

**DreamCraft**

**THE  
HELLGATE  
COMPANION**

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**Mel Keegan**

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This eBook is intended as a supplement and handbook to the universe of HELLGATE, by Mel Keegan ... which is incredibly detailed and complex, and needs a hitch hiker's handbook!

Compiled by DreamCraft, from the Mel Keegan novels, THE RABELAIS ALLANCE and DEEP SKY. This is the 2005 issue, and includes no plot spoilers for CRY LIBERTY and future books. The whole thing will be updated and reissued after the publication of the fourth HELLGATE book; and when the whole series is complete (at seven volumes), this work-in-progress will be finished and issued both on paper and on CD-Rom.

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# A

***Adelle Challenger disaster*** - one of several incidents involving the complete destruction of ships attempting *Weimann Drive* ignition. The Weimann technology was corrected and such incidents have been unknown for centuries. The *Adelle Challenger* was an industrial exploration vessel launched by the city of Chryse, Mars; her mission profile was the location and development of fuel element lodes. She was lost in a single explosion in orbit over the third moon of *Rethan*, in the mid Twenty-fourth Century.

***aerospace combat wing*** - a battle group, based on a *carrier* or *super-carrier*.

***AI Systems*** - the synthetic intelligences at the core of the man-machine interface, often used as remote pilots, drone controllers, security monitors and many other tasks. They are found overseeing robot factories, coordinating offices and liaising between the public and staff at hospitals and other institutions. Many of the best AI Systems are synthetic personalities created by *Cyber-Zabou* and built on the foundations of *Ibex* mainframes.

***Airborne*** - in the DeepSky Fleet, any of 312 units of cross-trained specialists flying support and top cover for field troops. The Airborne are pilot qualified, commando trained, and each is a specialist in one or several weapons systems. It is unusual for the Airborne to be deployed 'groundside,' where *Army* personnel are better assigned, but in regions like *Rabelais Space*, the necessity for rapid deployment and extraction of the squad frequently requires the Airborne to execute the entire assignment.

***Albeniz docks*** - the largest and best-equipped Fleet dockyard in the Deep Sky, designed to service the super-carriers.

***angel war*** - in the Twenty-fourth century, the first social crisis to test the integrity of the home colonies and the government of Earth. The paramilitary department NARC was founded to fight the so-called angel 'war,' a period of civil unrest which broke out into heavily armed street fighting and *corporate war* over the space of several decades.

***angelino*** - a dilute version of the lethal synthetic drug Angel, over which major wars were fought in the Twenty-fourth century.

***anomaly prediction software*** - any of several software models used by military

and civilian pilots to navigate *Rabelais Space*, where *gravity events* and *temporo-spatial anomalies* render the region so hazardous, it has been known as *Hellgate* since its discovery by *Ernst Rabelais*, who tried unsuccessfully to chart it.

**Andover** - one of the *Regan de la Courte* company's facilities on the south side of *Mawson*; also various Company vessels named for the facility.

**AR-19** - a medium-weight assault rifle, commonly used by Fleet combat squads, with the firepower to shoot down a gunship, if the operator knows the right areas to target.

**Arago field** - a gravity resist cushion which may provide enough 'lift' for a trolley, or enough protection to hold a massive ship out of the event horizon of a gravity event inside Hellgate.

**Arago generators** - the devices generating the gravity resist cushion under objects as small as a trolley or as massive as a warship. The Arago technology is founded on the discovery that special, powerful magnetic fields, intersecting and offset at various angles with great precision, cause a 'black light' effect: waves cancel each other out. The gravity resist cushion is based on the same fundamental idea as radio jamming, and amplifying on the discovery that gravity is both a particle (the graviton) and a wave, like light. The more powerful the source driving the Arago generator, the stronger the field; and if the fields are strong enough, and aligned in a specific pattern, a wormhole can be generated. Early experiments at the Arago laboratories led to the company funding a research program headed by *Foster Weimann*; the result was the *Weimann Drive*.

**AragoTech** - see Arago Technologies.

**Arago Technologies** - civilian tech sector developer based in the *Jagreth* colony, best known for their repulsion generators. The small Arago field generators provide gravity-free 'lift' for Skytrucks while the company's main trade is in the heavy lift modules found in surface to space shuttles. AragoTech owns the patent on the *Weimann Drive*, modules of which are manufactured by its wholly-owned subsidiary, *The Weimann Company*

**Ariel** - a *DeepSky Fleet tender* serving in the *Near Heavens*.

**Argos** - a warship serving in the Deep Sky. It suffered a reactor scram and subsequent excursion. Many crewmembers were killed and injured. Curtis Marin was aboard.

**Army** - all associated military units, distinct from Airborne, Marines and DeepSky Fleet units. Usually recruited from the *home colonies* and almost exclusively assigned to 'police actions' in the colonies, providing close public contact and 'delicate' urban battlefield strategies.

**Astarte** - the gas giant, more massive than *Zeus* and Jupiter, in the *Jagreth* system.

**AtransaBank** - banking company from the *Home Colonies*; also active in the Deep Sky colonies. In the first century of human expansionism, during the era when the first colonies were settled by sleeper ship, AtransaBank was the financial entity most often reimbursed by the government of Earth in the *celestial exploration initiative*, where companies, cities and nations would have the civic debts underwritten, if they entered into exploration and settlement of the worlds of the Near Heavens.

**The Auriga Engine** - an early starship engine, the precursor to *Foster Weimann's* engine. Design flaws rendered it both dangerous and, soon, obsolete. However, the Auriga engine concept, developed by *Murchison Aerodynamics*, sent humans into the Near Heavens long before the *Weimann Drive* was perfected, and centuries later the term 'Weimann Drive' has become a collective common name which is also applied to the Auriga generation of starship engines. The company became Murchison-AeroTech when it was out-cometed by Arago, which owns the patent on the Weimann design.

**Aurora Terminal** - the clipper docking platform parked at geostationary in any colony where Aurora Trans-Colonial flies.

**Aurora Trans-Colonial** - civilian passenger and light cargo carrier working between the *home colonies* and the Deep Sky

**Avalon** - the habitable moon of the gas giant *Zeus*. The capital is the densely populated spaceport city of *Elysium*. Avalon was one of the first worlds colonized in the decades when humans began to explore the *Near Sky*. See *celestial exploration initiative* and *Equinox Industries*.

## B

**B46S-74** - an inhospitable world only marginally survivable to humans, which was the site of a battle where the warship Haarlem lost many crew members. The atmosphere is oxygen poor and the indigenous life forms extremely dangerous.

**Bauer, General Kristyn** - a career lawyer born in Chicago, in Earth's North America, Bauer relocated both herself and her political affiliation to *Santorini*, in the *Deep Sky*. As a colonel, 22 years ago, she married the Santorinae legal assistant, *Mike Quinn*, who, like most of the Santorinae, is a *Pakrani*, and her two daughters are half-castes. Then-Colonel Bauer made the mistake of trying to take her family back to Earth, where she experienced the prejudice against colonials at firsthand. She struck a deal with Fleet, taking early promotion and premanent relocation to Santorini; but her political affiliation changed forever, and soon she entered *General Harrison Shapiro's* confidence.

**Beacon 514** - the final comm relay node on the network before the traveler passes beyond the range of the *Middle Heavens* data conduits.' Space beyond has been roughly charted and is sporadically inhabited by humans; but a thousand years ago it was Resalq heartland.

**Berglun, Frank** - a citizen of the *Hoffman Sector* of *Hydralis City*, *Omaru*, and an employee of the *CyberZabou* company, Frank Berglun was one of the early 'heroes' of the colonial wars. He was an arms and data smuggler, using his high rank within 'C-zab' to dodge the Omaru blockade. His spouse, *Royce Fernando Searls*, was employed in a government office in Hydralis, and one of Berglun's black market contacts was *Sergei van Donne*. Berglun died prematurely, of *Hamilton-Scalzo Disease*, and never saw his work come to fruition.

**bel-gras** - a mild sedative packed as a cigarette or incense; banned by Fleet, but harmless.

**Bevan Daku** - a musician and composer of the early colonial period, from the colony of *Velcastra*. The unusual name derives from Daku's affiliation with the *Daku* sect, but the music of Poul Bevan is a synthesis of contrapuntal, algorithmic patterns and harmonies. The human composer Bach sometimes used similar rhythm and development, and was certainly B'van's inspiration. Individuals allying themselves with the Daku political movement added the name of 'Daku' to their own, to identify themselves.

**bio-cyber devices** - machines which have a hybrid construction, part mechanical, part biological. They may be CPUs, brain implants, artificial limbs, and



many more devices which rely on semi-intelligence or a 'living' component.

**blockers** - the chemicals which counteract the common, popular narcotics.

**Borushek** - center of political and military command in the Carina quadrant, where *Hellgate* lies. The DeepSky Fleet induction center is in the city of Sark,

and Fleet maintains orbital docks. An Earthlike planet with a yellow star a little warmer than Sol. The climate is as variable as that of Earth and the gravity comparable. Because of Borushek's similarities with Earth, it was settled early and is heavily populated with 'natural' humans, who were not genetically redesigned prior to colonization.

***Borushek Base*** - the military facility, the *Fleet* compound, near the city of Sark on *Borushek*.

***Borushek Sector Control*** - the military administration of the Carina quadrant, reporting directly to the government of Earth. Situated in the city of Sark.

***Brightlights*** - the uptown districts of Sark, Borushek.



***Bronowski Reef*** - an asteroid field in the *Rabelais Drift*, on the *Omaru* exit from *Hellgate*, where freighters are routinely wrecked, not by privateers but by the Drift.

***Brook Boulevard*** - Elstrom City's main trade thoroughfare.

***buoyancy field*** - gravity resist, also known as repulsion. Ground vehicles and aircraft, both civilian and military, ride such fields on landing and takeoff. See *Arago Technologies*.



# C

**C-Zab** - see *CyberZabou*

**Callisto** - since the early Twenty-second century, the major industrial zone in the Jupiter sub-system, and the base of much of the early Weimann Drive experimentation. Still a major Fleet laboratory where sensitive materials are kept in isolation.

**Chalets Station** - the construction yards for the biggest *Fleet* ships, and the *Weimann* assembly plant, in the Jupiter subsystem, situated at Callisto.

**Capshaw Mall** - a major thoroughfare in Vazyabinsk.

**Car'am-anha** - a Resalq term, literally 'the dying time,' referring to the century of their obliteration by the *Zunshu*.

**Carellan Djerun** - the Resalq science ship owned by Mark Sherratt. A small vessel, purpose-designed as a research platform, its name means 'Rainbow Voyager.'

**Carina** - a starclipper of the *Aurora TransColonial* line.

**Carmichael** - a high-priced residential sector on the outskirts of Sark, Borushek.

**carnival time** - Mardi Gras in *Dominguez, Velcastra*. A popular event for tourists from around the *Shackleton Void*. It falls in late autumn, just before winter hits the southern hemisphere, and the predominantly Asian population of the industrial city of Dominguez, on the Yu River, celebrates hard for ten days.

**carrier pilot** - the master pilot responsible for 'flying' the carrier; a rank and position similar to specialist ship's pilot, ice pilot, harbor pilot, etc.

**carrier tac-team** - see *tac-team*.

**carriers** - a massive heavily armed and shielded military ship equipped with *Weimann Drive* engines, which enable hyperlight travel, and carrying aboard up to 100 other, smaller ships, including fighters, gunships and scouts. See *super-carriers*.

**celestial exploration** - in the first century after the development of starflight,



companies, cities and nations were encouraged to undertake survey missions into the *Near Heavens*, and later, the *Middle Sky*, in return for which the government of Earth agreed to underwrite a large percentage of debts held by those companies and civic bodies. See *Shackleton City Explorer*.

**Cerres Aerospace** - a developer of light aircraft and space-to-surface craft, based in Sark, Borushek.

**certificate of civilian status** - also called the 'ticket of leave,' this is the certificate received by the serviceman completing military service after *conscription*. Formally termed *manumission*.

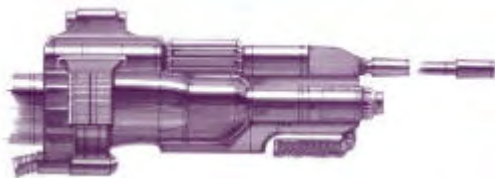
**Chasseuse, la** - the winter wind, blowing almost due south through the Col de Guepier, in Velcastra's southern hemisphere.

**Chevrolet** - aerospace manufacturer from the PreSpace Era, Home Colonies.

**Chicago**- (1) a *DeepSky Fleet* super-carrier patrolling the colonies of the *Middle Sky*. Neil Travers spent half of his *five year hitch* aboard. The Chicago was the base ship of the notorious combat squadron Los Hachazos, with which Sergei van Donne served, until the unit was disbanded following the Fleet Justice Division investigation spearheaded by General Kristyn Bauer. (2) The city in North America which is the seat of the Senate of the Terran Confederacy, and the location of Fleet Central Command.

**Chyrse** - (1) the political capital of Mars; (2) a Fleet courier, the crew of which are in Harrison Shapiro's confidence.

**chimera** - a synthetic euphoric, mildly toxic and commonly found in the VR fantasy worlds of the dream shops.



**Chiyoda** - weapons systems manufacturer from the colony of Omaru, until the declaration of *republicanism*, on contract to supply light arms, such as machine pistols, and ordnance such as anti-personnel mines, to *Fleet*. One of Chiyoda's most common models is the AP-90, a light, fully automatic 90mm anti-personnel pistol. The company also manufactures the smaller, lighter AP-60, as a stealth weapon of ceramic construction firing plastex ammunition.

