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The Jump Ships Are Online

Five years ago, Earth's extrasolar colonies were stranded in the depths of the void. The disappearance of the teleporting Upeo wa Macho left our children orphaned in deep space. Now, after years of experimentation, work and alien collaboration, the new jump ships are complete and have returned to our lost outposts. Learn the fate of the extrasolar colonies!

Return to the Edge of Oblivion

Trinity Field Report: Extrasolar Colonies is the first in a series of debriefings from the Æon Trinity for its psion agents. This report reveals first contact with the abandoned interstellar outposts, from the mysterious Qin homeworld to the shocking events at Kar-roo to the Aberrant-ridden Khantze Lu Ge! Earth's space legacy lives again — and you're a part of it!

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TRINITY FIELD REPORT: EXTRASOLAR COLONIES

GREETINGS COLLEAGUE —

Humanity has been reaching for the stars for a long time. We took small steps at first, exploring our own Moon and the Solar System. It wasn't until 2106 that we finally took greater strides, when the teleporting Upeo wa Macho made the dream of faster-than-light travel a reality. Within a year, we established regular contact with China's Centauri colony, Khantze Lu Ge, and made first contact with our alien friends, the Qin.

Many feared that we had lost our way to the stars when the Upeo vanished in 2114. However, the hard work of many scientists, the assistance of the psi orders and the invaluable aid of our Qin allies — all coordinated by the Æon Trinity — have led us to the stars once again. In 2119, the first Tesser jump engine was perfected. Initial tests were promising. Today, the Æon Trinity has helped construct over a dozen Leviathan-class jump ships that are fully online.

As is true with any exploration, discoveries are made as soon as one sets out. Even before the jump ships were ready for service, astronomers documented a vast object approaching our Solar System at an incredible rate. The first true field test — to intercept this object — was dubiously successful. The Leviathan proved that it worked, but we all know of the ominous first contact made with the Coalition "space ark."

Now we are poised to make new discoveries. We established five colonies outside our solar system before the Upeo disappeared. Those outposts have been lost in space for five years. Now that the jump ships are fully functional, they have set out for our orphaned colonies. I know that the hopes and wishes of every Æon operative went with them. Now every man, woman and child in known space holds his breath in anticipation of what our gallant crews will find.

While none of the ships has returned as yet, we have received responses from each through an experimental means of communication. We now have initial-contact reports from four of our extrasolar colonies. Sadly, a technical malfunction has destroyed the contents of the message from Far Nyumba. Yet our information shows that all five ships have arrived at their destinations safely. The Æon Trinity has decided to release some of this news to our operatives in the field so that we may all participate in Project: Recontact.

We share this information to impress upon all of you the vital importance of our interstellar colonies. As well as offering hope for the future, these oases are essential to our efforts to aid and protect humanity. The resurgent Aberrant menace and the unknown possibilities of the encroaching Coalition space ark force us to broaden humanity's horizons beyond Earth. Our colonies and their brave pioneers offer that hope.

Ad Astra

Neville Archer

Director, Neptune Division

Æon Trinity

Hope • Sacrifice • Unity

Project: Recontact

— preliminary report, **Sylvia Halsey, Head of Joint Æon/UN Operations, Neptune Division**

The Mission

Five Leviathan-class jump ships were launched last month to each of the five interstellar colonies, including the embassy site on Qinshui. Each mission commander, all appointed by a special United Nations committee, was instructed to make contact with the humans on the planet, to render any needed assistance and to jump back after the Leviathans were revitalized.

As most of you know, the 1,200-meter-long Leviathans are filled almost entirely by their massive Tesser jump engines. Alone, these ships are slow, lightly armed and have small crews. Each of the ships therefore piggybacks a complement of four frigates and 12 fighters. All of these craft are well-armed in case Aberrants or other hostile beings are encountered.

