

"ON BASILISK STATION"

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Special Thanks to Linda Sejic for Art Assists

Based on the novels written and created by David Weber.





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In the year 2130, a colony ship left Old Earth with the mission of interstellar colonization, launching the largest diaspora in the history of mankind. A new calendar system was born that year with 1 PD commemorating the "post-diaspora" era.

Sublight colonization allowed like-minded individuals to populate and govern new Star Nations however they deemed appropriate. Theocracies, monarchies, communist states, democracies and fringe groups all flourished. Initially a source of great peace, technological advances in transit speed and further expansion shrunk the distances between star systems, bringing about an inevitable clash of ideologies.

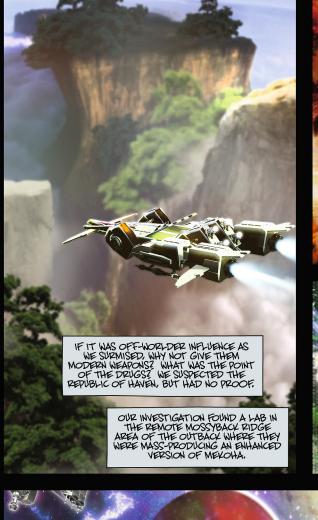
One of these Star Nations, The People's Republic of Haven, is on the surface a democracy, but in practicality a central party controlled dictatorship. Wasted economically by its welfare state, Haven embraced an expansionist policy of military conquest to sustain its bloated system.

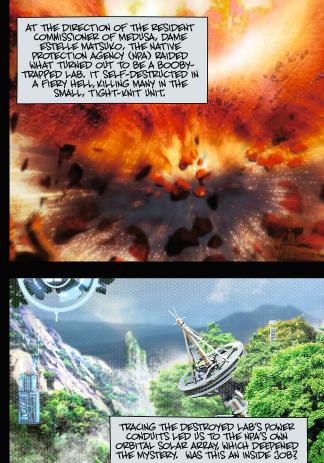
Conquering system after system, Haven finally set its sights on the Star Kingdom of Manticore, home to our hero Honor Harrington...

