mountains*, *Galank* and *Palum*. The Templar frigates and Man-o-Wars above, had scoured the planet, and found nothing, which resembled anything like rebirthing chambers, or Royal regeneration chambers.

Amy looked at the fleet captain. "It doesn't have to be a big complex."

"Big or small, it would still leave a recorded trail, which we could follow, but there's no trail."

Amy accepted what the captain had to say. "It is, however, there," was all she added.

After the all clear, from the Boguard Fronts, teams went down, onto the planet. There was still no result after a week. Moreover, the local planetary government had been very accommodating, to all the attention. It didn't resent it all, and cooperated fully.

Ω

“What if we were wrong?” asked the captain. “We are only as good, as all our prior intelligence.”



Kantee southern landscape

Amy shook her head. She knew what she knew, and she had the message, from Grunn very clear in her mind. The Talkron were in or on Kantee. She looked back, into her memory. She then asked Grunn and his *friends*. She had them all, now. Their bodies would tell. The weakest body of the four was already blabbering like a baby, but he was too junior, to know anything of the presence, of rebirthing chambers, or regeneration sites.

Ω

Another week went by, and the missions onto the planet still found nothing. The waters and the mountains had been seismically mapped, with deep low-wave radio penetration. They showed no hidden chambers. There were no clues.

Amy and Belkron were back, aboard a frigate. They were going over the maps and then the moons. They could see no anomalies.

Belkron asked, "That moon, Luna 2. It has a volume of one tenth of the planet, yet its mass is about a hundredth. Why?"

Amy looked carefully, at the moon; then at the fleet captain, and back to Belkron. "Hollow?" she asked.

Belkron Blu shrugged. "Our seismic checks don't penetrate, that far down. There has been no evidence of mining, so our investigators left it."

Amy laughed. "Of course. It makes sense. It isn't Kantee the planet, but Kantee the province, where they are.

"Captain, pull them all back. It is Lunar 2," Amy called. "They are in Lunar 2. The entire operation is in Luna 2."

Ω

The leader of the Talkron looked at the others.

*What do we do, if she stops us from dying?
What do we do, stay inside her psyche for*

eternity? What do we do, if she stops us from dying? quipped a staff member.

Maybe we should die now, while we have a chance, before she gets here, thought another staff.

The head Talkron lamented. *How brave you all were, when you were on top. Now that one old woman is coming, you become cowards. You have no shame. We will fight here, and fight them, as expected. Moreover, if we commit ourselves to an eternity of pain, that is no less, than what we have done, to our own enemies in the past. Be brave, my people. Be brave. Your test of you is at hand. Be thankful, that you have this opportunity, to show yourself, who you really are.*

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CHAPTER 6

LUNA 2

Amy was getting that nervous feeling. There was no evidence that the moon's crust had any depth, at all. There were no mysterious caves, no deep holes. It was so perfect; a surface with only a few ridges, peaks and shallow craters. The lunarscape was now crawling with Boguard and Cordukes; in *life-suits*.



Luna 2 surface

Amy looked at Belkron Blu. She could see his illuminated face, clearly behind the helmet. "Can you feel it? I can."

"Yes, but I can't locate it," he replied.

Amy called up, to her counterpart, in the nearest Man-o-War. "Captain Bigow. We can't find any vessels

or structures, but try the moon itself. The moon was put here, and isn't native to this planet. It is older than Kantee. I would bet this moon is the vessel itself, for which we have been searching."

She viewed Bigow, on her view monitor to her right, inside her helmet. "Onto it. Back to you soon, Ma'am."

Amanda, you got that?

Yes captain. She is correct. I can pick up a life-force, under the crust of Luna 2. It has its own warp drive system, and is now being activated.

As soon as Bigow understood that thought, the lunar surface and all on it, begin to shimmer. The moon, Luna 2, then vanished, from the universe.

Bigow raised the alert. This is what they were looking for. They had their quarry and it had just warped out.

Bigow was now getting calls, from other frantic Man-o-Wars and Templar frigates. There were survivors, floating in space!

Bigow quickly sent out an announcement. "Attention, all craft. The Luna 2 surface and all on and in it, have gone into warp fields. To our knowledge, Luna 2 isn't powered. All craft and personnel are being recalled from its orbit, and are to be positioned, beyond a mandatory 10,000 K line from its future orbiting position."

Bigow watched where the moon had been. "Should it warp back into space, we don't want any craft or persons, to be there. Everyone and every craft leave now. There will be a small detail of rescue craft, for those who got away, off the moon's surface."

Ω

Amy looked around; the surface was beginning to shimmer. She saw others see it, also. The others had let go and were jettisoning, off from the surface. Amy looked at Belkron. She grabbed a huge rock and held onto it tight.

"You are mad!" he called.

She grinned. "Yes," she shrieked, defiantly.

"Insane," Belkron cried, who now was also holding a large rock, watching overhead as the stars began to shimmer, then, the blackness of space became replaced, by a deep purple.

He looked at the surface. "How far can we leap before we leave the warp field? I have never heard of anyone doing this before."

"Never?" she responded with some delight in her voice.

"No idea," he further answered looking overhead. "I suggest you then keep your *powerdown boots* on maximum."

Ω

Did it work? Asked one Talkron, to the group.

“We aren’t aware of any breach. I can’t imagine anyone exposing themselves, to the vacant warp fields. That would be ludicrous.” Gralgol had broken into speech again.

“That would be insane,” responded another as he looked around, at the others. The images of the holograms that were from the Talkron in other sectors had vanished the instant the moon broke, for warp fields. The Talkron on Luna 2 of Kantee knew they were now alone.

Ω

Amy let go of her rock. She had weighed almost nothing before, but without the full agreement of the physical universe, it was even harder, to conjure up some gravity.

Belkron adjusted his boots to the maximum, and they were barely able to prevent him, from floating away.

Amy looked around. There was an edge to her voice. “We have only five hours of air, so I’m beginning to think this may not have been one of my best ideas.”

“Thank you for the confession, but what do we do now?” Belkron was still looking overhead, as though expecting a return, to the physical universe.

“I suppose waiting isn’t an ideal option. Logically, if we are going to die, at least let us do it, searching. The other option is just sitting, and hoping they warp back, and we make it back to our ship, in time. That last option seems a bit hare-brained, to me.”

Belkron laughed. “If they warped out, it was to get us off their rock. They won’t return, at least until enough time has passed, so that we would have used all the oxygen, in our tanks and any reserve tanks. By the way, do you have any reserve?” he asked.

Amy shook her head.

Belkron nodded. “I have a large one, so we can share it, when the time comes. Let’s get searching. What areas were left to look over, before we went into warp fields?”

Over the next two hours, they looked for craters and holes that didn’t seem to exist. The lunar surface was relatively smooth, with a few impressions and occasional rocks and ridges.

“Their entrance has to be here; somewhere.” Amy said, her voice partially muffled, by her breathing. She was getting tired and weaker.

Belkron connected up her tank with his, and pressed the equalize valve, for the two tanks. He also had pure oxygen in another small tank, and put some of that, into her tank.

Belkron was pure Kangas Squad, and prepared for the worst, always. His lifesuit was equipped, with additional reserve, and oxygen tanks, extra lifeline,

additional twine, and even a second microphone. He also had grenades, attached to his legs, two guns on his arms, an additional torch and battery on his helmet. "Prepare for the worst, and may that worst meet you in *Halz*," he said as he grinned. That was the *Kangas Squad* motto, and he emulated it, exactly the way a Corduke should.

Amy breathed deeply, and looked at Belkron, realizing he was a very good man, and just as tormented, as she was. "You know, if we die here, and we will not, I'll be happy, and do you know why?" she asked.

Belkron shook his head.

"Because I've known a good man who thinks like I do. You are the first. I appreciate that."

Belkron smiled. "Maybe you and I are a duality. If so, I hope we die together, so that in our next lives, we can continue our fight; together. It has been fun, Amy of Rambus, even if a bit morbid; at times. You have given me purpose, *Miss Goddess of War, from Halz*."

Amy reached out, to put her glove on his padded arm. She smiled. "Me too, Belkron." She looked out, to see the shimmering purple above them. They were in their own world, their own space. They were in the space, of whatever life form resided, or was captured by Luna 2.

