



Order of exploration

Probe 1:	5	4	1	4	3
Probe 2:	5	6	2	6	7
Probe 3:	12	8	11	12	15
Probe 4:	9	10	9	13	PROBE LOST

Overview

Our probes were purchased from alien sources. They have no hyperspace capability, but have a very good jump detection suite (which we are reverse engineering into our ships as quickly as we can.)

Shielding is minimal, thrust is low and although the sensor suites are good compared to our own, we believe them to be very limited in comparison to modern alien designs. The probe AI was entirely of our own design, the AI provided being designed to operate only for a single automated transit.

The probes executed a breadth-first search through every detected stable jump node. Due to the expense of the probes (and risk of discovery) only stable jumps were attempted. It is possible that many jump points remain unmapped.

Sector 1.**Unknown Activity**

Outer edge of the Krylon nebula. We detected a star near the edge of the nebula which appeared to have artificial signals. The star has no planets, so we presume there to be some form of orbital facility.

Sector 2.**Enemy Activity**

Narxbloche territory: Beacons identify the planet as "Narxigent" A great deal of traffic in this area. We saw one other jump point in this sector – presumed to head towards the main of the Narxbloche empire.

Sector 3.**No activity**

Seems to be a sector of completely empty space. The probe reported no activity of any kind. It is presumed that there is another jump point somewhere nearby, however.

Sector 4.**Activity**

A regular transmission was detected, which appears to come from an alien navigation beacon. The message was repeated in several languages – including one which sounded a lot like English!

The beacon identified the jump points as heading towards 'Krylon Nebula' 'Zargia' and 'Smilers' – with 'Smilers' being the one towards earth.

Sector 5.**Hostile Activity**

Our probe followed a Narxbloche vessel through this jump point. The system itself seems unoccupied, but Blotchies travelling through is enough to make it bad news. On the plus side, they sprayed scans everywhere as they passed through, and lit up a whole four jump points for us.

Sector 6.**Hostile Activity**

Apparently empty space – however, like sector 5, Narxbloche traffic was detected.

Sector 7.**Unknown Activity**

An M2 star (which exists on our charts already as 'Cymin') – appears to have a planet in the habitable band – and a large amount of EM activity and vessels in the area. There is at least one, possibly two, other jump points leaving this system – however the probe did not approach close enough to find out.

Sector 8.**Hostile Activity**

Has one unexplored jump exit, which the probe detected when a large armed ship traversed it. The ship noticed our probe and altered course to chase it. The probe escaped to sector 11.

Sector 9.**Unknown Activity**

The jump point emerges on the edge of a large gas cloud. Although we sent multiple probes into this area and made multiple transits, the cloud itself remains a mystery. Our probes are insufficiently shielded to explore far into the cloud and were able only to skirt the edge and map the jump points. On a positive note, we are fairly sure that we have mapped all of the stable jump nodes.

Sector 10.**No Activity**

This was a useful sector, sufficiently far from earth, for us to test our knowledge of jump mechanics. We were able to successfully determine ahead of time that the jump point would end up in sector 7. Unfortunately, that sector is occupied, so our experiments went no further.

Sector 11.**Hostile Activity**

Chased hereby an alien starship, the probe discovered a large number of alien star-ships, of at least six different classes. From transmissions received, there appears to be at least two empires here "Mandrigan" and "Zargian" and they don't sound friendly to each other – though no shooting was going on. Our probe did not stay in the area long enough to find out more – escaping to sector 12 as soon as it detected a jump point.

Sector 12.**Unknown Activity**

This sector contains a large amount of rubble and debris – largely consisting of heavy metal ores. No power signals were detected, but the natural existence of a large (several au across) field is unexplained by any theories, and it is therefore assumed to be artificial.

Sector 13.**Hostile Activity**

The probe entered this sector via the seemingly stable jump point from sector 9. Indications at that point were that it would be a linear traversal sector.

A data packet was sent back by the probe that it had completed the transit and had entered normal space. It detected a star within 3Au. All readings were nominal at this time. The standard plan the probe would follow at this point would be to do a passive scan, and then report before moving or going to active scan.

No further reports were received from the probe. It is assumed that it was destroyed.

At this point, all probe operations were suspended.

Sector 14**Unexplored**

The jump node from 11 appears to be barricaded by presumed hostile forces in sector 11. A plan for sending a probe through (similar to the exit transit from earth system) has been prepared, but not tested.

Sector 15**No Activity**

Another sector which allows us to connect the jump map to the real galaxy map – this is a binary star system towards the galactic core from home. No activity was detected. Although it appears to be a linear sector, the emissions from the star prevented our probe from mapping the exit point.