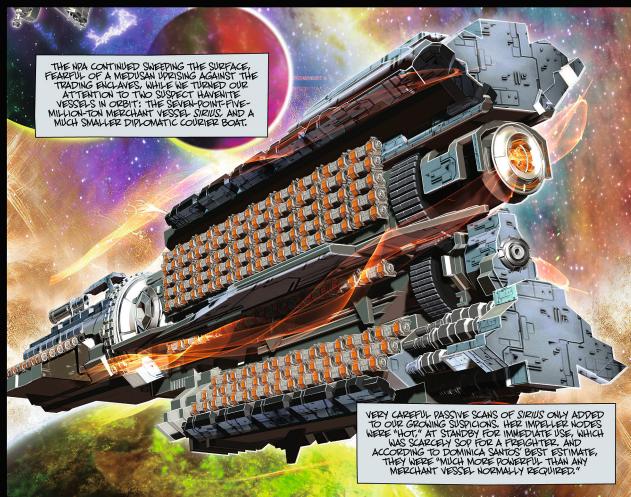






















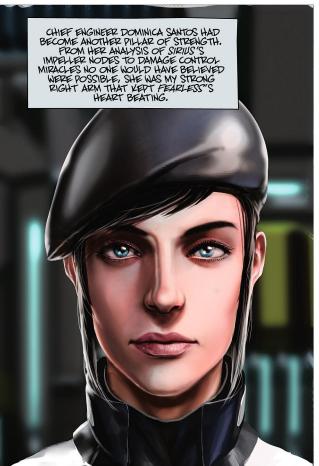








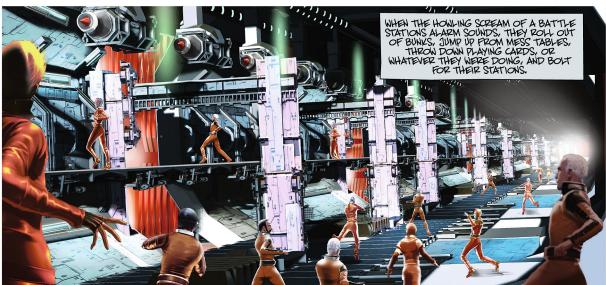


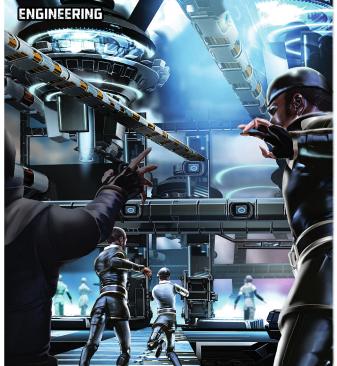


































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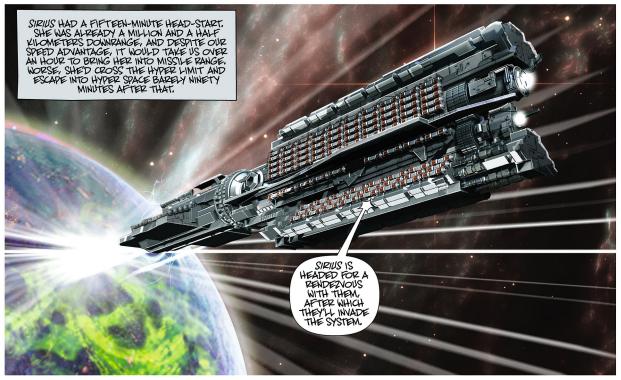






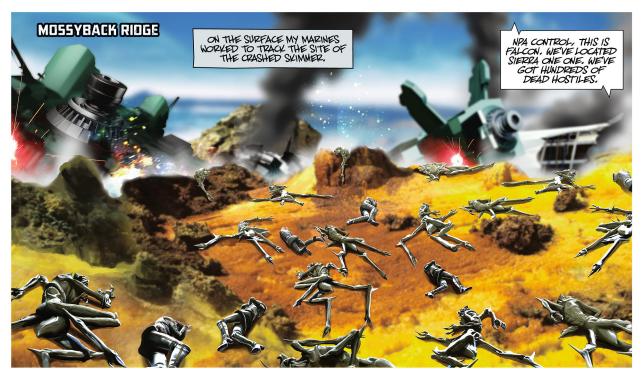
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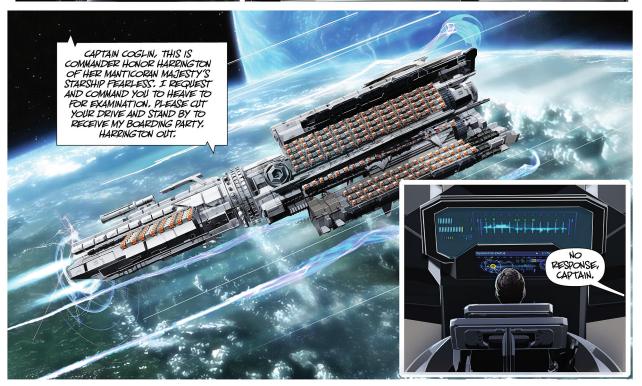








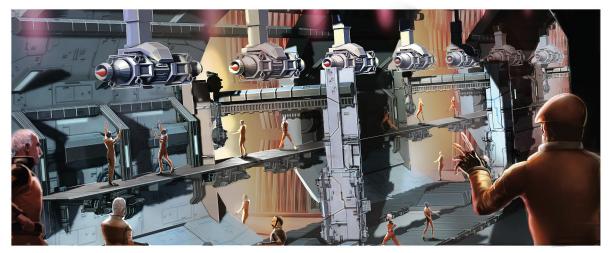


















SCIENCE CLASS

Thanks for reading this issue! As always, if you liked it please recommend it to your friends; it would be greatly appreciated. Publishing is hard work and there are a lot of books competing for attention, nothing works better than word of mouth. This issue sees the beginning of our climax, on the planet with the Stilty insurrection, and in space with Honor chasing down the Q-ship *Sirius*. One thing that is pivotal to this universe is the concept of inertia.

INERTIA •

This is the reason I fell in love with the Honorverse. Every other Sci-Fi epic uses pseudo-science to overlook this. *Star Trek* has "inertial dampeners."

Inertia is (from Wikipedia) "the resistance of any physical object to any change in its state of motion, including changes to its speed and direction. It is the tendency of objects to keep moving in a straight line at constant velocity."

In plain speak, you can't just turn on a dime. So if you're flying in a ship at insane speeds, it would take time for you to turn and you would continue along the original direction until you countered it going the other way. If you were flying in a straight line north (I'm using directions as an easy example; I'm aware there are no cardinal directions in space) then turned west using your engine to fly that westward direction, you'd actually fly in a north-northwest direction in a curve until you eventually would be flying northwest/west. These videos demonstrate that curve.

https://www.youtube.com/watch?v=8zsE3mpZ6Hw

https://www.youtube.com/watch?v=T1ux9D7-O38

http://en.wikipedia.org/wiki/Inertia



There's only one Science Class page this issue from all the story and art. We'll see you next month in the climactic conclusion!

Carpe Diem!

Matt Hawkins

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https://www.facebook.com/Selfloathingnarcissist

Lead your crew through a series of heart-stopping battles across the outer reaches of space as you uncover the truth behind the Secret Fleet and find your way

home to the Star Kingdom of

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