Amy put her hand out, to feel the rock. She looked at Belkron. "We are running out of air."

“Yes. We’ve about twenty minutes left, with the reserve between us. Do you want to keep searching?”

“No,” said Amy. I think this is enough. I’ve been trying to free life, free the tormented abomination, residing in those warp drives. I don’t know what you know. However, there is life in all this, all these rocks. I only wish I had more time to free it, and share that knowledge, with you.”

“I’m not sure I understand, Lady Amy, but you are a good person too.”

Just then a thought came: *Play?*

Amy looked at Belkron. He had felt it too.

Play? Came the thought.

Amy recognized it. *Yes. Me Amy. Who you?*

Amy shared the thought process with Belkron, and held up her hand, to indicate for him not to say a thing. He stood back and watched.

Me moon, Amy. Play?

Yes moon. I play and Belkron play.

Play now?

Yes. Let us inside and we play now.

Amy got a concept in her mind; of how to find the entrance. She stood, and pointed. She and Belkron started to walk.

How long here, moon?

Million, maybe.

Years?

Not sure; years.

Amy was up, and they were walking. After seven minutes, of lumbering over the surface, they came across a pile of boulders. They had looked at them; before. *You bring us here before, moon?*

Yes. But you no pay attention, then. You too busy; looking.

Amy recalled their frantic search, back then and the fleeting thought, which had crossed her mind that she may have been looking, for a hidden door. She had even gotten a mental image of what the door had looked like, and she had ignored it.

Amy sent back response of honest regret. *Sorry moon.*

Play now? Came the reply.

What you like to play? Catch Talkron? Amy asked.

Amy could feel the agreement of the moon's mind, to that thought, and she shared it with Belkron.

Yes, came the precise answer. The rocks began to float, away from the surface. Soon, a door revealed itself. A silver pad was there, with press buttons. Amy got the numbers in her mind, and pressed them. A hatch began to open, and then they stepped down inside. They pressed another series of numbers on another pad, and the hatch closed, behind them. The compartment they were in, filled with oxygenated air, the next door opened, and in front of them was a well lit corridor. The door behind them, closed.

Thank you moon.

Belkron added in thought, *Thank, you moon.*

Who is he?

A friend who wants to play with Talkron like me.

Oh...goody.

Another door opened, and seen at the end of that corridor, was an elevator.

Yes? asked Amy.

Yes Amy. Talkron and play.

How many, to play with? Asked Amy.

One hundred, maybe two.

Amy swallowed. She looked at Belkron.

You help us moon?

Maybe?

After, we will give you freedom, if you help.

What freedom?

Bigger, more fun game, to play.

Hmmmm nice. Like you?

Yes.

Want to go back to now; before game?

Amy nodded. *Back to physical universe.*

Good. Let's play.



Amy was given the mental images, of the pain that moon was about to receive, from the Talkron, for disobeying their commands, to stay in warp fields. Amy understood pain and showed moon some of her own.

“Moon is now in pain, a lot of pain,” she said, to Belkron. “We are back in the physical universe. So; let’s play.”

“Let’s play then,” Belkron responded, as though lifting up his resolve. “A hundred of those *ballards* are enough play; for me. Play is better; than dying, outside. Just promise me, Amy, if we get cornered, we end each other’s life, so we don’t get captured, to become one of their implanted toys.”

Amy nodded.

Play, came the moon’s instruction.

ψ

INSIDE LUNA 2

Inside? Not possible. They can't be.

*Sir, they are, and... We have warped back
and ...*

Gralgol looked at the hologram of their lunar craft; it was correct. Images of space, around their moon were appearing. They had reappeared; back in the physical universe.

That's never happened before, Gralgol thought to his companions.

"Never before," replied one of his staff.

Not possible, another Talkron staff interjected.

There was agreement amongst them, that what had happened wasn't possible, not real, and that the phenomenon of them being attacked this way, being boarded, having their warp fields overridden, wasn't feasible. The current future path was just something, which they had to disagree harder with. They needed to disagree harder, and it would all go away. They were certain, of it.

The elevator doors opened. Amy and Belkron stepped out in front of the senior Talkron. They were very much there. Very real, and to the Talkron, they appeared very solid and factual.

Amy and Belkron looked at their adversaries. At least fifty Talkron were seated and standing; before them. Their thoughts were all aimed; at Amy. She could feel their hate. She smiled at them. She reveled in their hate. She stepped slowly forward, and could feel their loathing, turn into fear.

“How...?” asked Gralgol, obviously the leader.

Amy stared at their pure white uniforms. She looked around, at them. They were mostly men, but with a few women. They were generally tall, with a pale complexion, and pale colored hair. *Blonde*, she recalled some people having once described it from Sandrist. She thought they were slightly different to the rest of the galaxy, but not overly so, and could still pass, within the Federation.

She stepped forward. She could feel their minds aiming at her, trying to lift her from the ground. It didn't work. She also felt them try to restrict her throat. Again, it didn't work. “Your moon just decided to open up and help us, as we were stranded, there. You need to be more careful, with what you do, with your rocks.”

Gralgol pulled out a gun. He had prepared for this. The other Talkron were not armed, other than with their minds. Gralgol wasn't so naive. As his finger started to squeeze on the trigger, a seat broke loose, from the floor. It flew through the air, hitting him, cracking his skull. He fell.

Play?

The other Talkron looked terrified. They heard it too. Other seats began to unfix, from their positions. The Talkron began to elevate, off the floor. They all started to swirl around, like a whirlpool of Talkron, chairs and tables. Somehow, the maelstrom always missed, both Amy and Belkron.

The Talkron were hitting each other, flying past and crashing into walls, breaking bones, limbs and skulls.

Play, came the thought, to the Talkron. It wasn't a question, anymore. It was an order. The Talkron didn't get up.

Play was the order; repeated.

They now broken, thought Amy. She looked around as only one or two were moaning, and the others dead.

Oh. Moon do bad?

Amy laughed. *No. You play, like me, with Talkron. Good play.*

Just then, the elevator door opened and more Talkron lurched out, with lasers in hand. They shot at Amy, who dived sideways. It seemed as though she was in slow motion. She hit her left arm, against a chair. It hurt. She was getting too old for this, she muttered to herself. Her flesh hurt.

She looked up, and the newer Talkron were now also being swept, into the maelstrom and being crushed into pulp, mixed with blood.

Amy looked around, and stood. Belkron nodded to her. "This game is over. What's next?"

Moon?

Yes, Amy?

Where others kept; in storage?

Ahh, friends, you mean?

Yes.

A light winked on, in a far corridor.

Amy motioned, for Belkron to follow her.

Ω

They bounded, to where they felt the rebirthing chambers were. These would be what the Royals used to refer to, as their rejuvenation center.



To the rebirthing chambers

Talkron rushed out from the corridors. Moon was sending instructions to the Talkron security section, to send all people to the command center. *"A single rogue body has broken loose from a rebirthing chamber, and needs to be recaptured."*

For the Talkron, this happened occasionally, and was good sport. It broke the monotony, so they came, and experienced death as the others did in the maelstrom.

Amy and Belkron had left the dead Talkron and headed further below.

Soon, Amy and Belkron were down inside Luna 2, Ks underground. The door opened. Amy stepped out first, and stood wide-eyed. An enormous cavern had opened up, perhaps 15 Ks wide. It was dark, but not totally. She could see vague shapes into the distance.

Light, came Moon's thought.

Amy looked overhead and there came light. She could see tens of thousands, maybe hundreds of thousands of baths, like the ones on Palbo. The magnitude was enormous; Amy was dumbstruck.

ψ

CHAPTER 8

ROYAL
OPERATION

Over the far side, was an enclosure. Amy could see more Talkron; inside. She watched below, as huge rows of bodies upon bodies, fed upon great amounts of low pressure protein-mix, which ran through tubes.

Belkron studied the floor plans, transmitted by Moon through his visor imaging. He was interpreting them for Amy. "It seems that the food, air and water comes from the planet Kantee, by shuttle. Plus, the sedatives, which they use in the mix, to keep the bodies from waking."