**Cimarosa** - industrial planet, robot-mined for over thirty years; popularly known as a 'place to be escaped from,' it is a rust-red desert world with an atmosphere too oxygen-poor to be



breathed by un-engineered humans without breathmask support, and the climate is harsh. The regions of Cimarosa which are habitable at all by humans can be over 50°C in the shade. The capital is *Vazyabinsk*, where virtually the whole population lives. Cimarosa was opened up thirty years ago, and the mining development has around fifty years to proceed before *The Stevenage Company* closes down its operation. Cimarosa had a day roughly 26 hours long.

**circuit** - an intranet on a starship or space platform.

**city bottom** - the slum quarter, basement levels and undergrounds of any city, where the poor, and the fugitive, find it comparatively easy to evade Tactical.

**City of Shackleton Explorer** - the *sleeper ship* launched by Mars's Shackleton city. It explored the *Middle Sky*, a century after the development of the sleeper ship, and its name lives on in the *Shackleton Void*, where its crew discovered and surveyed the three habitable worlds, *Velcastra*, *Mawson* and *Haagen*.

**Civil Registry** - the complete civilian registration database, providing identification for every citizen of both the colonies and Earth; accessed by *Fleet* to structure the quarter's *military service levy*.

**Civilair** - the civilian airplane and spaceplane registration archive on *Velcastra*.

**clearway** - rapid transit highway, banked like a racetrack, for high-speed groundcars. A minimum speed limit applies; there is no maximum speed limit.

**clipper** - see *starclipper*.

**cloning** - a medical technique restricted, in this century, to the generation of replacement organs and tissue for such patients as the survivors of the *Argos* disaster.

**CNS** - acronym for Colonial News Services. The major news carrier throughout the Middle Heavens and Near Sky, most remarkable for the colonial 'take' on news items, which often differs from Confederate viewpoint.

**Col de Guepier** - a mountain pass in the hills above Dominguez, *Velcastra*, through which the wind funnels with great power. A wind-turbine power station is buried in the heart of the pass, serviced by the same machinery as the Monte Katherine Comm-Relay Complex.

**colonial architecture** - building styles and trends springing up in the colonies, very different from the architecture of Earth. Early colonial architecture, in the *sleeper ship* era, was eccentric and often ugly, since the ship was cannibalized to build the first settlement, and the city growing up about the ship would be prefabricated. Later generations of colonial architects worked in an odd mix of synthetics and local materials, evolving styles showing little in common with Earth. Low gravity colonies in particular display eccentric architecture.

**colonial accent** - in fact, there is I such thing, but a 'mongrel' accent flourished

in the trade lanes between the most populous colonies.

**colonial freight license** - a permit awarded to a company, ship or individual, to transport cargo between colonies which are covered by the specifics of the license.

**colonial insurrection, colonial wars** - the hostilities between the colonies and the government of the Terran Confederacy, sparked by the military service levy and the taxation.

**colonial republicanism** - the political movement in the colonies, leading inevitably to the colonial insurrection, and open warfare.

**colonies** - any of the worlds settled by humans during their age of expansionism or by the *Resalq* in the millennium prior to humans venturing past their solar system.

**colonization** - see *human expansionism*.

**combug** - an earplug datafeed with through-bone audio pickup; originally military equipment. Some users still find them uncomfortable and use the civil-traditional headset.

**Comanche** - any of several warheads manufactured by *Shenyang Technic* and *Regan de la Courte*, under contract to *Fleet*.

**combat simulations** - see *simulation*.

**command corps** - the small corps of senior officers aboard a *super-carrier*, who liaise with *sector control*, decide policy in the field and set routine and discipline aboard. See also *Fleet command hierarchy*.

**companions** - the highly-skilled and highly-paid uptown hustlers of any city. More than mere prostitutes of either gender, they are recognized as a legitimate part of the entertainment industry.

**Confederacy, Confederation** - see *Terran Confederation*.

**conscription** - see military service levy.

**Cordova Technologies** - a communications cartel based in Sark, Borushek, where their building towers 100 floors above the street. Neil Travers and Curtis Marin keep an apartment there.

**corporate war** - heavily armed hostilities between the security forces of major companies in the colonies. Beyond the effective reach of the security forces of the Confederacy, the massive industrial combines which flourished in the first centuries of *human expansionism* initially hired mercenary armies which, over decades, forged a paramilitary tradition which has endured till this day. In sheer firepower and strategic impact, the corporate armies soon rivaled the forces of the Confederacy, and in the midst of the *angel-war* of the Twenty-fifth Century the paramilitary force, *NARC*, frequently engaged in ship-to-ship

actions no less punishing than those fought out by the then-Starfleet (now the *DeepSky Fleet*).

**corporal punishment** - physical punishment in the form of flogging, meted out as routine disciplinary action of conscripts in the DeepSky Fleet during conscripted military service. This form of discipline is so common, all conscripts have seen it, and most will suffer it, though routine discipline is light and medical aid is at hand. Flogging is intended as a deterrent, painful and humiliating, but not dangerous, so long as the sentence is executed properly. A conscript could indeed be killed during discipline; however, in this unlikely event, the death would be investigated as murder. See *Karl David Liang*. Fleet can also pass sentence of death on personnel arrested and tried within the service, and aboard a *carrier* in a war zone; execution is carried out by firing squad.

**courier** - any of several designs of light, fast ships serving the *carriers* and *super-carriers* in the field. In civilian hands, the Fleet couriers are often used as raceplanes; these ships are so fast, they often outrun *tachyon band transmissions*, and especially in the vicinity of the radio-blind of *Hellgate* the couriers are often a big ship's only way of communicating with sector command, on *Borushek*.

**cryogen casket** - the "freezer" unit in which passengers were transported between star systems in the era of *human expansionism*, when the first colonies were founded, prior to the development of the *Weimann Drive*. In later years, when *sleeper ship* technology was discarded, the cryogen casket became a convenient means for immobilizing a patient pending medical attention, and finally, for the return of the mortal remains for interment, or the post mortem examination required under the laws of certain colonies, such as *Velcastra*.

**cryptocybernetics** - the study of extinct computer systems, being the 'dead' or dormant electronics left by vanished civilizations or societies, such as the *Resalq*.

**Cygnus Horizon** - freighter which crashed on landing at *Elstrom Field*, causing the even widely known as the Horizon disaster,

**CyberZabou** - the high-tech giant based in *Hydralis City, Omaru*, designing and constructing cutting-edge 'AI interfaces,' the synthetic personalities forming the man-machine interface between systems as complex as *Ibex* mainbrains and the casual office worker.

**Cygnus Logistics** - the public service arm of *Cygnus Heavy Transport*

**Cygnus Heavy Transport** - an industrial heavy freight mover, contracted for the ore-rout and working between *Cimarosa* and *Borushek*.

# D



**Daku** - a politico-religious sect which sprang up in the worlds of the *Shackleton Void* soon after colonization. Their origins are obscure, but it is widely believed the sect began with Armande de Courte, a separatist who forewarned of the taxation and conscription to come, and urged republicanism centuries before the era of *colonial insurrection* began. In the accent of the Void colonies, de Courte is pranced "day-koo." Calling themselves siblings, followers all take the name Daku. For many years the sect was be-

lieved to have essentially vanished, and only the works of such composers as *Bevan Daku* survived to continue the tradition, but with the ignition of the colonial wars, the Daku resurfaced and their blue and gold colors, and their symbol, the open-headed ankh, were to be seen in public, in defiance of the law.

**danceshop** - a mild pleasure den to be found in any strata of any city. Hallucinogens and euphoric will be in common usage, often airborne, but the dangerous narcotics will be absent; steelrock will be on the menu, but synthrock will not be served in danceshops.

**Darwin Docks** - the Fleet docks at geostationary over Sark, Borushek.

**Darwin's World** - one of the oldest of the *Near Sky* colonies, settled by *sleeper ship* in the first decades of the century of *human expansionism*. The capital is the spaceport city of *Venice*, where *Fleet* maintains a research and development facility built on the old simulation grounds operated by the 25th Century paramilitary department *Narcotics and Riot Control*. Darwin's is an ex-



tremely stable world with an Earthlike climate, old cities that had established their own traditions, and a society as rich as Earth's own. *Neil Travers* was born on *Darwin's World*, which has been called 'the jewel of the Near Sky colonies.' The planet is of almost Earth size and gravity, and its climate ranges from the equatorial and tropical (in areas such as Venice) to the alpine (the Hudson River region) and arctic (areas such as the Wulff Glacier).

**datacube** - holographic memory storage module.

de Courte, Armade: see *Daku*.

**Deep Sky** - the region of charted and colonized space beyond the *Middle Heavens*.

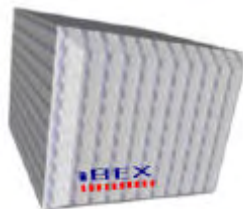
**Deep Sky colonies** - the colonial worlds on the frontiers reached by *human expansionism*. Many of these worlds, such as *Cimarosa*, are no more than mines and staging bases for industry and *Fleet*, but others, like *Velcastra*, *Omaru* and *Louverne* have become wealthy and independent. All of the Deep Sky Colonies desire autonomy and resent both the *military service levy* and the taxation. The earliest colonies in the Deep Sky were founded just over a century ago; the oldest are Omaru and Sark. Many of the most distant colonies, and especially those on the 'far side' (behind the sensor-blind of Hellgate) were settled by pioneers from the Middle Heavens rather than from Earth. For example, the colony of Santorini was settled by the Pakrani.

**DeepSky Fleet** - the military space force, commanded from the Terran Confederacy. Service in Fleet is compulsory, through *conscription*. The colonies resent the military service levy, but for thirty years the *Terran Confederation* has maintained a '*strong starfleet policy*,' following their perception of the threat from the *Hellgate* region. The current Fleet maintains over two thousand ships, ranging from *couriers* and *tenders* to the warships, the *carriers* and *super-carriers*. For many veterans, Fleet is a way of life, but for conscripts life aboard a carrier is harsh. Fleet discipline is notorious, and *corporal punishment* is commonplace.

**DeepSky Fleet Intelligence** - Fleet's 'secret service' bureau, intimately associated with, but distinct from both *Internal Affairs* and the *Fleet Justice Division*.

**DeepSky Levy** - see *military service levy*.

**Dendra Shemiji** - an ancient secret society originally founded by the *Resalq*, in the centuries prior to *human expansionism*. Most information about both the society and its founder people is known only from the archeological record, but in fact the society has survived into the present. Originally founded for the protection of the Resalq people, Dendra Shemiji has become an elite society of assassins, without political affiliation or interest in the human colonies. See



*Curtis Marin* and *Mark Sherratt*. The Resalq term, 'dendra shemiji' means, in the ancestral language, 'knife-silence', which is best translated as 'the silence of knives'.

**Deuel, Lin Ford** - governor or *Velcastra* for twelve years, father of *Sondra Mei-Ming Deuel*, who was *Robert Chandra Liang's* third wife, and grandfather of *Karl David Liang*, whose murder, during conscripted military service, indirectly triggered the alliance between *Dendra Shemiji* and the *DeepSky Fleet Intelligence*.

**Deuel, Sonja Mei-Ming** - third wife of *Robert Chandra Liang*. She was the mother of Liang's only son, *Karl David Liang*. Like her husband Robert, Sonja is active in the politics of colonial republicanism. And like Robert, she is not aware that Fleet Sector Command has had her under surveillance for some time.

**digitoid** - an individual existing mainly, or only, inside the world of a VR simulation.

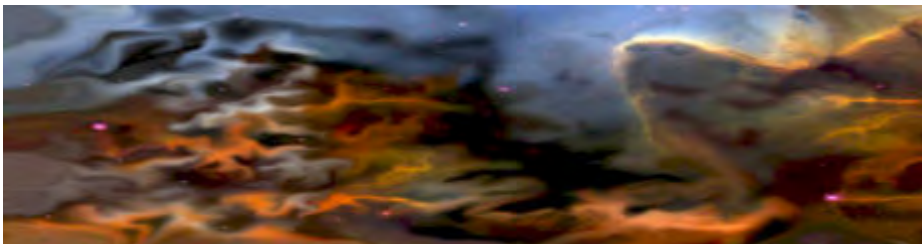
**dimensional anomaly navigator** - specialist in, or using, *anomaly prediction software* to navigate the "riptides" of *Rabelais Space*.

**Dominguez** - the southern hemisphere spaceport city of *Velcastra*. Dominguez is an industrial city, whose wealth comes from manufacture. Several aerospace factories are situated there, and many of the ground- and air-cars common in the Shackleton Void are manufactured there. Dominguez, which is a major Velcastran employer, is almost exactly on the opposite side of the globe from the colony's seat of government, *Elstrom City*.

**Draft, the** - see *military service levy*

**dream smoke** - any of several mild narcotics, airborne in various dream-, dance- and sexshops and intended to arouse sensations of euphoria and excitement.

**dreamshops** - virtual reality 'salons,' to be found in every strata of society, in every city, where patrons can indulge any whim from the legitimate (in the uptown salons) to the vastly illegal (in the city bottom 'dens'. Dreamshops are universally popular, and difficult to regulate. The salons in city bottom in particular are a cause for genuine concern, since the hook-up filaments which intrude directly into the frontal lobes of the brain, are easily contaminated. City bottom 'vee-ree' shops have been linked to the spread of the deadly Hamilton-Scalzo disease.



*Drift, the* - a common term for *Rabelais Space*.

*drones* - any of a vast assortment of 'service' mechanisms working in industry, combat or domestics. Drones might be tiny (with a mass of a few hundred grams) or the size of a tractor (with a mass of several tonnes); they may also have only a rudimentary chipset, or they may have an AI-processor.

*Durn Forest* - a densely forested region of the *Mawson* colony.

## E

*Ebre-zhjim* - a Resalq term meaning 'the other side of forever.' The Resalq name for the honeycomb inside, and beyond, Hellgate.

*e'quero* - the ancestral Resalq term: 'parent'.

*e-space* - 'extra'-space, also known as both hyper- and *subspace*; the *hyperflight envelope* through which a ship equipped with Weimann Drive travels.