Once the ships jumped, their reported journeys took an average of six days, three days longer than the previously-tested average. At the end of that time, the ships' jump engines were drained entirely — a standard result of any jump mission. A Leviathan must recharge and undergo minor maintenance before it can jump again. The minimum time to recharge is one week, although further field tests indicate the average is closer to two. The first of the ships should return before the end of the month,

unless it encounters unforeseen difficulties.

This report covers the crews' initial reports upon arriving at the colonies. Elements have been omitted for security reasons. Others were lost during — or could not be recovered after — transmission. Yet other portions were restored by Æon communications teams. The full story of what has happened at each of the colonies is forthcoming, pending the return of the lost colonists themselves. We hope to share their experiences, once the pioneers have been debriefed.

Destinations

Meroe was dispatched to Far Nyumba, the moon colony of gas giant Mgitu, in system SS1515. Two of the frigates attached were of UAN registry, another was a UN science vessel, and the third carried a contingent of Æsculapian and Orgotek personnel. A number of important researchers were assigned to the mission to learn what additional discoveries have been made in Mgitu's atmosphere since the colony was cut off. The goal of this mission was primarily scientific, although there was concern about the long-term safety of such a small colony. *Meroe* therefore carried extensive medical and technical supplies, as well as medical personnel.

Svaha was dispatched to Khantze Lu Ge, the colony established by the Chinese in Alpha Centauri. Two of the frigates sent were also Chinese, the third was a joint FSA/EC ship, and the fourth

is a Legions registry. All four frigates carried a mix of technical, medical and military personnel, as well as a wide variety of supplies for the colony. As the largest and longest-settled of Earth's interstellar colonies, little trouble was expected and the expedition was sent primarily to re-establish contact with the LuGeian people.

Ananda was dispatched to Qinshui, homeworld of our alien allies. All four frigates were of UN registry. Three of them carried Qin embassy staff who wished to return, while the remaining frigate carried diplomats, scientists and psions who would assist in re-establishing relations with Qinshui's natives.

As most of you are aware, the Qin scientists and technicians who were stranded in our solar system provided essential knowledge and expertise in the creation of the new jump ships. Most of the Qin trapped here have expressed a desire to go home. We hope that new Qin ambassadors and scientists will be assigned to our solar system when *Ananda* returns. *Ananda* is also expected to return with some of our embassy personnel currently stationed on Qinshui.

Shaka was dispatched to Karroo station at the Crab Nebula, the site of our first — and violent — encounters with the aliens dubbed the Chromatics. Two of the frigates was of joint UN/Æon Trinity registry, containing a full mix of psi order personnel, while the other two were