Amy nodded. "Look for the life-sources. The bodies are just the husks, to hold the form of life. Look for anything, which may be being used, to start life."

Belkron had no idea what he was looking for, but he looked, anyway.

Amy and Belkron hadn't been noticed yet. The canyon was huge. They could see alarms going, but no one suspected they might have had intruders inside, where they were.

Where friends? Asked Amy.

A light went on, about five Ks away.

At that point, Amy and Belkron started to lift, from the *ground*.

“Don’t fight it, or her, Belkron. Let her show us, what is happening. There is almost zero gravity, down here. She will take us.”

Belkron simply nodded. He turned off his powerdown boots.

Amy and Belkron both went past the windows of the Talkron. They could see there was commotion inside and that still, no one had noticed them.

Ω

“Captain, Luna 2 is back. No sign of Amy or Blu.”

“Thank you, and keep scanning, communications officer.”

Amanda?

Yes, Captain?

Please can you...?

Already have her, Captain. She calls herself Moon. She wants to play.

Play? asked the captain.

Yes. She has Amy and Blu with her inside Luna 2. They are fine. I can see them. They are near the center going deeper, into where the chambers are.

Play? The captain asked again.

Yes, Captain. Play with the Talkron; she calls it. Amanda shared the images of the dead Talkron and the others, in severe pain.

Tell her, yes. We can play.

“Boarding parties go, go. Amy of Rambus is deep inside. Talkron are down, and dying.” He sighed; little changes, around that woman.

Play, came the communication to him from the moon.

It wasn't a question. The captain felt slight fear.

Yes. Play, and freedom.

Play bigger game?

Yes.

Amanda?

Yes, Captain?

Can you free her?

Yes, but I'll need to take over the support facilities of Luna 2 first. Amanda showed him the support needed, and all the bodies, lying in their electronic baths.

Okay, do it, and free moon, please, and take over their support facilities.

Ω

Moon soon found herself outside from the surface of Luna 2. She looked at the rocky surface, and then to the ships floating overhead. She looked at the planet Kantee. She then remembered where she came from, before she had ventured into the physical universe, before being trapped by the Talkron. She had that place located in her mind now.

Good-bye, Amy. Good-bye Belkron Blu. Am leaving to play a bigger game.

Amy smiled. *Remember us, and warn others, about the traps.*

With that, Moon was gone.

Amy? It was Amanda.

Yes, Amanda?

Moon is gone. I'm sad.

So am I.

I thought, we could be friends.

Amy understood. *Me too. Amanda, we could be friends, you and I. I'm not a captain, but I can be a friend.*

Hmmm. Like.

Ω

Amy glided around the bodies. She and Belkron were now in a lower alcove. It seemed to hum and emit a field, of static electricity. Amy's hair began to stand out, on end. Something attracted them. There were no windows to this room, only a single door. They stood there, on the outside, looking in. It slowly opened. They entered.

The room was about two hundred pacs, across. There was no gravity, and they must have been very close, to the center of the moon. They floated to the other side, to another door. It was partly open. With a slight push, they floated their way through.

Amy steadied herself, and turned on her powerdown boots. Belkron did the same. They just gawked and looked across the opening, and then back,

at each other. There were many series of drawers, lots of them, hundreds of thousands of them. Amy slowly hopped over to the nearest drawer set, and carefully pulled it open. Light lit up her face, from inside the drawer.

"It is a series of small electronic baths, but life forms aren't in there," she said.

"Over here," called Belkron. He motioned her to a window. Beyond the window, was a sub-zero frosted room, with rows and rows of small electric arcs, carefully held in static animation, by an electric field and zero gravity.

Here? asked Amy.

Here, answered Amanda.

Belkron was looking through the window, puzzled. He shrugged.

Amy saw his wonderment, so explained what she understood, about it. "A life-force can be hypnotized, into agreeing to be stuck, in an electric arc. It sounds stupid, but it can. Then, the arc can be moved and transported around at will, by anyone."

"So; what is the point?" asked Belkron.

"If needed, such arc can be turned off, on a planet. Then, depending on what the implanted command was, which was given to the life-force before it was stuck there, it will, most likely, start to populate a planet. It could also return to its home planet, if that was what it had been hypnotically impelled to do."



Amy at the rebirthing controls

“What about here?” he asked.

“In this case, I believe we might have our original entire Royal line up; from Talax.” Amy looked over and saw sheets of data on screens, now rolling down.

Amanda was giving them plenty of information, having cracked the Talkron code and language.

Amy turned. There was shooting and a commotion, coming from the other side of the small canyon they had come through, about a K away.

“It is Cordukes, accompanied by Boguard,” explained Amy, to Belkron. “They are being attacked by the Talkron, but protected by Amanda, who is diverting the fire from the Talkron weapons. The Talkron are falling back, in response.”

Amy returned her gaze, to the cubicles and drawers of arcs. “We need to work on this.”

ψ

WHAT WHO NOW?

Belkron Blu stood, at the edge of the cabinets that held the small arc spheres. He could see each tray held two hundred spheres. The positions of each arc sphere was numbered. He looked up at Amy.

“What now, if these are, what you say?” he asked.

She shrugged. “I have no idea how to match an arc with a body, or, if there is even some ritual.”

Amy looked at them. The arcs seemed to be situated, in a very thin plastic bubble, spinning, with a low fragmented light radiating from it.

Amy reached out to touch one, the bubble burst and the arc of light expanded out, thinned and then vanished. A warm sensation went up Amy’s arm, and a small brush of wind seemed to pass by her face.

Other Cordukes had found them and their room. They began to gather around. The fighting had finished elsewhere. One Corduke tried to explain what he thought, and where the trays should go. Another pointed to the controls, and suggested turning down the temperature, first. Amy shook her head and backed away, wondering.

There was suddenly more shouting close by, and Amy turned, to see three Talkron bounding over waving

their arms, yelling, to get away from the trays. The Cordukes backed off. Belkron looked over, at Amy.

Before anything was said, a Talkron had shot two of the Cordukes, one dead, the other injured. The surprise attack shocked all. The other Talkron had willed two more Cordukes, to rise from the ground, against the gravity force of their powerdown boots. Finally, the third had launched herself, like a projectile, body first, into the bench and wall with the arc spheres.

Amy could feel her intention to heat and smash. Before she could yell, the female Talkron had collided with the wall, and fired three laser heat shots, into the cabinets. The *niloglass* shattered, and heat began to enter therein. It happened in seconds.

The Boguard tried physically to restrain the woman. As she was aiming, to take another shot at a Corduke, part of her skull blew away.

The Talkron's skull fragments and brain matter disbursed out, over the room. Amy stepped over and let go of her weapon, over the dead Talkron body. The gun just stayed there in space; stationary in zero gravity.

Amy looked into the cabinet. The arcs were diminishing in strength, with less light.

Belkron looked at her. She looked back at him sideways. The light was getting less. One of the Boguard began to turn up the controls.

Amy put a hand on his arm. "Let it go. This is what we came for. Let it go."

The spheres collapsed, the arcs pushed out and vanished.

Amy thought she felt something, brush past her face again. Then another, and another. Soon, it was as though the air-conditioning was on overload, with small gusts of air, moving from the cabinet.

Amy, Belkron and the others, stepped back. The cabinet began to vibrate, groan, and rumble. It then smashed completely; shattered, and the tens of thousands of spheres fell out, to drift in the air, bouncing and bursting slowly, onto the walls.

The Cordukes and Boguard stepped back, further.

Amy looked out, over the tens of thousands of bodies and wondered how many cabinets there were. How many captured here, she wondered. She turned. "Captain. Open the cabinets, open them all, and let happen, what will. It is beyond our control. Just free the life within, and stand back."

"Good idea," responded Bigow, who had arrived a moment ago. He stepped in, from behind. He looked over to other Boguard in other enclosed rooms, transferring the same instruction.

Captain? It was Amanda.

Yes Amanda?

I have the controls fully understood now. I can do it correctly.

Thank you Amanda. Proceed.