*e-space data conduits* - a 'funnel' through which the tachyon band is transmitted. not navigable by physical means. Nothing more massive than particles can enter a data conduit.

*earrings* - worn by both genders as a statement of affluence in the colony of *Velcastra*. Other colonies have developed different cosmetic trends

*Elar'ne* - the ancestral *Resalq* term for *Hellgate*: 'the place of storms,' or 'the stormy side of the sky'.

*Elite General Services Committee* - the official liaison office between Fleet and the government of the Confederation.

*El Khouri* - an area of upland desert on *Ulrand*, on the other side of the planet from *Marak City*; the site of a catastrophic event involving the *Zunshu stasis chamber* discovered there. The so-called 'El Khouri event' severely damaged the atmosphere and ecology of an already fragile world.

*Elstrom City* - the trade capital, though not the set at government, of the colony of *Velcastra*. The city was the first founded on *Velcastra* in the era of human expansionism, when this colony, like most others in the Shackleton Void, were settled by *sleeper ship*. See also *StarCity*.

*Elstrom Field* - the civilian spaceport servicing the trade capital of *Velcastra*.



Scene of the '*Horizon disaster*.'

**Ely, Alessandro** - xenobiologist aboard the *City of Shackleton Explorer*. His name is remembered in the civilian sector or Ely, in *Elstrom City*, *Velcastra*.

**Elysium** - the spaceport city, capital of the *Avalon* colony.

**engine sled** - an engine module, usually not equipped with *Weimann Drive*, assigned to tug duties, shunting shuttles or cargo within a system.

**Equinox Industries** - major industrial developer in the public sector; since 2543 a construction subcontractor to *Fleet*, building tenders, couriers and light warships in the yards over Avalon in the Zeus system.

**Eternal City** - a Resalq city buried by time on the planet Saraine. Currently the site of a major archaeological excavation funded by the Lionel Shastri college in Sark, Borushek.

**Eureka Valley** - an inhospitable lowland in the south hemisphere of Borushek, unsuitable for agriculture or routine settlement and given over to robotized industry. The city of *Jackson* was eventually built to accommodate human workers at the plant manufacturing fuel cells to Fleet.



**evac pilot** - pilot of any of several designs of fast, agile ship designed to insert personnel into a battlefield situation and extract them. Lightly armed and shielded, the evac spaceplanes depend on *gunships* for the protection on the way into a battle zone.

**execution, military** - see *firing squad*.

# F

***Fairview Memorial Hospital*** - the major emergency hospital in the city of Dominguez, on Velcastra's south continent.

***Falk, Lorenzo, Colonel*** - the officer commanding the super-carrier *Kiev* at the time of the '*Kiev Incident*,' and subsequently given command of the *Intrepid*, and, three weeks later, the assignment to *Hellgate*.

***FIA*** - Fleet Internal Affairs.

***field promotion*** - in time of necessity, a Master Sergeant can be awarded the rank of lieutenant, though normally officers are conscription veterans who, upon re-enlistment, choose to exercise their veteran's right to enroll in military college.

***firing squad*** - execution within the military is performed by a firing squad.

***five year hitch*** - military service, following conscription. The five year tour in the DeepSky Fleet has been compulsory for thirty years, following the '*strong starfleet policy*' statement from the *Terran Confederation*.

***FJD*** - Fleet Justice Division.

***Fleet*** - common street-term for the *DeepSky Fleet*

***Fleet Archive*** - the master archive, at *Fleet Base* on *Borushek*. The records of every serviceman are stored in the archive, and since military service is compulsory, the Fleet Archive is actually a database of virtually every citizen.

***Fleet Central Command*** - the center of Fleet administration, in Chicago, in North America.

***Fleet command hierarchy*** - the 'three r's,' the system of ranking, responsibility and reporting within the *DeepSky Fleet*. Each in-draft of *conscripts* is filled with unranked personnel. Following basic training individuals are identified by their specialty (weapons systems, demolition, pilot, etc: there are over forty areas of specialization, from *Infirmary* nurse to carrier pilot). With experience and aptitude comes promotion to Sergeant and Master Sergeant. *Field promotions* to lieutenant are unusual but not unknown. However, no further field promotions are permissible. With the completion of the *five-year-hitch* of compulsory military service, all veterans are welcome to enroll in office training. A

graduate leaves military college with the rank of lieutenant, and again, with experience and aptitude, service in the *command corps* of a *carrier* or *super-carrier*, comes promotion. Command corps ranks are three-tiered: Lieutenant, Major and Colonel, with the junior officers serving as department heads and the most senior officer recognized as the CO. Traditionally, commanding an *aerospace combat wing*, the colonel assigned as CO is addressed as Captain, but the *DeepSky Fleet* should not be confused with the Navy, which survives as a planet-bound service.

***Fleet discipline*** - see *DeepSky Fleet* and *corporal punishment*

***Fleet Inquiry Tribunal*** - part of Fleet's 'self-regulation' initiative, a formal investigation performed by *Fleet Justice Department* at the request of an individual in the service. So long as the request for the Inquiry is made formally, there can be no allegation of misconduct on the part of the individual; and if the Tribunal finds against the serviceman who called for it, reassignment is the rule, so that the serviceman is separated from an officer corps and peer group who may be hostile.

***Fleet Justice Division*** - Fleet's legal body, comprised of veterans trained in law in the civilian environment after compulsory military service, and returned to Fleet with enrollment in military college. Fleet Justice is a career.

***Fleet Maximum Security Penitentiary*** - the institution at Jackson, in the Eureka Valley on Borushek, where the most dangerous military criminals from the Deep Sky to the Near Heavens are confined.

***flight deck*** - on a *carrier* or *supper-carrier*, the deck housing the hangars, from which the big ship's compliment of *gunships*, fighters, tenders and tractors launch.

***Freespace*** - the region directly beyond the frontier, outside the reach of Fleet and the colonial governments. Freespace is a refuge for privateers and mercenaries, and their mobile 'city' of *Halfway* has grown in the last half century, despite Fleet's attempts to eradicate their presence.

# G

**Gael, Tam Lin** - cartographer aboard the *City of Shackleton Explorer*, commemorated in the name of the civilian sector of Gael, in *Elstrom City, Velcastra*.



**gelemerald** - synthetic emeralds, a common stone in the *Resalq* era and now known only from archaeological finds among *Resalq* ruins, rendering the synthetic more rare and valuable than genuine emeralds.

**Gemini** - a recreational club for workers and citizens in *Vazyabinsk*.

**gene shop** - popularly, a clinic specializing in genetic redesign.

**Geneva** - capital city of the colony of *Jagreth*.

**Goldman-Pataki Heavy Industries** - a giant of industry comparable to the Stevenage Company, which is its closest competitor in the Deep Sky, Goldman-Pataki are based in the city of Chryse, Mars, but the greater part of their revenues are earned in the Deep Sky. They operate several mines beyond the frontier, and their AI-piloted ore-haulers are the most massive ships in space.

**GP4-19** - a smelter in the Omaru system, where a remote asteroid cloud is being mined for raw materials. GP4-19 is remote operated, and used by the ships of the Fleet blockade as one corner of the space they control.

**Grant, Bill** - the Lushi medic who survived the *Intrepid* and signed with Richard Vaurien's crew. Like all the Lushi, Grant is small in stature. His cultural association is Australian (via his re-engineered mother), but his home is certainly Lushiar.

**gravity event** - a "riptide" in *Rabelais* space where time, space and gravity blur. When a ship is caught in such a "gravity storm," it is badly damaged or destroyed. Avoidance of such events requires *anomaly prediction software*, pioneered by *Rabelais* and *Yamazake*, and developed by *Jazinsky*.

**gravity resist** - a neutral gravity field, also known as a *buoyancy field*, and *repulsion*. See *Arago field*.

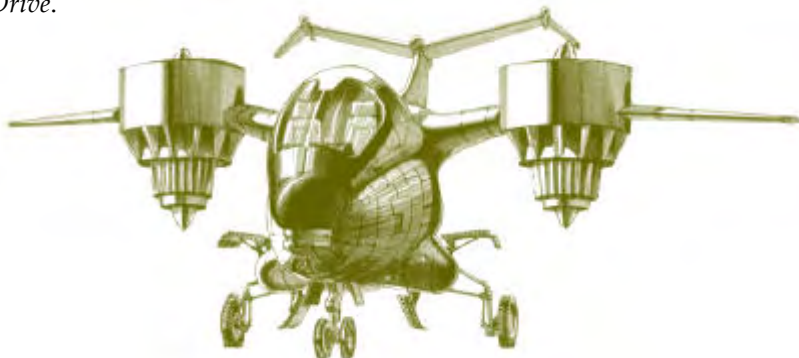
**gyrobike** - form of personal transportation popular in crowded inner cities. The single wheel is gyro-stabilized and the vehicle is computer guided.

*genetic re-engineering* - see *colonization*.

*genetically re-engineered human forms* - The years-long travel time between the *colonies* necessitated the redesign of human forms to cope with difficult ecosystems with higher or lower gravity, thinner or thicker atmosphere with very much higher or lower mean temperatures and humidities, different UV levels, more or less atmospheric oxygen, and other challenges to 'normal' human forms.

*gryphon* - a designer drug, popular recreation in dance shops throughout the colonies.

*gunship* - any of the various designs of armed, armored tactical strike ships which fly close support for a carrier, and topcover for troops in the field. They are fast, maneuverable and heavily armed, but are not equipped with the *Weimann Drive*.



## H

*Haagen* - one of three habitable worlds in the Shackleton Void, Haagen was badly contaminated in a nuclear disaster known commonly as the '*Yoruba event*,' early in the colony's history, and abandoned by the civilian population. Only the Stevenage Company maintains operations there, mining the world without the concerns of heavy-element contamination, since Haagen is already a toxic no-man's-land.

*Hachazos, Los* - the elite combat wing flying off the carrier *Chicago*. Most members of the squadron were disgraced when they, together with the command corps, were investigated by Fleet Justice Division under the auspices of General Kristyn Bauer. Four members of *Los Hachazos* were imprisoned; the remainder were dismissed the service, carrying heavy fines into civilian life. Some of them vanished into *Halfway*; one of these was Sergei van Donne. The unit badge of the squadron was a winged blade, rendered in the Maori style and worn as a facial tattoo by all pilots/ serving with the unit.

*Haarlem* - the warship assigned by the Confederacy to quell a corporate war. She was so badly damaged that she was abandoned by her crew in the B46S-7Y

system.

**Haldians** - any of the *genetically redesigned* crews which tried unsuccessfully to colonize the Middle Heavens planet Haldis. The colony was abandoned after five generations, when its steadily warming climatic trend negated the wide-scale agriculture which was the colony's reason for establishment. The Haldians dispersed to other colonies and Haldis is remembered only in their redesigned genes.

**Halfway** - an artificial world, part planetoid, part space platform, beyond the frontier, in Freespace, Halfway is beyond the jurisdiction of Colonial or Confederate Law, and beyond the reach of the DeepSky Fleet. The nearest colony is Omaru. The odd, ramshackle structure is still in the process of construction,



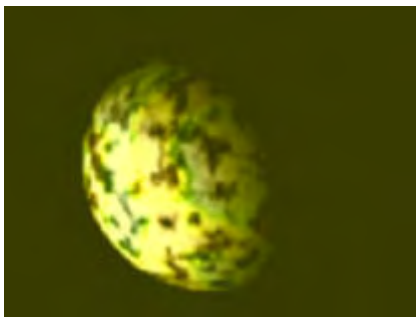
with hulls and modules being added as Hellgate offers up still-viable wrecks. Halfway is a tacked-together assortment of derelict spacecraft and a minor planetoid which was honeycombed and fitted with the salvaged *Weimann Drive* unit from a deep space salvage tug. It is a base of operations for mercenaries and black marketeers because it lies in an essentially ungoverned region.

The privateer city-state is also mobile: should the frontier move outward and the DeepSky Fleet venture too close, the whole 'world' is moved further out into Freespace under the thrust of the most powerful array of Weimann modules yet assembled. Freespace is privateer territory, and Halfway is its 'capital' and spaceport, a law unto itself, and the home port of most mercenary and privateer ships. Many private entrepreneurs, such as Richard Vaurien and Mark Sherratt, maintain Freespace contacts and use Halfway when they need it, but Halfway has gained the reputation of being the domain of murderers and thieves rather than of mercenaries and mutineers.

**Hamilton-Scalzo disease** - the 'smart' retrovirus which is spread through contact with contaminated VR hookups in city bottom dreamshops. The virus degrades the neural synapses, acting like a corrosion of brain tissues. HS is marginally treatable, but the therapy is extremely harsh, and there is no vaccine to prevent reinfection. Many users, addicted to illegal VR sims, keep returning to city bottom, and reinfection occurs. Depending on the health and vigor of the individual, three or four therapy sessions may be all the individual can tolerate before the cure becomes as lethal as the virus.

**handy** - any of scores of handheld devices from book viewers and *playboxes* to navigation decks and *e-space* transmitters.

**Haven** - colony in the *Middle Heavens*, settled by a splinter group from *Kushinbai*, who found Haven's high gravity agreeable. The *Kuchini* group became extremely affluent, since Haven is a rich source of fuel elements. Many Haveners took their fortunes and returned to Earth, which was usually a mistake, since the tolerance for 'colonials' on the street, on Earth, is low.



Numerous *Kuchini* became bankrupt, and further military service, or mercenary work, was their only escape from Earth's 'city bottom' ghettos.

**havre-lustr'en** - a *Resalq* term usually translated simply as 'ambush.'

**Hellgate** - the common term for the *Rabelais Drift*.

**h'ere-zar** - a *Resalq* term: lovemaking.

**high-band** - the tachyon communications band.

**Highroller** - an executive yacht, *Weimann Drive* enabled, manufactured by the *Kotaro-Fuente* company.

**Hoffman Sector** - the business district of *Hydralis City*, *Omaru*, where the *Cyber-Zabou* building dominated the skyline before it was gutted early in the colonial wars.