GALACTIC SPIRAL

EXTRASOLAR COLONIES

KHANTZE LU GE



Chinese characters: 坎特泽路格

QINSHUI



Chinese characters: 琴水

EARTH/SOL



Chinese characters: 地球/太阳

AVERIGUAS



Chinese characters: 阿维瓜斯

FAR NYUMBA



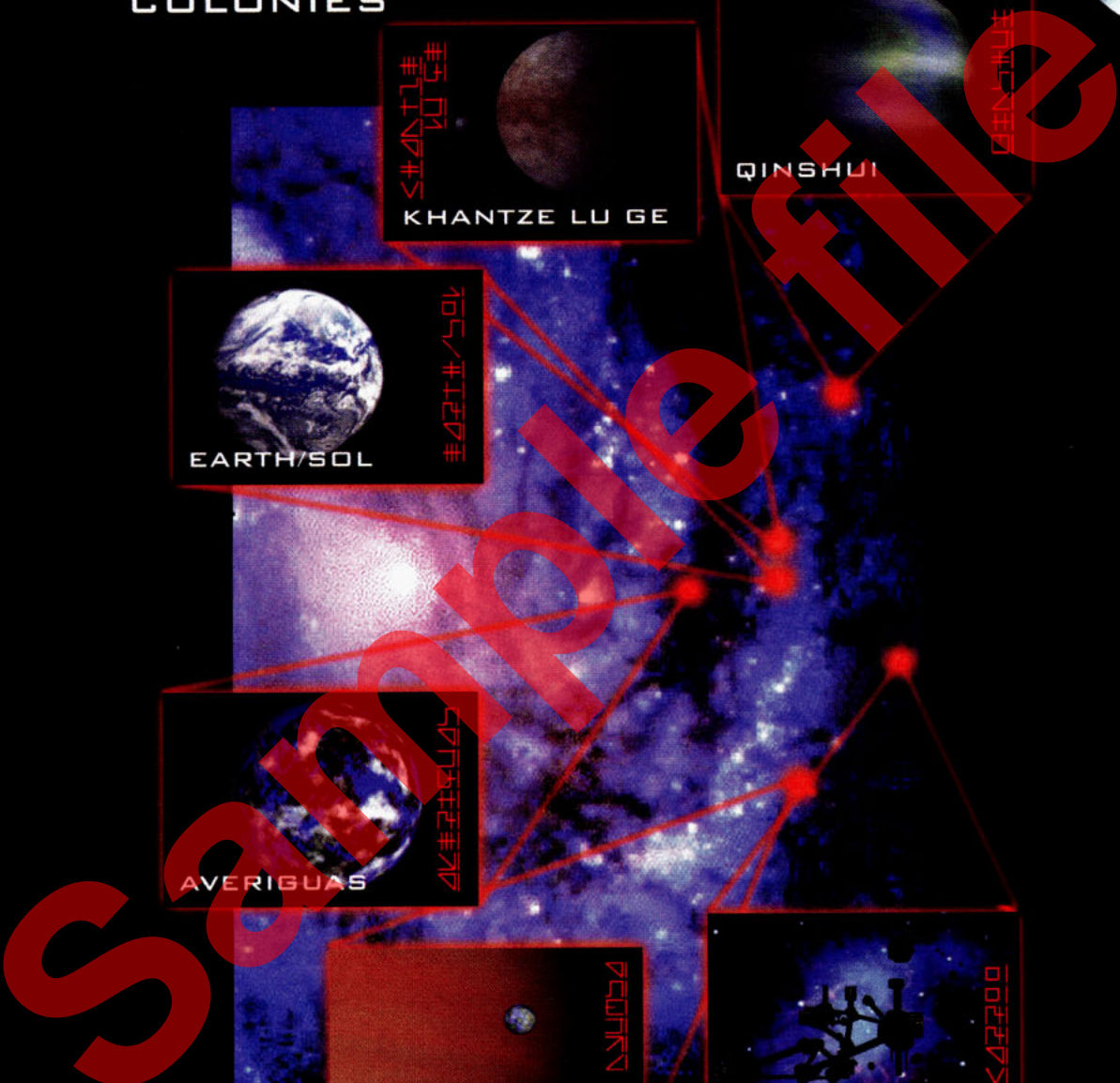
Chinese characters: 法尔努姆巴

KARROO



Chinese characters: 卡罗罗

Chinese characters: 坎特泽路格 琴水 地球/太阳 阿维瓜斯 法尔努姆巴 卡罗罗



Making the Jump: An Inside Report

—Dika K. Flores, *The Final Frontier* © 2120
GN

Tanner Wainwright, ISRA pilot, discusses operating a Leviathan

As best I can tell, we pilots are the lucky ones — we're too busy to get jump-sick. You put on your MARS suit, climb into the ARES pod and get to work. The first step is finding the place you want to go. Unless you're doing exploratory work, you already have what we call "psi coordinates." I guess that when the Upeo and ISRA first started scanning for habitable systems, they made sensory impressions of entry points to those solar systems. Even though the teleporters are gone, we ISRAns still have those noetic coordinates. They've been plugged in the Tessers of each Leviathan, giving us jump points.