Bigow stood back. He beckoned others to fall away from the cabinets, which were to the rear. He

spoke into the air, knowing that Amanda would relay his verbal command, to all ships and all forces in Luna 2. "All Boguard and Cordukes are to stand down from the cabinets, containing the arcing spheres. We are going to do a controlled closedown, from here. Stand back, and don't get in the way of the life-force, that is about to release out."

He gave the mental thought of congratulations, to Amy. They could hear the crash of some of the niloglass stands, as they shattered. Some of the drawers hadn't opened, after the power went off, and the cabinets simply burst, and the drawers scattered.

Amy began to slowly bound out of the room awkwardly, with her powerdowns. She was on her way, to the bodies in the electronic baths. "Captain. These lines here, they are connected to the bodies, and they have certain drugs being fed, to keep the bodies unconscious. The electronic baths the bodies lie in, keep them stimulated, but their temperatures are actually kept at half a degree, below the freezing of water."

Bigow nodded. *Correct. The low temperature is to keep the bodies from accidentally waking, and to slow down their aging, to about one percent. We need to raise the temperature of the bodies now, but only after the bodies have safely withdrawn from the hypnotic drugs to which they have become associated.*

Amy looked at Belkron. "The bodies are kept below zero, to allow the body to live, five thousand years, or more..."

"For what reason?" asked Belkron.

"If the bodies die, the Talkron have to awaken the life-force of the Royals, and dehypnotize them, to take a new body, and start the process; again. It is a much easier, to simply prolong the life of the bodies in the rebirthing chambers, by lowering the temperature to below zero. The body doesn't die. It is given pain killers, so it doesn't feel the effects of the cold."

"You said others, than just Royals. Who?" asked Belkron.

Amanda, who else is here, than just Royals? Rebels, and those, who have opposed the Talkron.

Amy understood. She turned to Belkron. "Rebels and those who opposed the Talkron cause, and that includes those who opposed Brandon Mirac, or who opposed the psychosurgeons. Amanda tells me there are even some old Boguard here, who had disappeared."

They were by the lines of bodies now.

Belkron nodded. "Makes sense," he said. He lifted an eyelid of one of the bodies. "What kinds of drugs are used to do this? Where do they come from?"

Amy looked around. *Amanda?*

From Sequetus 3, Amy.

Thank you. Amy shared the data with Belkron. “It has the best planet conditions, in which to manufacture these kinds of drugs, and possibly many bodies may have even been groomed, over millennia, to be the total affect of those drugs. However, that is just purely speculation, by me.”

Belkron turned to her. “Before Torren came, in their twentieth century, drugs were a major export from the planet. They were hauled off, by the freighter load. I wonder if they were designed for institutions, like these?”

Amy stared out, over the rows of unconscious bodies. There were hundreds of thousands. She nodded. “It is possible, that was one of the roles of Earth. I often wonder how much of their operation, Goren Torren interrupted, when he went to Sequetus 3.”

Belkron stood and straightened. He looked out, over the fields of bodies. He wondered how many other stations were operating, like this. “Rebels,” he wondered aloud. “How many Cordukes are here, in those trays, do you think?”

ψ

REHABILITATION

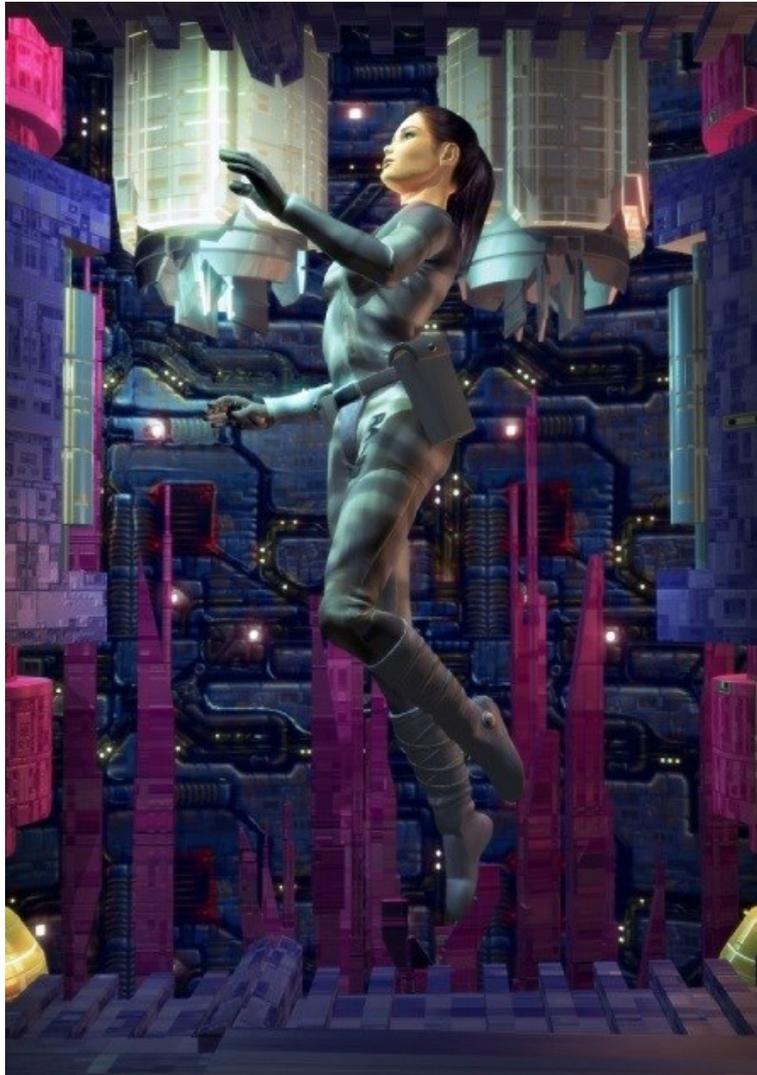
The media on Palbo were being transmitted the data and pictures, which were coming off from planet Kantee. There was horror; all through the media.

Akeala was quickly sent to Kantee, to oversee what was then dubbed the *Royal Recovery Program*. Others were also there from the Cordukes. However, mostly it was a Boguard operation, overseeing the on-moon recovery.

Akeala saw the trays, the sphere making machines, the machines that pulled life into them, from the ethereal nothingness of space. She saw the lights and imagery, used to hypnotize life into being submissive, into being compelled, into the position in the trays, where the mild electric current surrounded it.

Akeala helped the first bodies, as they opened their eyes, partially detoxify, from being in a millennium, long drug induced frozen stupor. She helped them reorient themselves. She brought entire teams in, from many sectors, to bring the Royals down, to the surface of Kantee. Once down there, they had to be slowly oriented, to their current status, in makeshift hospitals and rehabilitation centers. The teams; brought in from Jilta to Sandrist and elsewhere, didn't

have any inkling of how to detoxify such damaged bodies. Akeala oversaw much of this, with little sleep.



Akeala in Luna 2

For over two months, Akeala had been sending news to Palbo, that the Royals had been found, their bodies frozen in time, within the second moon on Kantee. It was a crazed Talkron drug experiment.

Akeala showed how the station worked, and what the Talkron had been doing. She showed the rehabilitation centers on Kantee, and the progress they were making.

After the two months, Akeala returned to Palbo.

Akeala was hailed as the only true Royal of Palbo, and a heroine, of no parallel.

Political acquaintances quietly asked Akeala, to engage in discussions with Jilta and the Temple, about the future of Kantee. The belief in Palbo was that Kantee shouldn't go under the autonomous control of Jilta, or the Temple, but should remain with Palbo, and under Palboan leadership. The reason being, that Kantee itself, as a planet or a population, had done nothing wrong, to compromise itself. Akeala agreed with this reasoning, and so took up the cause. She was Palboan to the core.

Akeala further reasoned, that if Jilta really wanted the moon of Kantee, it was welcome to it, and welcome even to take it with them, and put around Jilta. As for the planet Kantee, it must stay with Palbo.

Akeala also explained to the ambassador of Jilta, that the planet did have its problems, and part of the problem was the autonomy of the planet. Neglect of Kantee had been a main problem cause. However, with the help of Jilta and the other worlds, Kantee could be made a stronger and a more prosperous world, but under Palbo.