**holotheater** - virtual reality entertainment, provided in recreation clubs.

**home colonies** - the star systems first colonized by the *Terran Confederation* in the early years of human expansionism. They lie close to Earth and suffer no threat from the *Rabelais* region.

**homeworlds government** - the government of the *home colonies*, seated on Earth. At the heart of the Confederate government is the Senate, which sits in Chicago, in North America.

**Horizon disaster** - the worst aerospace disaster in the history of *Velcastra*. The *Cygnus Logistics* freighter *Cygnus Horizon* 'hard-landed' following a reactor scram on landing approach. The *Elstrom Field* region was heavily contaminated, and disaster relief from the *home colonies* did not arrive for months, by which time *Velcastra* had coped alone. The colony's resentment of the *military service levy* and taxation by the *Terran Confederation* began with this event.

**human expansionism** - also known as the 'colonial period,' the three centuries preceding the development of the *Weimann Drive*, in which humans colonized the habitable worlds within their reach by sleeper ship. The years-long travel

time between the *colonies* necessitated the redesign of human forms to cope with difficult ecosystems with higher or lower gravity, thinner or thicker atmosphere with very much higher or lower mean temperatures and humidities, different UV levels, more or less atmospheric oxygen, and other challenges to 'normal' human forms. Following the development of the *Weimann Drive* there was no necessity for *genetically re-engineered human forms*, but many redesigned humans, such as the *Lushi*, *Pakrani* and *Kushini* had already become "fixed," and the tradition of genetic redesign resulted in redesign for cosmetic purposes, a fashion indulged in only by the wealthy.

***hunter probes*** - the sublight probes launched out of *Hellgate* by the *Zunshu*, originally to track down the *Resalq*, and now hunting for Humans.

***hybrid ships*** - vessels which are patched together from parts salvaged from other ships. They are common in *Halfway*, where the wreckers and other privateers plunder the victims of *Hellgate*. A hybrid ship might have the cargo pods from a freighter, the engines from a salvage tug, the hab-modules from a luxury lighter and the weapons systems from a warship. They are usually extraordinarily ugly ships, but their power should never be underestimated.

***Hydralis*** - capital city and cultural center of the *Omaru* colony; population eight million. *Hydralis* was the first city built by the terraformer fleet (of drones), and has been heavily industrialized since the First Fleet (colonists) arrived. Among the industries based there are *CyberZabou*, *Volvo*, *Rand* and *Weiss*.

***hyper-Weimann engine*** - the progressive engine technology which permits navigation inside *Elar'ne*, where the fundamental *Weimann drive* engine, based on field principles developed while *Foster Weimann* was at the *Arago* laboratories, is ineffective. The hyper-Weimann technology is credited to the specialist *Tonio Teniko*, whose work, in concert with *Barb Jazinsky* and *Mark Sherratt*, aboard *Richard Vaurien's* vessels, was performed under tight security.

***hyperflight envelope*** - see *e-space*.

***hyper light transition*** - following the *Weimann Drive* ignition, the passage of a craft into the freefall conduit of *e-space*. Not always a pleasant experience for human travelers.

***hyperspace*** - see *e-space*.



# I

***Ibex*** - the acronym of the Intel-Brand-Xavier Corporation, which manufactures the most powerful processors on the market for supply to military, civil and science platforms. Ibex is based on *Darwin's World*, with offices and factories in the Deep Sky, and they work in conjunction with companion developers such as *CyberZabou* to supply systems to all parts of the market.

***iceboat festival*** - the mid-winter carnival in the southern hemisphere of Darwin's World. The southern continent extends close to the pole, and cities there spend up to twenty hours in darkness at this time of year. The Schell River freezes and under mobile drone floodlights the iceboats -- seven-meter hulls riding razor-edge blades - race for the Madison Trophy. In recent years the races have become completely secondary to the carnival.

***Infrakey*** - colloquial for infrabeam key-lock.

***Infirmmary*** - the hospital, including the surgical unit and ICU, morgue and pathology laboratory, aboard a *carrier* or *super-carrier*.

***Ingersol, Tully*** - the Weimann Drive specialist aboard Richard Vaurien's modified science/salvage vessel, *Wastrel*.

***Ingrid*** - an AI designed as the man-machine interface for offices. *Harrison Shapiro* named it.

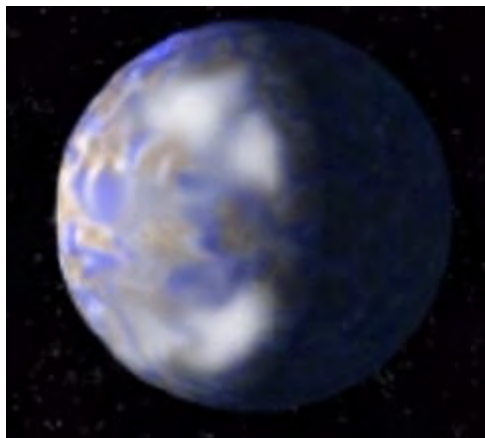
***IntelScan*** - technology developer servicing the medical and aerospace sectors, IntelScan are based on *Omaru*, and much of their work is under contract to *Fleet*.

***Intrepid*** - one of a fleet of six *super-carriers*, she is on assignment for three years to the *Rabelais Drift* and under the command of *Colonel Lorenzo Falk* at the end of her service life. Her previous captain was *Colonel Miriam Wong*.

# J

**Jackson** - the industrial city on *Borushek* responsible for supplying most fuel cells to Fleet. It is situated in the *Eureka Valley*, and on its outskirts us the Fleet Maximum Security Penitentiary.

**Jagreth** - (1) an earthlike world, colonized by *sleeper ship* in the early years of



*human expansionism*. Jagreth is similar enough to Earth in terms of gravity and atmosphere that humans did not need to be re-engineered. Because the planet is as Earthlike as *Omaru*, *Borushek* and *Velcastra*, it is densely populated. It lies in the outer sectors of the *Middle Sky*, six days from *Velcastra*, and twenty days from Earth. It was the first place where humans discovered alien relics. (2) Jagreth is the hero of a Resalq children's story which dates from the

century when the fugitive Resalq met the first Human colony fleets to settle in their space. Jagreth was, according to legend, the first Resalq to be genetically reengineered to pass among humans. The colony world is named after him -- the children's story was the first Resalq document translated into Human languages; the text was discovered in the ruins not far from the city of *Westminster*, which were the first traces of the Resalq ever found. This discovery was Mankind's first contact with an alien intelligence and technology, though many worlds previously colonized had been rich with life.

**Jagreth Prime** - the largest of Jagreth's three moons, heavily mined. Much industry was kept off the surface to preserve the environment of this extremely earthlike world. The *transit base* was built there, rather than being a space platform.



## BIOGRAPHY:

**Jazinsky, Barb** - civilian sector software engineer working for *Richard Vaurien*, her major work has been in the field of *anomaly prediction software*, developing systems based on old *Yamazake* routines, which enable the *wreckers* to safely navigate regions of *Hellgate* where *Fleet* flies only at great risk. Jazinsky is a third-generation *Pakrani*, and at the urging of Vaurien, who protected her and nurtured her talent, she avoided the *military service levy* on her home-world of *Santorini*.

**Juno** - a Fleet courier, the crew of which are in Harrison Shapiro's confidence.

**jupiter spruce** - a hardy, fast-growing evergreen tree similar to both pine and spruce; genetically engineered for survivability in various climates.

**Jurgens, Francois, Colonel** - the public relations liaison at *Borushek Base*.

## K

**Kathleen** - a barren, inhospitable world in the *Mawson* system, mined by the colony for raw materials used by local industry. See *Regan de la Courte*. Mining processes have almost destroyed the planet, and Kathleen is a haze of rubble punctuated by mass drivers and orbital smelters. Most of the planet is a honeycomb of deep pit mines left by the massive robot mining machines, each miner the size of a small city.

**Kathleen Station** - the headquarters of the *Regan de la Courte* mining operation, on *Kathleen*. The planet's only permanent structure.

**keplex-titanium ammunition** - in 60mm and 90mm, a high-velocity ar-



mor-piercing ammunition with hollow-tip and/or explosive warhead.

**Kiel Docks** - the fleet dockyards at geostationary over *Hydralis City, Omaru*. The facility was reduced to ruins in the very early days of the colonial wars, and vessels were routed to *Borushek* and *Albeniz*.

**Kiev** - one of a fleet of six *super-carriers*, she was under the command of *Colonel Lorenzo Falk* at the time of the '*Kiev Incident*.'

**Kiev Incident** - disaster aboard the *super-carrier* which destroyed large parts of the mainframe and resulted in the deaths of sixteen crew and the injury of many others. *FIA* investigation produced insubstantial evidence and commanding officer *Lorenzo Falk* was reassigned.

**Kjorin** - an inhospitable world used as a staging base by the *Zunshu*, who traced elements of the *Resalq* fugitives there. The *Resalq* had used the planet for 'smash and grab mining' during the century of their flight from the *Zunshu*. *Ernst Rabelais* charted *Kjorin's* small, orange G3 star but did not bother to map the planet's surface, because when he passed through *Kjorin* was locked down by winter. He cataloged it only with a number, 33-849-440. The planet's orbit is vastly elongated, two centuries long. At aphelion, *Kjorin* is an ice world where the atmosphere has crystallized and rivers of liquid nitrogen flow. At perihelion, *Kjorin* is almost molten, with temperatures far too high for life to evolve. For a few decades in the mid-point of any orbit, however, the climate is quite clement. The *Resalq* charted the surface of *Kjorin* extensively, since they passed by in its decades-long summer. Their purposed on *Kjorin* was '*smash and grab mining*,' with which they secured raw materials during the century of their flight from the *Zunshu*. The planet has four moons, and each of them shows the scars of the mining which alerted the *Zunshu* to the presence of the fleeing *resalq*.

**Kotaro-Fuente** - aerospace developer serving both the civilian and military sectors with *Weimann Drive* equipped vessels, from *carrier tenders* to *starclippers*. The *Kotaro-Fuente* construction yards are scattered through the colonies, from *Jagreth* in the *Middle Heavens* to *Velcastra* in the *Deep Sky*.

**Kuchini** - genetically re-engineered human form, designed to colonize the planet *Kuchinbai*; similar human form to the *Pakrani*. A splinter group from *Kuchinbai* subsequently founded the colony of *Haven*. Growing rich from the mining and processing of fuel elements there, some tried to return to Earth, with dire results. See *Roy Austin Neville*.

**Kuchinbai** - colony world with high gravity and oxygen-poor atmosphere. Colonists re-engineered to settle this world were redesigned for strength, stature and lung capacity.

# L

**Liang, Karl David** - born August 14, 2624, conscripted for military service December 4, 2641; died early-2643, date uncertain. Only child of the Velcastran tycoon, *Robert Chandra Liang* and *Sondra Mei-Ming Deuel*, daughter of the colony's twelve-year governor, *Lin Ford Deuel*. His murder, during conscripted service in the DeepSky Fleet, indirectly triggered the alliance between DeepSky Fleet Intelligence and the ancient secret society, *Dendra Shemiji*. Karl David Liang was assigned to Delta Company of the 278th *Marines*, under the command and tutorship of *Sergeant Instructor Roy Neville*. Karl was a spoiled rich boy who took poorly to the service, discipline, responsibility and duress. He panicked in a combat *simulation*, which resulted in corporal punishment and, ultimately, his death at the hands of Neville.

**Liang, Robert Chandra** - enormously wealthy industrialist from the colony world of *Velcastra*. His son was *Karl David Liang*. Eight times married, Robert has connections with government, industry and military administration, giving him the ability to reach information otherwise unavailable to one who is, essentially, a civilian. Most of his personal fortune was derived from his import/export business, based on *Velcastra*. He speaks primarily the Velcastran dialect, which is a blend of English, Spanish, 'Chinglish' and Japanese, reflecting the origins of *Velcastra*'s pioneer colonists. Though married eight times, Robert Chandra Liang produced only one child, born in *Elstrom City* when he was 31 years old.

**Lincoln Boulevard** - a major thoroughfare in *Dominquez, Verlcastra*, famous for its nightlife.

**Lisbon Docks** - the orbital civilian docks at geostationary over *Elstrom City*, *Velcastra*.

**Lithgow** - a colony world in the *Middle Heavens*, settled soon after *Avalon* and *Haven*.

**looney-moon** - a dangerous synthetic drug most often used in concert with VR sims. Commonly found in shady city bottom dreamshops.

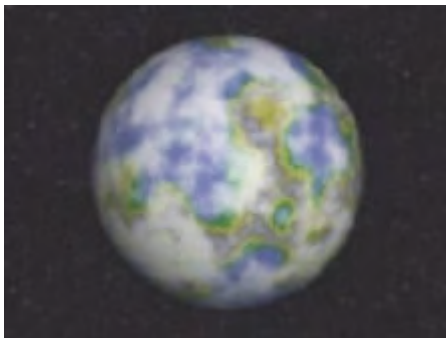
**Louverne** - a Deep Sky colony world with an oxygen-rich atmosphere and mineral-rich oceans. Little of the surface is dry land, but robot processing of the oceans provides a wealth of rare elements and minerals, and Louverne's tiny population swiftly became wealthy.

**Luna** - since the middle Twenty-first century, one of the major mines and industrial zones of the homeworlds. Earth's satellite was soon discovered to be rich in bauxite (aluminum ore), rutile sand (titanium ore), and fissile materials.