So what do you do if you're a pilot? You've got to focus on those coordinates, try to match them with your actual destination. You cast your mind out with the help of the pod. First, you see the way there in a rush of movement and a blur of sensation. It's sort of like looking through a tunnel, with your destination at the other end of a long tube. We don't actually see the planet we're headed for, though; it's more a sensation of just knowing *that's* the right spot. (We come through outside of visual range anyway — a couple hundred thousand clicks off — so we don't slam the planet with a psi backlash.)

Then the Tesser kicks in. You're headed down the tunnel, going way fast. The techies tell me the whole process is set at that point, but all the pilots I've talked to agree — we feel like our vision is keeping the ship on course. I believe it, too. I mean, you're riding subquantum waves, right? Got to make sure you don't get sucked under, and the whole ship along with you.

At this point, most folks on the ship feel like they're dreaming or drunk, but I'm as high as a kite. Sometime later, the whole thing ends. How long varies, even going to the same place (the techies haven't figured out why, but let them puzzle it out). I feel like I ran all the way there and everyone else has a hangover. I'm left exhausted, but I don't get sick. Even if I did, it would still be worth it.

from the UAN. All ships were heavily armed in expectation of encountering Chromatic forces. The ships contained a large number of military personnel, as well as many psion troops. Medicine, spare parts, technical supplies and food were also carried in the hopes that Karroo survived.

Given the ferocity of the Chromatic attacks previous to 2114, it was assumed that hostilities would continue if the station had survived. If that proves true, we must decide if it is worth resuming a war against the Chromatics when we still face the Aberrants.

Mae de Céu was dispatched to Averiguas, the Norca-built training ground located in orbit around a red-giant star, in system SS3819. Two of the frigates sent were of Brazilian registry, one was commissioned by the Æon Trinity with a small mixed cadre of psions, while the last was a UN-registry ship with supplies as well as negotiators and relief personnel on board. This colony presents the potentially touchiest political situation. Analysts predict that the Euro-American workers who rebelled against the Brazilian establishment and assumed command will still be in control five years later. We should have preliminary recommendations for how to proceed with the situation before *Mae de Céu* returns.

Technical Information

While it takes some time to recharge Leviathan jump engines after arriving at a destination, recent technological advances have allowed the ships to remain in contact with Earth, even outside our solar system. The

development of datapods allows the ships to send brief messages home or even to other Leviathans if those ships' coordinates are known.

Datapods are high-density biocomputers placed inside spherical, one-meter-diameter plasteel casings. These drones are programmed with messages and are "jumped" to a destination with only a fraction of the power required for a Tesser to transport an entire Leviathan. A clairsentient pilot locks onto a datapod's desired destination. He tunes the engines so that they focus their energies only on the pod. It is thrust into the flux of "subquantum space" (often referred to as "sub-space" or "psi-space") to emerge at its destination between 12 hours and two days

later. Recharging ships can therefore send messages to Earth while depleting engine power only slightly (each pod sent adds about one day to jump engines' recharge time).

Apparently, while physical distance and mass mean little in the subquantum stratum, such factors do make a difference to the Tesser (and reportedly did to teleporters as well). The device can channel only so much energy at a time compared to the physical variables involved. Distance seems to be a less important factor, but datapod testing shows that the lower the mass, at least, the faster the transit time.

Datapods can also work in two directions; there are still two jump ships in our Solar System and more under construction. Datapods can be

sent from these ships to mission craft.

Unfortunately, the communication process is not perfect. A clairsentient is not present with a datapod to guide it through the constantly-changing energy flux of sub-space, so all datapods experience some damage and degradation. Portions of each datapod message received thus far have been lost or garbled, despite Leviathan crews programming redundant files into their pods. Sending a living being in a datapod is currently impossible; the subquantum decay inflicted upon pods thus far would be lethal to organic beings.

The information presented in this file is the first sent from the extrasolar colonies by this means.



LEVIATHAN JUMP SHIP ANANDA >>> GN NEWS ARCHIVE 2119