The Palboan public loved Akeala. She was a diplomat, and very brave to take on, an entire fleet

from Palbo, when she was freeing her father and mother, the way she did. Now, she was taking on the Temple, itself. Many started to hail her, as a true potential political leader, of Palbo. It was a role, which she didn't shy away from, though she stated she was very young, and had many years left to decide her full career.

Ω

It was three weeks later that the first of the Royal bodies began to fully gain consciousness, shake the grogginess, and disorientation. Their bodies had also lost nutrition, since removal from their forced feeding program.

Many awoke, looked around, and began to be disturbed at what they saw, and what they felt.

Amy looked on, feeling their minds.

She looked into her own mind. *Grunn and other Talkron; is this how it works? Should I invite more life in with you? There is room; for much more.*

Never, came the reply.

Amy laughed.

Then, what is here? There was silence only, and Amy noted the absence of reply, and absence of any thought, to her question.

Another week of waking, and the Royalty memory started to return. The rehabilitation was slow, and

identification of people took time. Not all of them were Royals. Some had been political Talkron opponents, over the past two to three thousand years. Some were rebels, some Cordukes. Often pictures were used to identify who were who. There were confusions and sometimes, more than one person was found to be claiming, the same identity. It all took time.

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EPILOGUE

The identity of all royalty was completed. It turned out that the life-force of the Royals was generally able to identify its body, by simply knowing; quite accurately. Through breeding and cloning over many generations, the Royals had been programmed to return, to those same cloned bodies. The preprogrammed Royals compulsively took the same body clone, time after time. It was part of their rejuvenation, and, as a compulsion, it was overwhelming to them. They had to do it.

Royals Resurrected, was the media headline, in Jilta. *Back to Royal Days* was another, in Palbo. *Royal Sleep Time Ends*, was a third; from the *Duchy of Kallon*.

However, for the beings or people, who were part of the Royal race, it wasn't good. They had been woken up, in a future time, between six to eleven centuries after they had vanished. For most, it had been over a millennium ago, when they were the ruling class. They were now a people without class, without status, a non-person, or *personae non gratae*⁹. They had lost all

⁹ **DEFINITION: Personae non gratae:** Unacceptable or unwelcome people. From Latin, from *persona* 'person' + *non* 'not' + *grata*, feminine of *gratus* 'pleasing.' [◀Return](#)

possessions, all titles and all rights to rule. Other people now owned, what was once theirs. For many, they had great gaps, in their memory. Some had even awoken physically ill, and for a very few, they simply didn't awaken at all.

Ω

Akeala's role of being the heroine, had been carefully planned and played out; she was popular. The Temple was exceedingly popular, on all planets. This was the expected role, which she had to play. No, doubt, there would be remnants of Talkron agents, in many planets, and it was expected they would exert their influence, to depopularize the Temple. Akeala's job was to counter their effect. After the fall of Kantee, the Talkron attempts, to manipulate the mass minds, seemed to diminish.

Many of the royalty stayed, on planet Kantee. Special accommodation was organized for them, and this created a micro economic boom, for Kantee.

Yet, it really was a dilemma, of how to cater for them, a lost race; a race with out-of-proportion bodies, who had no real purpose, in any place and this time.

A commission was set up, from the Federation states, to determine what to do, with its Royalty. What was their legal status? What was their status, as per the governments, and what was their status, in regards to their previous titles. Most governments had

previously passed laws, to assume Royal assets, and legally to remove the vanished Royals, from any form of government positions.

Now; the reality was different. The Royals had re-entered their world of the Federation, with a thousand year gap in their memory, to find themselves, in a kind of celebrity refugee status. Their property was otherwise gone, their authority, no longer existing. Their power over any military was a forgotten era. They had no means of self-support.

Mostly, it was the Temple and its own members, who considered resurrecting the Royalty; in constitutional roles. Opinions were divided.

Over the months that followed, some of the Royalty was absorbed, into the far-Outer-Worlds. Royals were placed into positions of want. If a world wanted royalty, it only had to ask, and some did. Others remained bitterly opposed. For some, the Royals were freaks; to be scorned. Others touted them, as the end-bringers, of a return to the *Confederated Council of Planets*, the forbears of the Federation.

For the Temple, it was a high time of fame, taking the higher position in society, of rescuing a forgotten race, and then placing it correctly and humanely, into society.

For Akeala, she accepted the official status, as Royal Patron of Palbo, a position she tried to see replicated, on other planets. Because of her short-lifer

status, and her lineage to her grandfather, she was a natural choice. Through that role, she worked to help this forgotten race, to find a purpose.

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A body of Talkron had convened, elsewhere. They hadn't totally gone.

This isn't new. This isn't unexpected. This is nothing, but the natural ebb and flow, of an incoming tide. We are that tide. We are coming in, no matter what these groups of ants think they can do to stop us. Our progression, into this galaxy is as natural as daylight, after the long night. It can't be stopped. However, we mustn't underestimate them. For even ants can bite and overwhelm a bigger unprepared prey.

Talkron minds, from around the galactic Federation, were concerned, but no more than that.

The Talkron, on the station-cities, didn't see this, as a setback. They didn't see it, as a *real* setback. They had a long timetable, which they were working to. They were already well ahead of schedule. They saw the future, and saw themselves winning in the end, no matter what might come.

The only worry now was of handful of people. The one from Sequetus 3; he had two children, and he had a friend, a woman, and a witch; a *Goddess of War*. The Talkron had seen the past, and the myriad of futures

that they could divine from it. The future, like the daylight, was as natural, as life itself. However, which future would the majority of life travel down? That was still to be determined. Some Talkron claimed the future was really and always self-ordained and altering. To those Talkron, it was also previously ordained, so why try? Others argued; that the future was like a gamble and one could never know the result, and so going back and changing it, by altering the past, wasn't ordained. It was an act, which could be repeated many times, with many differing results. Others argued, there would always be the same one result, no matter how many times a person went back into the past, to change it.

Others more simply said; these arguments had been gone through many times, and were part of a past and future time-sandwich.

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Poltan Beel and his group remained stationed, outside of Sequetus, venturing in, recording and then leaving. They stayed in that role of collecting and sending information, waiting for what was to happen. Soon, their mission would begin.

Ψ

End of Book 17 of the
Sequetus Series.

End of the concluding

Book 5 of the

Juggernaut miniseries.

The Talkron Hunter

Part 2

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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*

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*

Academia: 1. A college of high learning, tertiary education, offering doctorates. 2. (Plural – academies) 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 Acrans 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*

Agelay: Pronounced *a-ja-lei*. The capital city, of the southern continent of Kanut of Palbo. Population 12 million. *Juggernaut Series*

Agent: 1. Two levels below independent. Starting at the top is: Independent, Junior Independent, *Agent*, and *Agent Junior Grade*. *New-Earth miniseries*

Akeala: 1. See Albine below. Same person. Daughter of Jaron and Anki. *Templar Series*. 2. She becomes a central figure in the freeing of Earth and the Federation from the effects of the Talkron. She has many of her father's properties. *Earth Syndrome miniseries*. ◀[Return](#)

Albine: Daughter of Jaron and Anki. She is the granddaughter, of the Master Templar. Her grandmother was a long-lifer, but died before she was born. 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 Pleiadians. 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*

Algamm Grass: Found on the edge of deserts, around Sandrist. It is high in B vitamins and sought after, as a natural product, harvested and exported. It is said that a short-lifer could become a long-lifer, by eating Algamm grass from birth with every meal. This was never tested. *Juggernaut 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 came from 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 should not 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*

Amanda: The name taken and accepted by a Boguard Man-o-War, born BS 1013. Ceremony with Captain Bigow of Yaltipia, BS 1014. Crucial in the police action in Kantee against the Talkron. *Juggernaut Series* [◀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. She earned the nick name, Goddess of War incarnate. *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*. The woman, years later, who is the mother of Akeala, and Tubin, and married to Jaron. Anki's mother was a long-lifer, Karine Malor - married to the Master Templar, a Cordello at the time, and died two years after Anki was born. *Juggernaut miniseries*. [◀Return](#)

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*

Antithesis: (*Terrestrial*) A direct contrast, or opposition, of person, action or idea. *Juggernaut 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*