**Lushi** - genetically re-engineered human form, designed to colonize the planet *Lushiar*.

**Lushiar** - a *Middle Heavens* colony world with light gravity, higher temperatures and humidity, settled in the Twenty-fourth Century. Lushiar has become a vacation destination, since the trade lanes passed this world by a century ago. Lushiar is not-quite impoverished,

but lags far behind other colony worlds, where education and research facilities far outstrip anything available in the Lushi cities of Alexandria (the spaceport city) and Toronto, and the southern hemisphere city of Troy. The accent of Lushiar is characterized by broad, round vowels.



## M

**MacLean, James** - Chief Medical Officer aboard the *Intrepid* at the end of her service life. MacLean is close to retirement. He is highly qualified and vastly experienced, with an excellent service record. He was aboard the *Ariel* and the *Nanking*.

**mai-boogey** - a dangerous synthetic drug most often used in concert with VR sims. Commonly found in chady city bottom dreamshops.

**manumission** - the freedom to return to civilian status after completion of the *five-year-hitch* in the *DeepSky Fleet*, with begins with *conscription*.

**Mako** - the strange, ugly hybrid freighter operated by Sergei van Donne. The ship began life as a massive cargo hauler (with enough hold space to swallow a town), and was made over with the addition of armor and armaments salvaged from various warships lost in Hellgate. The result is a hybrid warship with enough power to challenge the *Wastrel*.

**Marak City** - the political capital and spaceport city of Ulrand. A Freeport separate from the Confederate colonies of the Deep Sky due to the circumstances surrounding colonization. See: *Ulrand*.

**Mare Resalq** - a region where the stars are densely packed and from some angles appear like foam breaking on a beach. The Resalq homeworlds were to be found there, prior to the Zunshu assault.



## **BIOGRAPHY**

**Marin, Curtis Jean** - a field agent for *Dendra Shemiji*, and probably their best operatives, Marin is 32 years old and was born in the city of *Westminster*, on the colony world of *Jagreth*. He left *Fleet* with the rank of lieutenant, and his specialty was weapons systems. Marin is pilot qualified and was assigned not to Airborne but to his carrier's *tac-team*. Following a traumatic incident on *Lushiar*, where his friend was murdered, Marin was contacted by *Mark Sherratt* and literally adopted. With his five-year military service complete, Marin joined *Dendra Shemiji* and undertook very different training. The *Lushiar* incident was not the only trauma in Marin's personal history. He was

aboard the *Argos* at the time of the reactor scram at Radley Station. He spent the last six months of his military service on *Borushek*, working with Fleet's Research and Development division, while he recovered from injuries which, while perfectly healed, nonetheless left him enforcedly sterile. Curtis was an only child. During the years of his conscripted Fleet service his parents left *Jagreth* for the homeworlds, and Curtis did not choose to follow them or reestablish family liaisons.

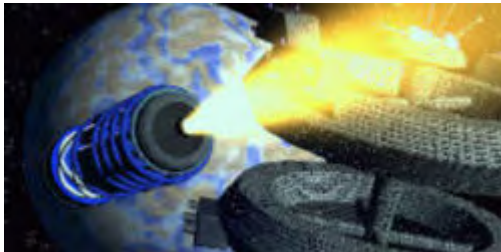
**Marines** - in the tradition of the early years of human *expansionism*, an arm of



the military service providing infantry and aviation capabilities to a *carrier* or, more recently, a *super-carrier*. The Marines tradition survived into the era of *Weimann Drive* starflight, and flourished in the years following the '*strong starfleet policy*' statement. *Curtis Marin* served with *Sierra Company*, of the 245th Marines, off the carrier *Outbound Pioneer*.

**Mars** - since the late Twenty-first Century, one of the major industrial centers of the homeworlds. Mars became a political force in its own right when the cities of Chryse and Marsport became affluent.

**Mawson** - one of three habitable worlds in the *Shackleton Void*, colonized early and soon becoming a backwater, almost forgotten by the *Terran Confederacy*. The mainstay of its economy is the *Regan de la Courte* company, which develops weapons systems under contract



to *Fleet*. The planet's capital city is Turin, in the temperate northern hemisphere. The arid, inhospitable southern hemisphere is given over to industry.

**Mayhew, Jardine** - President of the Terran Confederation from 2632 to 2640. Mayhew's triple-term was cut short by a fatal sportplane crash, and his troubled presidency is mainly marked by the '*strong starfleet policy*' of 2634, structured as a response to the threat perceived from the *Hellgate* region of *Rabelais Space*. The '*strong starfleet*' initiative caused widespread unrest in the Middle Heavens and particularly in the Deep Sky colonies, and was responsible for triggering the so-called *Colonial Wars*.

**Mazjeet** - genetically re-engineered human form, designed to colonize the plate *Mazjene*. The Mazjeet were designed to tolerate cool, dry climates and low gravity. They tend to be slender, tall, and do not thrive in warmer, more humid condition.

**Mazjene** - a difficult world to colonize, because its star is colder than Sol, and the system's only habitable body is situated relatively far out from its sun. Mazjene is kept warm by the world's intense geothermal activity, which maintains a fragile but desirable greenhouse environment, without which Mazjene would freeze. But the atmosphere is thin and dry, with high winds, and gravity is light. The genetically re-engineered humans of this world tend to be pale, and have a nictitating membrane to protect the eyes in these difficult conditions.

**McClaren Sector Command** - Fleet Sector Command for the Middle Heavens.

**mechie** - Sark colloquialism: any mechanical failure, from a blown fuse to a



reactor meltdown.

**med-drones** - a class of semi-intelligent machines ranging from the microscopic to the massive, and programmed for medical and surgical service.

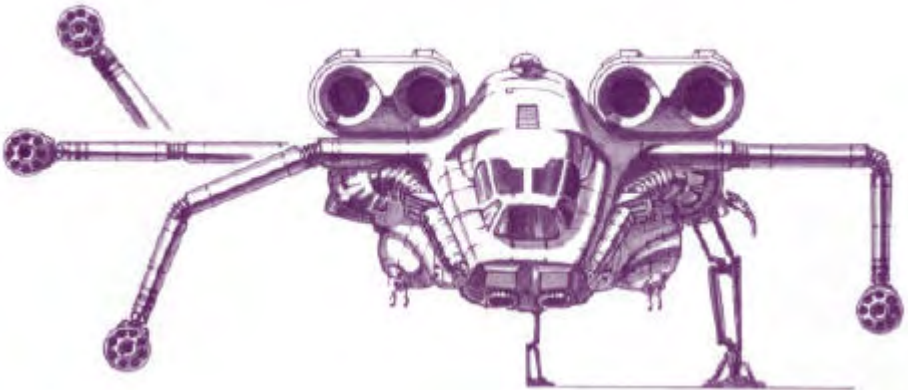
**mercenaries** - ex-military troops from *Fleet* or *Army*, contracting to colonial governments or civilian factions and instrumental in the rebellion against the *Terran Confederacy* in the early years of the *colonial insurrection*. Most mercenaries work out of the space city of *Halfway*.

**merchant astra** - the civilian space services, encompassing civil activities from freight logistics to passenger carriers, couriers and, though less frequent in recent years, exploration and science vessels.

**Mercury** - a *Fleet* courier, the crew of which are in Harrison Shapiro's confidence.

**Middle Sky** - the region of space between the *home colonies* of the *Near Heavens* and the frontier worlds of the *Deep Sky*.

**military service levy** - general conscription for the *DeepSky Fleet* and the *Army*. All young people, without exception, are conscripted at the age of 18 and their obligatory military service tour is a five-year hitch. 'The Draft' was instituted thirty years ago, by the *homeworlds government*, following the realization of a threat from the region of *Hellgate*. Conscription and *taxation* from the *Terran Confederation* and the two underlying causes for *colonial insurrection*.



**Mitsubishi** - a civilian tech and aerospace developer which has been supplying hulls, flight systems, hard- and software to the military for seven centuries, since the hundred years immediately prior to the century of human expansionism. Still working out of Earth itself, the company is based on the partially artificial island structure of *Yaku-Shima*, where carrier and super-carrier hulls are built in modules and assembled in orbit.

**Mont Katherine** - the highest point in the hills above Dominguez, the spaceport

city of Velcastra's southern hemisphere, and the site of the Comm-Relay Complex serving that hemisphere.

**Montefiore Park** - recreation facility for workers and citizens of Vazyabinsk.

**Montrose** - Mining site on Cimarosa.

**Mulholland, Colonel Wayne** - the officer assigned by the Elite General Services Committee to seize all materials and data from Harrison Shapiro and Mark Sherratt. He and his engineer were killed in the explosion at El Khouri, when they tried to force entry to a Zunshu stasis chamber.

**Murchison Aerotech (formerly Murchison Aerodynamics)** - a military aerospace developer based in the home colonies of Darwin's World and Rethan, supplying intercept fighters for carrier close defense. The fastest and most maneuverable of their contemporary fighters is the Eclipse. Murchison developed the first true starship engine, but the Auriga engine technology was fraught with dangerous design flaws, and rendered obsolete by the Weimann Drive. Murchison was partly merged with *AragoTech* when it was vastly out-competed by Arago and its subsidiary, the *Weimann Company*.

**Musashi** - carrier serving in the Middle Sky.

**myazen** - a drug used to suppress recent memory.

## N



**Naiobe** - the black hole which drives the temporo-gravitic storms in the *Hellgate* region. Naiobe's orbit is eccentric; it is 'wobbling' through Rabelais Space in a 'danse macabre,' where its partners are a number of supergiant stars and the still-

sizzling remnant of the supernova 2631C.

**Nanking** - a *DeepSky Fleet tender* serving in the *Near Heavens*.

**Narcotics and Riot Control** - government agency responsible for security and quarantine of controlled substances, such as drugs, toxins and certain medicinal chemicals. In the Twenty-fifth century NARC was a paramilitary force,

operating independently from both the 'Starfleet' (now *DeepSky Fleet*) and *Tactical*, and for several decades they were in the front line of the 'angel war.' At the close of this period, when a paramilitary was no longer required, the department was stood down and given the assignment of security and quarantine of controlled substances.

**navigation tank** - a 3D holographic display of navigation fixtures and trajectories, used for navigation between bodies within a system, or between star systems. Can be as large as ten meters diameter in the operations room of a large ship. See also *navdeck*.

**navdeck** - short for navigation deck. A small version, for small ships and planes, of the *navigation tank* found in the *operations room* of a ship larger than a courier.

**Near Heavens** - the home colonies quadrant, centered on Earth. The regions closer to Earth than the *Middle Sky*, which were charted and colonized by *sleeper ship* in the centuries before the development of the *Weimann Drive*.

**needle gun** - a Resalq stealth weapon, small enough to hide in the operator's palm, and using a compressed air cylinder to fire a dart-like, plastex round. See *plastex ammunition*.

**neh'veln** - a Resalq device similar to a handy, but vastly more powerful.

**Neuquen and Chugoku Consolidated Freight** - a major competitor to Orion, Willhausen-Gough and Orion TransFreight, working in the Deep Sky and the Hellgate region. Neuquen was originally a passenger carrier and Chugoku carried any cargo, including haz-mat, to the most outlying colonies. As the Deep Sky opened up, competition forced these two colonial companies to amalgamate.

**Neville, Roy Austin, Sergeant Instructor** - a Master Sergeant aboard the *super-carrier Intrepid* at the time of her last assignment. He is 34 years old, born on *Haven*, of a Kuchini mother and an American father. From his *genetically re-engineered* mother he inherited height and girth, and lung capacity. His family had tried to make the transition from Haven to Earth without success, and a career in *Fleet* was the young Neville's escape from a life of poverty. He was three times decorated for 'efficiency' during conscription, and re-enlisted at once. From the *Ranger* he was subsequently assigned to the *Musashi*, where his specialty was in weapons systems. Two years later he was transferred to the notorious *super-carrier*, the *Kiev*, and finally to the *Intrepid*.

**newsvid** - more than a news bulletin. A multi-channel datafeed with video, audio and multi-layered data channels carrying the story, the underlying research and weblinks.



**Nirgal** - a planetoid in a relatively stable position on the skirts of the Rabelaid Drift. It was used as the platform for the Cyclops Sensor Arrays, which observe the Drift.

**Northway Sector** - a light industrial sector of *Hydralis City, Omaru*, where the skyline is dominated by a major hospital and most local employment was in the *Chiyoda* armaments factory until it was gutted in the very early days of the colonial wars.

**Nova 2631C** - the vast halo of gasses left from the third supernova of 2631 in the *Carina quadrant*. The supernova is only the latest of several such events taking place in or near *Hellgate* within the era of record. The remnants of 2631C are being ingested by the black hole, *Naiobe*, which lies to galactic north of Hellgate.



## O

**Olu Kailua** - a band from Pakrenne, performing an odd synthesis of contrapuntal music with its melodic roots in Polynesia and its rhythms and harmonic processes rooted in the works of Vivaldi and Mozart.

**Omaru** - a colony on the near-fringe of the frontier, heavily taxed by the *Terran Confederacy* and troubled by the *military service levy*, and the first to erupt into *colonial insurrection* when the government in *Hydralis City* engaged the services of *mercenaries* and black marketeers, and declared itself an independent *republic*. Omaru is the most powerful and influential of the Deep Sky colonies, and one of the most densely populated. It is an earthlike world, where the pioneer humans needed no genetic redesign. The world was one of the earliest colonized, and perhaps because of its earthlike environment it soon became the most densely-populated work in the Deep Sky, which means that it bears the

brunt of the tax and conscription levies. The accent of Oamru is characterized by clipped (short) vowels and hard consonants.

**Omaru Prime** - the largest moon of the Omaru system, orbiting Omaru itself.

**Orleans Station** - the civilian docks at gestation, in orbit over Sark, Borushek.

**Outbound Pioneer** - a *DeepSky Fleet* carrier, home base of the 245th Marines, with whom *Curtis Marin* served during his *five-year-hitch*.

**ops room, operations room.** The computer bay controlling complex systems, from a warship to a mine or the *Tactical* security overview a city. A large ship, such as a *carrier* or *super-carrier*, is piloted from the operations room.