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*

Auto-fecha: From *auto-fetcher*, (also a-fecha™) an automatic computerized library vehicle device, which that when enabled with the correct code, leaves the study table, and brings the volume from the storage shelves, back to the intended user. They are the size of a shoebox, available in many modern libraries, in different models, colours and from many manufacturers. They were first developed on planet Peel. *Juggernaut Series*

Automatic beam: Simply means that weapons lock on target automatically and are fired by computer programs. The advantage is that they are 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 name 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: 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* ◀[Return](#)

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 whilst 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*

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*

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: 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*

Bauxite: (*Terrestrial*) 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* [◀Return](#)

Beeton: See Blu below. *Juggernaut miniseries.*

Belkron Blu: Corduke assumed name (real name Beeton Blu) of an operant working on the Palboan Sector. Trained in struck fighting in the out worlds of Jilta. He teamed up, with Amy of Rambus. *Juggernaut Series.* [◀Return](#)

Beran Sea: A sea in southern Palbo. The deepest part is 1,300 pacs. *Juggernaut miniseries.*

Bigow, Captain: Yaltipian (Boguard) captain, of the Man-o-War, *Amanda*. Born BS 789. He headed the mission onto Kantee (police action) to rescue the captured life-force Royals. *Juggernaut miniseries.* [◀Return](#)

Bilkars Profood: A Jiltanian protein bar, made and found, only on Jilta. *Juggernaut miniseries*

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. *New-Earth Series*

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* [◀Return](#)

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 are 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 are 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* ◀[Return](#)

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

Boll, Pabs, Lieutenant: The on-planet fleet representative during the Palboan raids of the far-Outer-Worlds. Graduated Merida Academy, Palbo CC. *Juggernaut Series*

Bonding: 1. 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 36 years, with three offspring. Often re-bonding would occur later in life. 2. The ceremony accompanying the commitment, of between a Boguard Captain and his new Man-o-War. The bond is a lifetime agreement. *Juggernaut miniseries*

Boulan: The Boulan number exactly 500. They reside in a small section of Ataran, of a square K in area. They are 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 are recorded for future reference. Discussions of missions are not permitted outside of such briefings. All crew attend. 2. They are 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*

Carriers: 1. Short for non military ore carriers. They are generally made in space, and can be many kilometers long. They are under WD. The carriers connect up section after section (sometimes known as pods), and can be as many as four sections long. Often *carrier-trains* is used to express the long attached lengths of the carrier containers

2. Federation military *carriers* contain a compliment of between 100 to 800 fighters, and a total of onboard crew of 1,200 to 9,600. These ships pack a tight crew, have high morale. In the Federation of Jilta the word *hive* is used in slang 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 Federation of Jilta. *New-Earth miniseries*

Carriers, Ore Carriers: Unarmed Ships used to transport mining produce or spoil. While they are 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. *Juggernaut 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. He was instrumental for saving Lorde Jaron stranded on Tors, saving Anki in Palbo, and becomes one of the most highly decorated Cordukes in his lifetime. *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*

Canon: *Pronounced Che'non.* 1. A planet in the Jiltanian out worlds where both Belkron Blu and Castano served. 2. Population 212 million. Agrarian economy, feudal by nature. Gravity 1.02, 45% water, three races. *Juggernaut Series*

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*

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 Mortifor station-city. *Juggernaut miniseries*

City Security (C-S): 1. The body of armed civilian security personnel, who are responsible for the peace of Jilta. 2. Police. *Juggernaut miniseries*

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: Non-explosive rocket. No warhead. *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: 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 are used to show the tally of battle. Manufactured by Compu Systems Interplanetary Inc. *New-Earth miniseries*

Compudata: ® 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 did not 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. *Juggernaut miniseries*

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*

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* [◀Return](#)



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*

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 or Federation era military ship. It houses six interceptors and six fighters per interceptor. *New-Earth miniseries* [◀Return](#)

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*

Dispatchers: Staff – Boguard – who would deliver messages on behalf of Hymondy and ensure they are 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* [◀Return](#)

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*

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 are 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 are 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* [◀Return](#)

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 does not 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*

Ferry-copter: A four-bladed rotorcraft that carries up to ten passengers. Various sizes. *Juggernaut miniseries.*

Felice Karo: See Karo, Felice. *New-Earth miniseries*

Felicia: Capital of the province Felince of Tors. Population 17 thousand. Tropical, but known for heat. *Juggernaut 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*

Fighters: 1. Fighters are the only real defense craft against interceptors. They are non-atmospheric and short ranged, and very fast. Usually they are 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*

Floater: Originally, a registered trademark, but now the term is used to mean any low speed city vehicle that can reverse gravity. (The polarity of broadmatter is reversed in series so that gravity phenomenon is defied.) The effect is that a floater can float any distance above a planet. Governors are placed on the vehicles, which control the floaters' height limitation, such as 20 pacs, 50 pacs, 100 pacs, 200 pacs. *Templar Series*

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, is not

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. Whilst 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* ◀[Return](#)

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 Mortifor, 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*

Goddess Of War: Amy of Rambus, *Goddess of War*, was a short lifer, from Rambus. To some, she became a godlike deity. (*Terrestrial*) 2. Athena was one such goddess, so was the spear carrying Ankt of Egypt. Annouke, elder *goddess of war* of Egypt, Andraste of Celtic Britain, and Anahita of Persia. There have been others. *Juggernaut 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*

Gragon Weed: A poison plant, found on Palbo. Its properties, when ingested bring about a hypnotic state, where a person becomes easily suggestible. *Juggernaut Series.*

Gralgol Maximons: Most senior Talkron, on Kantee Planet. Aged 1279 Standard Years, and not from the Kantee region. He took over the operation of Kantee centuries before this story, after several royals – such as Hymondy and the Duke of Kallon – never returned for rejuvenation. He has been administering the Talkron operations, for almost a millennium. *Juggernaut Series* ◀[Return](#)

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*

Grango fruit: (*Pronounced Gran-goh*) The fruit from the Grangow plant. Common on Outer-Worlds, but not common in the old Federation. It's a yellow citrus-like fruit, with thick skin, tangy sour juice and high in fiber. *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*

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*

Grunn: Talkron representative leader on the Palboan mission to the far-Outer-Worlds. Estimated 1,357 years old. *Juggernaut 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*

Guardsman: 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* [◀Return](#)

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*

Home: Residential headquarters in LA of Goren Torren, Boguard and household staff in Beverly Hills, California. The initial property was 3 acres, but was extended to 5 acres with additional purchases of neighboring properties. *New-Earth 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*

Ibolu, IP Cruiser: Palboan Imperial Cruiser, with 40 interceptors, 290 fighters, and 3,678 crew. Saw action off far-Outer-Worlds and Sequetus 3. *Juggernaut miniseries.*

IFFCo: Intragalactic Federation Fleet Command. See *Federation Fleet Command*. Pronounced: "if-co" *New-Earth miniseries*

Ikerus, I.P. Destroyer: Palboan (Imperial Palboan) destroyer of 754 crew, six interceptors and forty-eight fighters. Built BS 745. *Juggernaut miniseries*

Imperial Federation Warp Drive Bank: The organization, which control the transport regulations and lease agreements of the Federation Warp Drive systems. They are an all-powerful body that predict and plot the expansionist policies of the Federation. They are 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*

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 is not 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's 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.



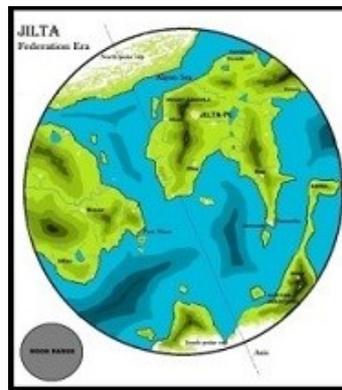
It carries atomic warheads on its rockets. Manufactured by various corporations, the most common is Fair Space Industries Inc. The interceptor was the fastest of all Federation military attack style vehicles.