**Orion 359** - a black hole system, the twin of Naiobe, discovered by resalq scientists under the funding of Mark Sherratt. Orion 359 is situated far from the Deep Sky, in uncharted space.

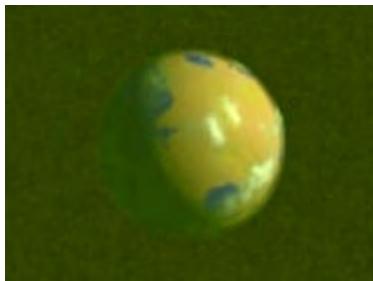
**Orion TransFreight** - a major freight handler working in the Hellgate region, specializing in trans-shipments of cargoes outbound from the Middle Sky to the 'far side' of Hellgate. Like *Cygnus Logistics* and *Wilhausen-Gough*, and others, Orion often risks slingshot flights through the Rabelais Drift, to save time and distance, which translate directly into Colonial dollars.

**Outbound Pioneer** - a *DeepSky Fleet* carrier, home base of the 245th Marines, with whom *Curtis Marin* served during his *five-year-hitch*.

## P

**Pakrani** - genetically re-engineered human form, designed to colonize the planet *Pakrenne*. Similar human form to the *Kuchini*, the Pakrani are large boned, tall and very strong.

**Pakrenne** - colony world with high gravity and oxygen-rich atmosphere, similar to *Kuchinbai*. Pakrenne is an inhospitable world, mountainous and nearly barren, with thick cloud layers and low light conditions, but its position on the near edge of the *Shackleton Void* made it an excellent supply base for ex-



ploring ships. Pakrenne remains affluent through this function.

**Pakrenne Coaster** - the *Pakrani* colony ship which was both the victim of, and the founding force for, the colony of *Ullrand*, on the edge of the *Shackleton Void*.

**pilot** - see *carrier pilot* and *evac pilot*.

**peligro** - the music of numerous 'experimental' bands in the Deep Sky. Peligro transcends steel rock but falls short of synthrock by margins wide enough to make it legal, narrow enough to make it fascinating to jaded danceshop customers.

**plascrete** - a compound used in prefabricated structures, neither plastic nor concrete, but a hybrid between the two, which weaves, or spins itself inside a force-generator mold, and can later be unwoven, reducing it to its 'molted' state.

**plastex ammunition** - stealth ammunition, invisible to sensors, the rounds are manufactured in 30, 60 and 90 caliber, and may be hollow-nose, explosive or filled with a neurotoxin.

**playbox** - a VR games player, usually a *handy*.

**PowerUp Corporation** - one of Sark's energy cartels, with its building in the West Nansen sector, the tallest structure on the sector's skyline.

**Pred'yche** - a resalq term used commonly to mean 'spouse.' The actual; translation is 'the individual with whom I trade genetic material and might conceive offspring.'

**prejudice** - in an era when religion and sexuality are the choice of the individual, the humans of Earth are still given to powerful prejudice -- against the people of the Deep Sky who have been genetically reengineered into forms better suited to difficult colonial worlds. The people of the homeworlds have a chauvinism which makes the Pakrani, Lushi, Mazjeet and others despised and treated ill in the cities of the homeworld. Most colonials choose not to travel to Earth; those who are compelled to go there frequently report bad experiences. See: *General Kristyn Bauer*.

**private subscriber tachyon band** - public access subspace radio. See *tachyon band communications*.

**Prometheus generators** - colossal but 'dirty' nuclear generators used by Fleet and civilian industry to power miners, wreckers and terraforming machines on uninhabited planets and in lifeless environments where the fallout from the generators is inconsequential.

# Q

*Quinn, Michael* - a Pakrani from the Santorini colony; he married Kristyn Bauer, is the father of her two children, and is one of many reasons for the shift in General Bauer's political affiliation.

*Quorn* - a sector on the outskirts of Sark, Borushek.

# R

*Rabelais, Ernst* - Explorer and physicist of the 23rd Century, who laid down the sequence of beacons along which future spacefarers still navigate. He tried to chart *the Drift*, which was subsequently named '*Rabelais Space*,' though Rabelais himself always called the region '*Hellgate*.' At last, the region claimed the life of Rabelais when his ship disappeared, and he was officially listed as dead though wreckage was never discovered. Rabelais was the first theoretical physicist to develop *anomaly prediction software* which allowed him to enter Hellgate, albeit at risk. His work in this field predated the work of Inoshiro Yamazake by decades, and it has been theorized that Rabelais discovered Resalq secrets, perhaps by stumbling over their ruins, or wreckage in and around Hellgate. His mission, as he shipped out of the Near Sky, was not only to lay down the chain of beacons, but to chart the small black holes which are numerous and dangerous to navigators. In fact, his later life was devoted to the exploration of Hellgate, which he discovered to be filled with the remnants of numerous starship wrecks, scattered throughout the orbits of *Nova 2631C*'s outer planets, but at the end of his career, aged 84, Rabelais concluded that the region is temporally unstable because it is stitched-through with wormholes resulting from gravity tides between *Naiobe* and Hellgate's supergiant stars. Before Rabelais could exit the Drift, he disappeared. In latter centuries, brilliant

pilots with the best *anomaly prediction software* transit Hellgate routinely, but the Drift claims many ships and many lives. Rabelais was survived by a wife and daughter, and his direct descendents are the *Shackletons*, also a clan of explorers who gave their name to the *Shackleton Void*. Colonel *Alexis Rush*, who succeeded Colonel *Lorenzo Falk* as captain of the troubled super-carrier *Kiev*, is his direct descendent.

***Rabelais Drift*** - a region of space aptly named Hellgate by explorers and navigators, where the forces of a black hole and several massive stars in close proximity cause anomalies in gravity, space and time, rendering the area impossible to chart and virtually impossible to navigate. Hellgate falls within the *Borushek* quadrant and *DeepSky Fleet* vessels transiting the region report to *Borushek Sector Control*. However, the Hellgate region is a communications blind, where the radiation flux surrounding the massive bodies disrupts both normal transmissions and those made on the *tachyon band*, and a ship serving in or near Hellgate communicates with sector control on *Borushek* by means of *couriers*. Hellgate lies to galactic west of the *Nova 2631C*. Hellgate is vast. A ship traveling at the velocity of a freighter transits the region in five days (saving fifteen days off the normal travel time between colonies). Following the perception of a military threat from the region, thirty years ago, Hellgate has been classified as a battle zone.

***Rabelais Space*** - the official term for Hellgate.

***Rabelais Track*** - the beacon sequence laid down by Ernst Rabelais in his last flight, prior to his disappearance in the Drift.

***Radley*** - an uninhabitable world cultivated as a halfway station due to its position, Radley Station became infamous for the Argos disaster. Most of the crew were treated in the Containment Hospital and many died. Curtis Marin was one of Radley's survivors.

***Rainbow Voyager*** - the civilian research vessel belonging to *Mark Sherratt* and used extensively by *Barb Jazinsky* to study specific zones within the Drift. The name *Rainbow Voyager* is a translation of the vessel's Resalq name, *Carellan Djerun*.

***Ranjipur*** - an odd, hybrid vessel, part freighter, part tug, heavily armed and armored, originally registered in *Columbo*, *Santorini*, to *Conway Streller*, and currently under the command of *Marianna Wing* and flying out of *Halfway* and *Ulrand*.

***Randell, Ulverson Yves*** - the *Pakrani* explorer who first charted the colonial world of *Ulrand*, in the Twenty-third Century. He did not name the inhospitable world, but following the events surrounding the ill-fated *Pakrenne Coaster*,



the planet became known as Ulrand, which is a corruption of his name.

**Ranger** - carrier serving in the *Middle Sky*.

**recce** - service abbreviation: reconnaissance.

**Regina Maris** - a passenger clipper of the Trans-Colonial line,

**Republicanism** - the political leaning of the Deep Sky Colonies, who desire autonomy from the *Terran Confederation*, and following a long period of unrest due to *conscription* and *taxation*, entered into *colonial insurrection* -- rebellion, best characterized as civil war. The first colony to declare itself a republic was *Omaru*.

**Regan de la Courte** - aerospace developer supplying weapons systems under contract to *Fleet*. Their factories are on *Mawson*, in the *Shackleton Void*. The company is Mawson's only source of revenue and claim to notoriety, though a large percentage of the civilian population wish to sever their connections not only with *Fleet*, but with the *Terran Confederacy* too. If this were the case, and Mawson signed republican treaties with nearby *Velcastra*, and the powerful *Deep Sky* colony world of *Omaru*, Regan de la Courte would have to make a difficult decision: declare its loyalty to the government of Earth, or join the breakaway colonies -- which would mean supplying weapons systems to governments joining the *colonial insurrection*.

**Resalq** - the humanoid race to whom the regions of space currently known as the *Middle Heavens* and the *Deep Sky* were once their home. Their society was completely destroyed by the *Zunshu*, between eight hundred and one thousand years ago; they are widely believed extinct as a race, and are known mainly from the archaeological record. However, a small but growing number of the Resalq have survived and *Dendra Shemiji* is the umbrella under which they flourish. They live, now, among humans and as humans, after generations of genetic redesign to make the ancestral Resalq morphology close enough to the human for them to pass. However, their biology is very different from that of humans, and interbreeding is impossible. The Resalq are single-gender; each individual is capable of reproduction, though chromosome-sharing with another individual is needed for conception. Many differences between Resalq and the humans are invisible to the eye, but some are noticeable, especially in older Resalq, with generations' less redesign. The shape of the skull is slightly different; they have no natural body hair; and the ancestral Resalq possessed six fingers and toes. The Resalq lifespan is many times longer than the human; this, and their single-gender biology, has enabled the race to survive the *Zunshu* attempted genocide. The Resalq have no religion, as such, though they are extremely spiritual people. Their race never hypothesized a god, or gods.

However, their belief in the survival of the personality after death, and the reincarnation of individuals, is profound. Their language is very different from any of the human languages, since it shares no syllable in common with any dialect from Earth; but the Resalq larynx is sufficiently similar to the human for the two species to speak each other's language. Resalq signal encryption is many levels and layers ahead of, and deeper than, anything used by humans, guaranteeing the security of their communications are private, even though they may have been intercepted. The Resalq differ from humans in many ways, not least in the matter of their palate and perceptions. Their preference is for very acid food and drink, and the wines tasting best to them are those which humans would consider inferior. Similarly, the Resalq body odors are quite different: their perspiration smells almost sweet to humans.

**Rethan** - one of the oldest of the *Near Sky* colonies, settled by *sleeper ship* in the first decades of the century of *human expansionism*. The capital is the spaceport city of Chell.

**retraining** - a difficult 'refresher course' undertaken by re-enlisters to *Fleet*. All recruits and re-enlisters are trained in *simulation*, where the battlefield exercises are so realistic, *Fleet* is allowed a twenty percent fatality rate before any investigation is necessitated.

**Riga** - a region on the north continent of Borushek, characterized by its mountains and relatively low population density, though cities such as North Rainier are the home of both humans and Resalq.

## S

**sambari** - whiskey, usually distilled from corn, common in *Velcastra*.

**Sandokan Hotel** - Elstrom City's six-star hotel, serving the spaceport through-traffic.

**Sanmarco space city** - once a defense platform in orbit over *Jagreth*; abandoned by the colonial military, it was bought at salvage and subsequently sold to a civilian agency. Refurbished, it was opened up for high-price domestic development.

**Santorini** - an Earthlike world with slightly higher gravity and mean temperature, settled by breakaway colonists from *Pakrenne* in the two centuries after the *Pakrani* humans were designed to colonize Pakrenne. The spaceport city is Columbo, just south of the equator.

**Saraine** - A habitable and pleasant world on the fringe of the Deep Sky, temporarily inhabited by the Resalq. The world was abandoned immediately after the Zunshu threat became apparent, and consequently survived, while most of the Resalq homeworlds were obliterated. Saraine is fairly Earthlike, with the ruins of just one major Resalq settlement, currently being studied by a team of archaeologists from the Lionel Shastri College, in the city of Sark on Borushek.



**Sark** - the equatorial spaceport city of Borushek, and the home of Fleet Sector Command in the Deep Sky, Sark is a sprawling city in the southern tropical zone. Its usual typical weather is hot and humid. Like any city, Sark has many faces, from the uptown areas to a city bottom which can be wild and dangerous, despite the presence of Fleet. The population is high-density and there is a high unemployment rate, which is typical of the financially-stressed colonial worlds. Sark was the first city constructed by the robot terraformers when Borushek was settled 115 years ago. The population grew quickly, and vastly, due to the Earthlike conditions, and in recent decades Sark has suffered poverty and privation. Many citizens are 'stripped bare to the bone by the colonial taxes. The people of Sark prefer their food extremely spicy.

**Searls, Royce Fernando** - the spouse, and survivor, of *Frank Berglun*, Searls is one end of a smuggling conduit leading from *Halfway* to *Hydralis*. Like many colonials, he is a republican, and like many individuals from the Deep Sky, he has *Daku* affiliations.

**Sereccio, Tor** - a Resalq engineer, *pred'yche* and research partner of *Dario Sherratt*. Tor is a late-generation Resalq, about 90 years old, and genetically engineered to pass as human, like Dario. He is more human-looking than Mark Sherratt, who is of a previous generation. Tor is native to Borushek, where he was born in the Resalq community in Riga, but he grew up in Sark, around the Fleet base. He is tall, muscular, deeply suntanned, with buzz-cut fair hair.

**scud-bucket** - colonial colloquialism: a spittoon.

**Shackleton family** - a clan of explorers who gave their name to the region of space. They figure prominently in colonial history and are still at the forefront of *Velcastran* politics. *Colonel Alexis Rusch*, who succeeded *Colonel Lorenzo Falk* as captain of the troubled super-carrier *Kiev*, is the most luminary of the Shackletons since their illustrious distaff ancestor, *Ernst Rabelais*.

**Shackleton Mere** - the marshes to the south of *Elstrom City* spaceport, like the *Shackleton Void*, it is named after the *City of Shackleton*, the first sleeper ship to explore the Void and survey its planets. The *City of Shackleton* was the fourth and final colony ship launched by the Martian city, which sought to answer its overpopulation difficulty, and repay its civic debt to *AtransaBank*, by means of *celestial exploration* and colonization.

**Shackleton Void** - an almost starless region of space between Valliente and Dayton, in which only three systems were found suitable for colonization, during the early years of *human expansionism*. In centuries to come, one of these worlds, Velcastra, became wealthy providing staging base facilities for *Weimann Drive* starships. Of the other two systems, *Haagen* was badly contaminated in the '*Yoruba event*,' and abandoned by the civilian population when the colony's power generator (the *sleeper ship's* main reactor, installed 'groundside') suffered a meltdown. Only the Stevenage Company has operations there now, mining the world without concern about heavy-element pollution, since *Haagen* is already contaminated past hope of restoration. The last colony in the Shackleton Void is *Mawson*, a backwater almost forgotten by the *Terran Confederation* and the powerful Deep Sky colonies alike.

**Schiskard, Dag** - Executive Officer of the *Shackleton City Explorer*. His name is remembered in the civilian sector or Schiskard in *Elstrom City*, *Velcastra*.

**Senate** - the public assembly of the government of the Terran Confederacy, in the city of Rome, on Earth.

**service number** - a conscript's file number in the *Fleet Archive*, typically seven digits and a letter supplying gender identification, for example, 9718694M/Liang-KD.

**Shapiro, General Harrison** - the commander of Fleet Sector Borushek, he is 'colonial stock,' a native of Borushek, where his family have lived for generations. He was born in a small town in the Riga sector, the mountains 'down north.' After a service career spanning almost five decades, he remains in the DeepSky Fleet at the highest rank. He is in his middle-sixties, with retirement ten or fifteen years away; and he has placed his career on the line. His personal 'crusade' is peace and freedom in the DeepSky, where he hopes to bring about the formation of a commonwealth of colonial worlds, but to achieve this he

must curtail the Colonial Wars and discover the secret of the Zunshu. Harrison Shapiro is a widower. His wife, Lauren Russel, passed away following a Fleet accident which cut short both her life and her career. Shapiro has three children of whom the eldest is a son.

Has never remarried. His own Fleet career began long before the conscription era, when he applied for a place at Fleet Academy, Sark (the spaceport city of Borushek). By the time he was eighteen he was working around Hellgate, where his first duty was served in Couriers. Harrison Shapiro had visited Earth only once and considers himself completely colonial.

**Shelikof** - the DeepSky Fleet cruiser assigned to standby Kjorin and enforce the quarantine beacon.

**sherzaki** - alcoholic beverage popular in the *home colonies* society. A blend of dry sherry and sake over crushed ice, with black olives.

**Sherrat, Dario** - third son of Mark Sherratt, a tenth-generation *Resalq* survivor. Dario is an archeologist whose specialty is *cryptocybernetics*. He is about 70 years old, and his genetic design was modified to make it possible for him to pass perfectly as a human.



## BIOGRAPHY

**Sherratt, Mark** -one of the oldest surviving members of the *Resalq* race, he is "second generation", and, while his physical appearance has been engineered for him to pass among humans as human, he remains a *Resalq* in all ways. Mark was one of the first *Resalq* to organize his people in an attempt not merely to survive but to flourish in a part of space which is increasingly populated and controlled by humans. His areas of academic achievement are vast, but his most important contribution to the *Resalq* subculture, where he has lived centuries in the twilight, and to the human culture in which he has traded

and become wealthy, must be the society still known as Dendra Shemiji, which he founded and continues to govern. Mark Sherratt has several *Resalq* children, all of whom are more engineered than himself, and are therefore more human-seeming. Of them all, Dario Sherratt has followed in his single parent's footsteps (the *Resalq* as a species are mono-gender) as a scientist and idealist. Centuries old, Mark's experience spans the entire tenure of humans in the Deep Sky, and his memories range back to the years of the *Resalq* flight from their

ravaged homeworlds.

**shuttle** - routine public transport flight between planets or star systems.

**simulation** - battlefield exercises for recruits and re-enlisters, taking place in the *simulation tanks* aboard carriers and super-carriers in the field. Combat exercises, which prepare a squad before the unit commits to action, are extremely dangerous and fatalities are routine. However, if the squad deployed unprepared, hundred percent casualties could easily be suffered.

**simulation tank** - an immense compartment aboard a carrier or super-carrier in which field deployments are performed in mock-up. Live ammunition is used and the simulation is equally as hazardous as the real mission, with the exception that observers can halt the simulation at any time. The object is to train operatives prior to assignment, thereby reducing overall casualties, though casualties in-sim are not questioned.

**Skins** - skin-tight mycra body-suits which may be thermally insulated, as in ski-skins, or simply aesthetically designed, as in the fashionable skin-thins.

**sky truck** - civilian cargo carrier; some models are orbital but none have interplanetary capability.

**sleeper ships** - early colonization, in the era of *human expansionism*, was done by sleeper ship because starflight, though feasible, was still extremely slow. With the development of the *Weimann Drive* sleeper ships became obsolete.

**smash and grab mining** - a highly destructive form of mining where no safeguards are applied and the indigenous environment is not respected. Normally only practiced on inclement worlds where there are no life forms to damage, and little chance of terraforming being undertaken.

**smart-tape** - an all-purpose repair tape in various weights and widths. The tape has a nano component which, once activated, blends the substance of the tape into the substance under repair, fusing them into one. The tape is commonly used for sealing rips in pressure suits.

**snoop** - colloquial for a passive sensor array which does not give away its own presence but collects data which is subsequently gathered manually, or transmitted as a single nanosecond squirt.

**Sogne** - capital city of the fledgeling colony of *Haagen*, contaminated and abandoned in the '*Yoruba event*.'

**stasis vessel** - a capsule, or chamber, known only from archaeological evidence. The technology appears to use the stoppage of time itself to create a complete stasis, to the molecular level, within the vessel. This technology remains in advance of humans and *Resalq*, though *Resalq* scientists have achieved an understanding of how the technology functions. The few stasis

vessels unearthed in the *Deep Sky colonies* near *Hellgate* are, without exception, *Zunshu* in origin. The stasis chamber is sheathed in an event horizon generated by means beyond the understanding of current human or resalq technology, but scientists studying them are certain that the upper layers of what seems to be a solid object are in fact liquid, moving sluggishly, just as glass is technically a liquid.

**starclipper** - any of several designs of civilian passenger vessels traveling between the *home colonies* and the *Deep Sky*. The long-range vessels carry between two and three hundred passengers, and all designs are equipped with *Weimann Drive*.

**StarCity** - the airborne city, floating at an altitude of fifteen thousand meters over *Elstrom City*, *Velcastra*. The kilometer wide platform rides on eight *Arago* field generators salvaged from heavy lifters, and the miniature city is a 'billionaires' ghetto', the ultimate 'folly' of the vastly wealthy.

**Starfleet** - see *DeepSky Fleet*.

**Stasis chamber** - a piece of poorly-understood *Zunshu* technology: artifacts which were seeded, like mines, through the worlds on the flightpath of the *Resalq* migrations. Within these chambers is preserved a bubble of another time; specifically, the time of the holocaust on the *Resalq*.

**Stevenage Company** - industrial corporation mining *Cimarosa* and several other worlds, including *Haagen* in the *Shackleton Void*. Their development of *Cimarosa* involved the company founding a colony and building the city of *Vazyabinsk*.

**Streller, Conway** - a Halfway mercenary, nominally in command of the *Ranjipur*, and flying in partnership with the privateer, *Marianna Wing* out of the freeport of *Marak City*.

**strong starfleet policy** - commencing in 2634, the *Terran Confederation's* policy of strengthening the *DeepSky Fleet* through warship construction and *conscription* in the colonies was formally announced by *President Jardine Mayhew*. The so-called 'strong starfleet' initiative was designed to answer the threat perceived from the *Hellgate* region following the loss of several colonial outposts, including *Tarascon*, to a nameless enemy which appeared without warning or explanation from *Rabelais Space*. See *Zunshu*.

**subspace** - see *e-space*.

**super-carriers** - ships four times more massive than the *carriers* usually serving with *Fleet* on the colonial patrol. Where carriers fly in convoy with other, smaller ships, super-carriers fly alone and carry onboard the equivalent of an entire battle group. Only six super-carriers were built, and all fall within the

official classification of Pioneer Class warship. The ship carries five gunships and four squadrons of *Murchison* Eclipse fighters. The carrier itself is heavily armed and armored, with three hundred-megaton fusion reactors, multiple *Arago* generators and the *Weimann Drive*.

**Synthbands, synthrock** - popular music in many outlying colonies, where the sub-etheric tracks are more important than the audible tracks. Sub-tracks are designed to provoke a response in the listener: excitement, desire, joy, even anger. Synthrock is restricted in the home colonies, and it is only a matter of time before the worlds of the Deep Sky also restruct this art form, which can be used to incite an audience to riot.

# T

**tac-team** - tactical response unit, usually assigned to a *carrier* or *super-carrier*. The tac-team will be the first in space in a time of alert, providing probe, scout, intelligence and reconnaissance services.

**tachyon band communications** - hyperlight transmission, firing compressed signals through a subspace channel discovered long after *Ernst Rabelais's* disappearance.

**tachyon beeper** - a subspace tracer used to remote-locate a vessel without its knowledge.

**Tactical Response, Tactical, or Tac** - the civilian law enforcement body, funded by city taxes and reporting to local government.

**taxation, colonial** - exceptionally high taxation at all levels, levelled from colonial populations and used to support the homeworlds and inparticular, Earth. The tax levy is resented in the colonies, and in conjunction with the *military service levy*, taxation is one of the forces which provoked the *Colonial Insurrecion*.

**Takahashi** - a raceplane pilot, citizen of Velcastra, winner of many Grand Prix races, after whom various sports arenas, thoroughfares and recreation facilities are named.

**Tarascon** - a colony on the outermost fringe of the *Deep Sky*, close to *Rabelais Space*. The first colony to be lost to the unnamed threat from Hellgate; many



more followed, but *The Tarascon Event* is recognized as the 'first strike.'

**Tarascon Event** - the 'first strike' event, in 2633, resulting in the complete destruction of the *Tarason* colony and, the following year, of *Pesident Mayhew's* 'strong starfleet' initiative.

Tarascon smoke - a mid narcotic common in dream- and danceshops, developed in 'garage labs' on Tarascon.

**temporal stasis chamber** - see *stasis vessel*.

**temporo-spatial anomalies** - an event in which time and space warp, or spasm. In such an incident, seemingly stable locations and time references change without warning, wreaking havoc on ships and worlds caught in them.

**tender** - any of several designs of industrial ships serving with *Fleet*, providing backup and services to the *carriers* and *super-carriers* in the field. See also *couriers*. The tenders service reactors, perform hull repairs and routine maintenance, in addition to resupplying the big ship and rotating crewmembers.

**Teniko, Tonio** - a Lushi veteran of DeepSky Fleet conscription, which he was extremely lucky to survive. Following his *manumission* from Fleet service, Teniko was institutionalized on *Velcastra* for some time, until joining *Richard Vaurien's* research team aboard the *Wastrel*. Teniko's field is in engine dynamics, and it was he who predicted the existence of an element, the so-called 'Zunshi top-fuel,' permitting the *hyper-Weimann* drive to operate within *Elar'ne*.

**Terada, Chino** - a Companion in Sark, Borushek, with whom Curtis Marin struck up an enduring friendship during his recovery from injuries sustained in the Argos disaster.



**Terran Confederation** - political structure which welded together the *home colonies* in the early years of human expansionism. Today, the confederacy of words ties together 146 colony worlds through common government, based on Earth.

**transit terminal** - space platform servicing large ships which do not land

## BIOGRAPHY

**Travers, Neil** - Master Sergeant aboard the *super-carrier Intrepid* at the time of her final assignment, under the command of *Colonel Lorenzo Falk*. He is 30 years old and was born on Darwin's World of an 'average fam-

ily,' which would have condemned him to a life wasted in mediocrity. Understandably, he is a re-enlistee following his conscripted service, and commands Bravo Company of the 176th *Airborne*. His specialty is in demolition, and like most personnel assigned to the Airborne, he is pilot qualified. After finishing his *five-year-hitch*, Travers worked briefly for *Robert Chandra Liang*, in the *Velcastra* colony, when Travers effectively marooned himself on Velcastra, needing work to move on. Travers installed a security system for Liang and was subsequently recommended by Liang for other work on Velcastra. Considering the planet an 'urban wilderness,' Travers re-enlisted and was assigned to the *Intrepid*. Liang reports an 'element of madness' in Travers, as in all professional soldiers who enlist in wartime, knowing they will be under fire. At the end of the *Intrepid's* service life, Travers is six years through a seven year re-enlistment. His first Fleet assignment, as a conscript, was the super-carrier *Chicago*; his parents were killed in a midair collision during those years. He has a sister and two bothers, all born when Travers himself was in his teens. Following the death of his parents the siblings scattered across the colonies, and Travers has no contact with them.

**Turin** - capital city, cultural center and spaceport of the *Mawson* colony in the *Shackleton Void*; population four million.

## U

**Ulkur** - A shattered world in Rabelais Space, once earthline and probably inhabited, though little data survived the nova, which tore away Ulkur's atmosphere and denuded the deep stratae. In the last millennium it was mined by the Resalq and, more recently, is used by the privateers.