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*

Jaron (Manquin): Born 985 BS in the north east Amazon of the village Manquin, of Sequetus 3. Married Sheril Brud, also of the Amazon, but in Yaltipia 1002 BS. They had one son, named Yandra. Jaron became Boguard Leader rank, in 1015 BS. On Greetonne village Jaron is known as the god Bailock. He married Anki, daughter of the Master Templar after assuming the Palboan Cordelloship, and had four children to her, two of which died at the hands of the Talkron shortly after their births. The two children of this marriage who survived him are Tubin, (son) and Akeala (daughter). *Juggernaut miniseries*

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*
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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*

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* [◀Return](#)

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*

Kangas Squad: Crack intelligence squad, of the Cordukes trained to do almost anything. One thousand elite persons. Operating out of Jilta, only. They take a special oath. *Juggernaut miniseries* [◀Return](#)

Kantee Planet: Kantee planet. The remnant of the Kantee Sector before it was taken over by Palbo, as the ruling planet of the system. Kantee is the old capital of the system where the royals originated. *Juggernaut Series*.

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 did not 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*

Kanut: Southern Continent of Palbo. Named after the explorer, Kelmet Kanut. It's the mining continent of Palbo. *Juggernaut 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*

Kick-bucket: 1. A mildly disrespectful term, given to ordinary crew drifters on Palboan ships. *Juggernaut Series 2.* The term for deckhands, on Palboan seas. It simply comes from the image that when one is upset, he can always go and kick the bucket, sitting outside the door. Originally used in the Palboan movie, *Sultry Seas* made BS 876. *Juggernaut miniseries*

Kildon, Canning Captain: Fleet captain of the Talkron lead cruiser fleet, that failed, off of Sandrist. He was from Palbo PC, and 398 years old at the time of Sandrist. Married twice, with three children. *Juggernaut Series*

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 Mortifor. 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 are 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*

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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*. *Juggernaut miniseries*

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*

Macro Curr: 1. Boguard who works under Jilta within the tunnels and befriends Ardan. Macro 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 Macro is a word from a local old Yaltipian dialect for *can't be equaled or beaten*. *Juggernaut Series*

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: ⊕) 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.* magnoplatting. *New-Earth miniseries*

Magnoclamps: ® Clamps which hold vehicles in space stationary to each other, and lock them together. They are 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 are faster and more efficient than flight. *New-Earth Series*

Makka, Roddy: Corduke operative, in the southern seas of Palbo. 138 years old, origin Palboan. *Juggernaut miniseries*

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* [◀Return](#)

Marinta Clay: Cordello of Jilta and head of the Corduke network BS 10052 - 62. Short-lifer, aged 54. *Juggernaut 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*

Martone: Boguard on Jilta, serving in the Royal Palace, 1043 BS. *Juggernaut miniseries*

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 Mirac 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-keeping: Either through drugs, hypnosis or both, a controller can control another mind, so that it will do only the controller's bidding. This is called mindkeeping.
Juggernaut 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 Cordello, representing a Minor Temple, such as the Minor Temple of Wanten, who represents Kalanon. *Templar Series*

Mirac, 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*

Mortifor: 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*

Niloglass: A synthetic, toughened, but very thin glass. Originally developed by Niloglass Industries of Jilta, but now made my many manufacturers. No longer trademarked. Juggernaut Series [◀Return](#)

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*

Off planet: 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: Meaning not from the planet that one is on, from another place, off from this planet. "Tomorrow, I go offplanet, for my holiday." *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*

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: The term used to mean going onto the planet from out in space or another world. *"I am 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*

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*

Out-Worlds of Jilta: The Out-Worlds of Jilta, also known as the Out-Worlds, are those worlds in the Jiltanian sector that were never truly conquered by the Federation, but which by treaty agreed to fall under it. *New-Earth miniseries*.
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Outer-Worlds: These are 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*
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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* [◀Return](#)

between species. Past-life theory does not subscribe to migration between species and this is the concept used in this book, past-lives. *New-Earth miniseries*

2. Factually there are no such things as past lives, as such. A life is a continuum of the life force in the universe, and monitors himself, and it doesn't die. The body dies, but not the life-force, running it. So factually, the person has never lived and died a past life, he has merely lived and lived on, from a long time ago, to the present with different bodies. *Juggernaut miniseries*

Patua System: Planet system, nearest the Jiltanian System. *New-Earth 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*

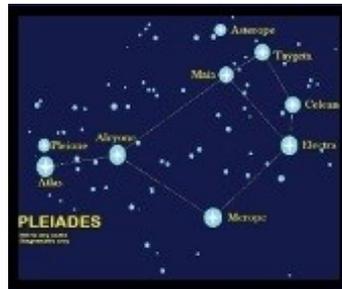
Pixiis: Official name is pixiis-agimius, (biotynes) the parasite that exists on southern Sleebo that was used on Rambus and other planets, to destroy populations. *Templar miniseries*

Planet Gega Computer: A computer that is so large, that it can draw on sister components, a planet away, or even a system away. It can run a planet and on some planets, it does. They are non-intelligent. To be most effective, there should be at least many such computers, on a planet. *Juggernaut 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: 1. There are three star systems with inhabited planets known by the Federation. They are: 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 are 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*

Powerdown boots: The boots use magnetism to give traction. They are a technology based on Broadmatter Theory, where the broadmatter gives the atoms and molecules their binding graviton attraction. The boots incite the broadmatter in the boots to cling to the molecules of the surface, that they are walking upon. Invented by Paramor Industries, Kallon. *New-Earth miniseries.* [◀Return](#)

Profood: They are 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: An electronic shield usually in the front of the ship that negates and or deflects laser fire. (*See the Broadmatter Theory Addendum for more working data.*) It operates differently to that of an Acron Shield. *New Earth 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 is not 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 ◀[Return](#)

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*

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*

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](#)

Randolf, Imer: Captain of the IP Destroyer Ikerus. Long-lifer, son of Sari Nik and Manon Imer of Palbo CC. Has two children from a second bonding. *Juggernaut miniseries.*

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 are 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 are 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*

Rebirthing Chamber: A small room, with transparent walls, and inside is an electronic bath, with a humanoid body, being grown, and in an electrostatic field. When a Talkron mission leaves, the personnel are hypnotically implanted, to remain in touch with a body, in such a bath. Each personnel have their own such body. (This body remains back at the base, whilst the personnel go on mission, with their regular body.) The rebirthing body is asked by a controller, what the person is doing on the mission, even though it may be billions of Ks away. The body will tell the controller, anything it knows. By the same mechanism, the controller may give the person on mission, ideas and thoughts that aren't his own, but which he may then act upon. The personnel on mission are usually given the thought order, of not to be able to recall the rebirthing body. Most on mission are very unaware, that it exists.
Juggernaut miniseries

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* is not permitted on non-royalty. *New-Earth miniseries* ◀[Return](#)

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*

Rendezvous points: Ships rendezvous in positions in space, between systems, on a three dimensional grid. These points are relatively safe. They are away from anywhere important. They start with alpha, beta, and cross coordinate with sei, sali, silo and so on. Beta-sei is a tenth of a light-year from the *Sequetus System*. *Juggernaut miniseries* ◀[Return](#)

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* ◀[Return](#)

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*

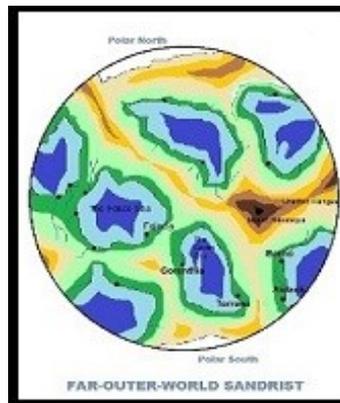
Rim sector: A sector on the rim of the galaxy, such as Timbor, Center and Maluka and so on. *New-Earth miniseries*

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*

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*

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 27 million people, mainly refugees from the Outer-Worlds, after the Brandon Mirac era of Palbo. One fifth of its surface is water, the rest, desert regions. It is now self-sufficient, is a substance economy, with almost no trade, with any other planets. Religion: Predominantly *Torrenists*, or *Church of Torren*. *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 are 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*

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* [◀Return](#)

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 is not 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 (Brud): Born 987 BS, in the north east Amazon to an Indian tribe named Brud. Had one son, Yandra, to then husband Jaron Manquin, 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*