**Ulrand** - Deep Sky colony world on the outward leg from the Shackleton Void, on the commercial traffic lane to Borushek. Most of the planet is dry, though the southern hemisphere is ringed with oceans, and



the colony pads its slim economy with tourism and the casino trade. The world was originally charted by the explorer, Ulverson Yves Randell, and settled by *Pakrani* pioneer ships. The colony foundered and the colonial government of *Pakrenne* made the decision to withdraw, but separatists hijacked the *Pakrenne Coaster*, concealing it, holding the crew and colonists prisoner and destroying the subspace communications arrays. Almost one thousand colonists were abandoned, presumed dead, and for 140 years they survived in their own way, founding a culture very different from other worlds. When a Fleet survey vessel eventually cruised the system it was met with hostility, and a diplomatic body had to formally invite Ulland to join the Confederation. A century and a half on, the old technology salvaged from the *Coaster* is still in use, but in their isolation the scientists and technologists of Ulland have pursued other avenues of research and the new Ullandae technology is somewhat different from the technology of the rest of the Deep Sky. Ulland was badly damaged by the *El Khouri event*, when the desert highlands region was the scene of a colossal disaster.

## V

*Van Donne, Sergei* - a privateer working out of Halfway and various freeports in the DeepSky. Van Donne is genetically a Pakrani, more than two meters tall with the white-blond hair common to that family of humans, His accent is that of Santorini, the breakaway colony settled by explorers outbound from Pakrenne. Sergei van Donne has earned the reputation of a thief and murderer: he has three times tried to kill Richard Vaurien and steal technology from the Wastrel. Vaurien and Barb Jazinsky bear no affection for the man, Van Donne operates a converted, modified freighter, the *Mako*, the massive carrying capacity of which has been harnessed to accommodate the armor and armaments of various warships salvaged from the Drift. The *Mako* is a strange, ugly hybrid ship, but its power should not be underestimated. Sergei van Donne served his five-year hitch as a member of the infamous Los Hachazos combat wing, flying off the carrier Chicago. When the carrier's command corps was investigated by

Fleet Justice Division's General Kristyn Baur, van Donne and several junior officers vanished into Halfway. Unlike most, van Donne prospered in Freespace.

**Vast, the** - a *Resalq* term for Hellgate meaning, in the ancestral language, 'the stormy side of the sky'.



## **BIOGRAPHY**

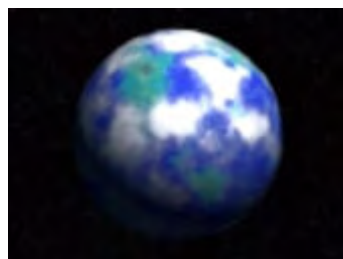
**Vaurien, Richard** - intellectually brilliant and both socially and politically non-conformist, Richard flaunted the law and the service. Before the age of twenty, he had deserted from the DeepSky Fleet on his first furlough after conscription, and was soon running a fleet of ships in and around Hellgate. His career as a smuggler and privateer has led to a vast fortune, and while a good deal of his time is spent in maintaining that wealth, Vaurien also trades in data, supplying intelligence to the DeepSky colonies, to assist their defiance of the Confederacy. Vaurien is known in the colonies as source of data and arms, and he

has helped thousands of draftees avoid conscription. One of his oldest friends and allies is Neil Travers, with whom he shares a personal "history", but Vaurien's business partner is the brilliant Barb Jazinsky. Vaurien is, like Travers, from Darwin's World, but his business interests keep him out on the frontier, in the strife-torn Deep Sky colonies.

**Vazyabinsk** - capital city of the *Cimarosa* mining colony. An almost prefabricated, and certainly 'temporary' city, developed to accommodate the working population of *Cimarosa* for the approx. 80 years of the world's mining development. See *Stevenage Company*.

**Vazyabinsk Trade Tower** - the Stevenage industrial and trade conference center  
**vee-ree** - colloquial for Virtual reality.

**Velcastra** - formerly a frontier world, now a trade hub in the Middle Sky. Situated in the *Shackleton Void*, Velcastra developed as a staging base for the colony ships passing through to and back from the *Deep Sky*. As a consequence, the import-export trade flourished, and since Velcastra is very comparable to Earth in terms of gravi-



ty, atmosphere and climate, the colony was soon densely populated, and the new citizens were of 'normal' rather than *genetically re-engineered* human stock. By Terran standards, Velcastra has a very long orbit, which renders the seasons long. In regions where the winter is long, dark and cold (for example, the city of Dominguez), autumn/fall celebrations can be exotic and extravagant. Carnival time in Dominguez is a tourist event bringing visitors from far off-world. Massive fortunes were made by individuals in trade and starship services, but since Velcastra was on the far fringe of the Shackleton Void, much closer to Rabelais Space than to the trade routes shared with Earth, the colony developed its own culture and was soon vilified by the *Near Sky* worlds for its 'rural' and even backward nature. However, the frontier worlds turn to Velcastra as a center of culture and entertainment, and with its clement, pleasant environment, dense atmosphere and three moons, the world has become a vacation destination in its own right.

**Vidal, Major Michael Wasim** - leader of the Delta Dragons, one element of the Close Defense Force of the super-carrier Kiev, under the command of Colonel Alexis Rusch. Vidal is the eldest son of one of Velcastra's most influential families. The Vidals, the Deuels, the Liangs and Shackletons are all at the pinnacle of the social and political scene in Elstrom, and like many Velcastrans Michael Vidal is an active member of the Daku society. He is very tall, and though he is dark he has the body morphology of the Pakrani; and on his chest he wears the Daku symbol, the open-headed ankh.

**vidphone** - more than a phone; data transfer point for public access.

**Volvo** - aerospace developer with roots dating back to Earth's pre-space era.



**Venice** - capital city of *Darwin's World*, in the home colonies, where Fleet operates and research and development facility.

# W

**Wastrel** - the civilian salvage vessel under the command of *Richard Vaurien*. The ship is Vaurien's home as well as his business, and has been massively converted and modified until it is an unlikely hybridization between tug, warship and luxury yacht.

**Webber, Floyd** - A Twenty-Second century philanthropist whose greatest interest was the colonization of the Near Sky. Webber endowed a number of science scholarships, and a major university was named after him.

**Weiss** - civil aerospace manufacturer serving the *Deep Sky colonies*. The main factory is in *Hydralis* city, the capital of the *Omaru* colony.

**The Weimann Company** - the wholly-owned subsidiary of *AragoTech*, which manufactures the drive modules under licence.

**Weimann Drive** - the hyperlight engines enabling human expansionism and starflight through the generation of the *hyperflight envelope*, which allows a vessel to transit *e-space*. The Weimann Drive opened up the Middle Heavens and the Deep Sky in the Twenty-fifth and Twenty-sixth Centuries, taking humans far beyond the *home colonies* which were the cradle of the *Terran Confederation*. However, the engine was not without design difficulties, and the first generation of the Weimann technology was blamed, in part, for the so-called *Adelle Challenger* disaster. Later generations of the engine were free of ignition problems, but the fallout from the drive remains so toxic, by law ignition is not enabled when a ship is within a quarter billion kilometers of any world with a viable environment. Early starship engines (dating from as early as the late Twenty-second century; for example the Auriga engine from Murchison Aerodynamics, in 2186) which propelled humans into the Near Sky have become known colloquially as Weimanns, but this is a misnomer, as the genuine Weimann Drive dates only from the work of Foster Weimann.

**Weimann, Foster** - the engineer who solved the seemingly irreconcilable problems involved with the so-called 'e-space generator.' Weimann was born on Mars and educated at Floyd Webber Polytechnic in Paris, on Earth. Following his degree, he went to work for the Arago company in Chryse, on Mars, where he spent much of the next decade working on theoretical physics in the R&D

labs. His breakthrough came when Arago challenged him to develop a single gravity resist geneator powerful enough to lift a major hull into Earth orbit in one segment. Weimann realized that an Arago generator of sufficient power would create a wormhole effect. However, it was twenty years before a stable, predictable wormhole had been achieved, and the physics for this were contributed to the Arago project by a then-teenage Inoshiro Yamazake. Douglas Foster Weimann was 51 years old when the prototype Weimann Drive was test flown, and in the next eight decades he had the satisfaction of watching his work open up the Middle Heavens and the Deep Sky. See also: *hyper-Weimann*.

**Westminster** - major population center on *Jagreth*. Curtis Marin was born there.

**Willhausen-Gough** - a major freight carrier working in the Deep Sky. W-G carry industrial drones and heavy mining equipment to the colonies on the 'far side.' They do not carry ores, smelted metals or 'human cargoes.' See: *Goldman-Pataki*.

**Wing, Marianna** - a halfway privateer working in partnership with the merecenary *Conway Streller*, aboard the *Ranjipur*, which flies out of *Marak City*.

**Winslow, Dianne** - the science officer aboard the *City of Shackleton Explorer*. Her name is remembered in the civilian sector of Winslow, in *Elstrom*, on *Velcastra*, and in the prestigious Diane Winslow Prize, an academic prize awarded annually by the Winslow Family Trust on *Velcastra*. Diane Winslow was a Shackleton by marriage. See also *Ernst Rabelais* and *Alexis Rusch*.

**Winslow-Mao Academy of Space Sciences** - science and technology university with extensive laboratory facilities and campuses on *Velcastra*, *Omaru* and *Borushek*. Their specialty is the study of *Rabelais Space* and much of their work is performed on contract to the *DeepSky Fleet*. The Academy was founded by the grandchildren of *Dianne Winslow*, who was a founder member of the *Velcastra* colony. The Academy is still administrated by the Winslow Family Trust.

**Wong, Miriam, Colonel** - officer commanding the *Intrepid* prior to the assignment of *Colonel Lorenzo Falk* to this position.

**wreckers** - civilian salvage operators working in *Rabelais Space*, where they pull hulks or cargoes out of the region where they were destroyed by *temporo-spatial anomalies* or *gravity events*. It is a popular misconception that the wreckers actually destroy most ships lost in *Hellgate*. In fact, the *Drift* accounts for the vast majority of wrecks, and the salvage operators take only a few.

# Y

***Yaku-Shima*** - the construction yard on Earth where carrier and super-carriers are constructed in modules prior to launch and assembly in orbit. See *Mitsubishi*.

***Yamazake Industries*** - civilian aerospace developer based in the home colonies. Their specialty is race planes such as the Eclipse, and they have supplied couriers to the *DeepSky Fleet* (previously Starfleet) since the second century of human expansionism.

***Yamazake, Inoshiro*** - retired military sector software engineer, currently chairman and president of Yamazake Industries and, in former years a race pilot, working under contract to the colonial government of Omaru, between 2604 and 2622. His chief work for the military was in the refinement of control systems for the *Weimann Drive*, and in civilian life Yamazake expanded on the initial work of *Ernst Rabelais*, developing the *anomaly prediction software* which allows *Fleet* to fly into *Hellgate* at all, albeit at grave risk of the *temporo-spatial anomalies* which claimed the life of Rabelais and his ship.

***Yamazake navigation software*** - any of the sixty versions of the *anomaly prediction software* developed by *Inoshiro Yamazake* under contract to *Fleet*.

***Yammie*** - colloquial for Yamazake.

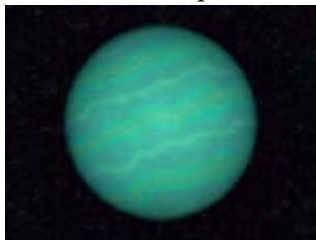
***Yoruba event*** - the nuclear disaster on *Haagen*. The main reactors from the sleeper ship *Yoruba* were dismantled and installed as the power generators for the fledgeling city of *Sogne*. Twenty-two years after the foundation of the colony, the reactors melted down and the planet's atmosphere and waters were badly contaminated. *Haagen* was abandoned by the civilian population. In subsequent years the *Stevenage Company* treated for mining rights.

***Yu River*** - the major waterway on which is built the Velcastran southern hemisphere city of *Domiguez*. Its banks are lined with industrial complexes, but pollution controls ensure that the river is not compromised.



# Z

**Zamfir** - a manufacturer of small arms, stealth weapons, including dart guns, palm guns and machine pistols. Most Zamfir models are ceramic, and invisible to scanners. The ammunition is the key to the effectiveness of so tiny a weapon: fired with a compressed air charge, an explosive projectile or a dart loaded with a neurotoxin is quite as effective as heavy rounds.



**Zeus** - the gas giant around which orbits the planet *Avalon*, one of two hospitable worlds in the *Near Sky* colony of *Elysium*. The system's economy is founded on industry, with *Equinox Industries* being the major player, with a *Fleet* construction contract.

**Zunshu** - the enemy of both humans and *Resalq* in the *Deep Sky*, the Zunshu have never been seen, but

appear directly out of *Rabelais Space*, which was called 'the *Vast*' by the *Resalq*, and destroy whole colony worlds by unknown means. The unknown race behind the acts of destruction are called by the *Resalq* term, which means only 'enemy'. The purpose of the *DeepSky Fleet* is to counter the Zunshu threat, which was first realized three decades ago. Following the loss of several colonies (where whole planets vanish utterly, rather than the remains of cities being left), the *Terran Confederation* issued its now-famous '*strong starfleet policy*,' resulting in the construction of the current, enormous Fleet, funded through colonial *taxation*, and manned by the *military service levy*. Ironically, the very means to defend itself against the Zunshu threat is igniting the *colonial insurrection*, which might tear the *Deep Sky colonies* out of the Confederation with the seemingly inevitable bloom of *colonial republicanism*. The Zunshu completely destroyed *Resalq* society, to the point where they are now known only from archaeological evidence and are widely thought to be extinct as a race. Humans face the same fate unless the government of Earth changes its tactics on the frontier, but the Confederation is less than likely to be so flexible.

**Zunshu top-fuel** - the power source, predicted by *Tonio Teniko* long before it was actually discovered, which enables *hyper-Weimann* performance within *Elar'ne*.