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*

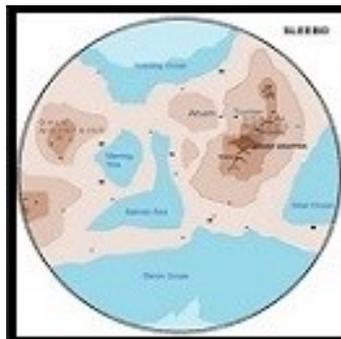
Siltonia: Sector, with Ranwick as the Capital and Royal Planet. Siltonia, also known as Silto, was a major ally of Jilta during the Battle of Sequetus 3. After the Royals slowly vanished the sector elevated to being a democratically run republic. *New-Earth miniseries*

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.*



Snow-trekkers: Ski operated vehicles, with four tracks and three skis. Made in Palbo. Usually with cabins. *Juggernaut Series.*

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: The center of a system, star system source of heat and light. Note; a solus is not 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*

Solus: The center of a system, star system source of heat and light. Note; a solus is not 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. Whilst 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. *Juggernaut miniseries*

Station-ship: Ships that aren't made for travel, but are simply there, as research vessels in a region. *Overgrowner* is a slang term for them, as they were often added to, during their life, to a point where they were unable to be transferred. They had *over-grown*. Often, they had no warp drive transport system, as they never expected to move them. *Juggernaut Series* [◀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*

Struck-fighting: The martial art of fighting with stunners, called strucks. Popular in the Jiltanian out worlds. Outlawed in many planets. The struck has a 2,000 volt charge, but low amps. *New-Earth 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*

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 are 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, whilst the council was formed, so as to curb excessive abuse of power. *Templar miniseries*

Superior Council of Talkron: The most senior body of Talkron. It can be the most senior on a planet, a system, or a sector, or even bigger. There is no limit to size. The governing factor is ability. *Juggernaut miniseries*

Supreme Council of Palbo: A full bench of nine judiciary that approved laws, and proclamations, put into effect by the President of Palbo. They are 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 Series*

System-alignment ports: Whilst 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: 1. Fabled, but also a real planet, where the Royals are said to come from originally. Whilst 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* 2. The system is real, as is the [planet Talax. It is where the race comes from that were selected to be the bodies for the Royals. They are a two meter tall race or taller. *Juggernaut miniseries*. [◀Return](#)

Talker: A visual phone of Sandrist. Common, cheap, and used by satellite relay. Mostly available at some expense, when a city exceeds a million people. Before that, communication is by radio wave or in-ground cable. *Juggernaut 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. 3. They had been found to be involved in the rise of Brandon Mirak, placing agents within the Federation key civilian positions to subvert its society. Its real origins unknown. Its overall purpose still obscure. *Juggernaut Series* [◀Return](#)

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. *Templar miniseries* [◀Return](#)

Temple: 1. The term temple does not 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*

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
Templar Series

Temple Expansion Program: The 20 year program that the Temple runs, to expand its influence and membership across the galaxy. *Juggernaut miniseries*

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* [◀Return](#)

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*

Temple Palace, Palbo C.C.: The palace is the private quarters of the Temple elite, and two blocks over from Tarj Himble. These are two separate estates. Tarj Himble has quarters, but is also administrative for the Temple Empire that falls under Palbo. *Juggernaut miniseries.*

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

- * 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*

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*

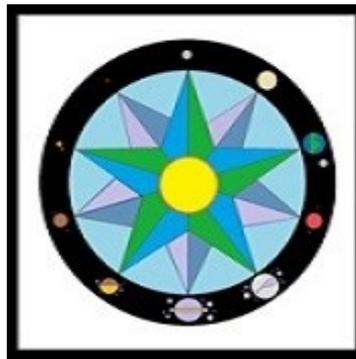
Temples of Sequetus 3: The above eleven are the Temples of Sequetus 3. *Templar miniseries*

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*

Tending the rail: (*Terrestrial*) The naval ship executive stands, at the rail, to acknowledge new people as they board

the ship. The rail is near the gangplank. *Juggernaut miniseries.*

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 are 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 the ten planets of Sequetus in the Searfinders Index and no more. *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. Whilst 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 are 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 tracks: The physical universe is an agreed universe. Each life form has its agreement to be in it. The universes pass through time from one agreement to the next. To get to a time track in the future one needs agreement. There could be millions of time tracks available, but only one that all life agrees to. *Juggernaut 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 Skanes, Bank representative, and traveler to station-city, of Mortifor. Agent of the Warp Drive Bank during his time with Marly Skanes. History before meeting Marly, unknown. *Juggernaut miniseries*

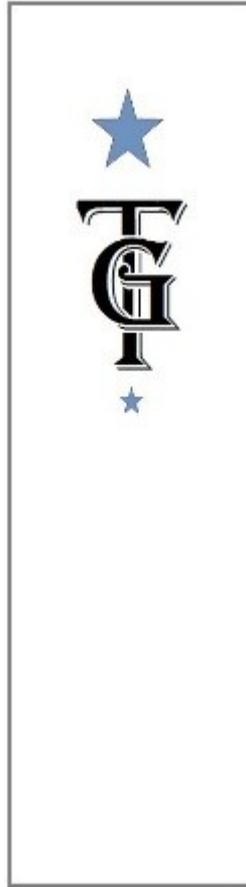
Torren Crest: The adopted symbol of Goren Torren, Magi.

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*

Torrems: Provincial capital city, in southern Sandrist. Population 230,000. Boasts over 200 Churches of Torrems, and 150 schools. *Juggernaut Series*

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*

Touch-talk: Brail. The term given to old brail writing when discovered on Manhattan Island BS 1038 by local inhabitants. *Juggernaut miniseries* [◀Return](#)

Trabune: The Boguard, who accompanies Arden to Carridan, and then to station-city, Mortifor. *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*

Travel-time: The ability to move through time, as a life-force to be where one was, and be able to influence one's decision making process, at that visited time, thereby altering one's future time track. *Juggernaut 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*

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*

Universes: By universes is defined as: the universe of the individual. There is the shared and common physical universe, but there is also the universe, of each individual life force. This number of universes, could number trillions or quadrillions or millions timers more than that. Such universes could overlap in common universes, and the greatest overlap was the physical universe. In the physical universe, there is time, which may not exist, on the other universes. The way to make the physical universe certain in the future, was to get agreement on the individual universes. *(Note: This is not a new concept, but borrowed from a greater philosopher than this author, to explain this phenomenon.)*
Juggernaut miniseries

Vacuum Vault: A space within a planet, big enough to accommodate a Boguard spacecraft. The void is vacuum-sealed, so craft can warp in and warp out, from within it. *Juggernaut Series*

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 miniseries*

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*
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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 did not cancel each other out but instead created a greater field that extended over the whole ship. The influenced was hyperbolical, 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 could not 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, and Aaron race. It varies in gravity around 1.4 standard. It has 28% water coverage. *New-Earth miniseries*

Yambol: Local villager of Tors, from Greetonne, who befriended Jaron. About 15 years of age. *Juggernaut miniseries*

Yandra: Son of Jaron and Sheril of the Amazon, born on Yaltipia, 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, where they reunited on Sandrist. Yandra went on to be one of the Boguard greats. *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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THE NEW EARTH MINISERIES

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- Book 2. Over Sequetus 3
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- Book 7. Savior of Sequetus 3
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- Book 9. Temples of Sequetus 3
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- Book 24. Expanded Series Glossary and Notes

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This is the fifth and last book in the *JUGGERNAUT MINISERIES*. It is the seventeenth book since the *SEQUETUS SERIES* began. Here you find what happened to the Royals of the Federation, why they faded away from being the ruling class.

Here in the first outward Templar invasion, as distinct to handling the Palboan incursion of the previous *TEMPLAR MINISERIES*.

Here you also start to find out what has been plaguing Earth, for thousands of years, way back up until its recent times.

This is a short book, and there is no point releasing any more about it. So why don't you fasten your seat belt, buckle in, and get catapulted into the next book in this wild and magnificent science fiction space opera epic. Good luck with the *Talkron Hunter Part 2*.

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