

IRDYNA FERYDO



EXPLORER

The Anoikis Field Manual

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Volume II: Explorer

Irdyna Ferydo

Unsettling Whisper

A Corporation of Quietly Eerie

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Preface

The first night in Anoikis is full of doors. Every new Connection asks where it leads, every return asks whether the route still exists, and every quiet Grid leaves something unresolved. The pilot's attention stays close to the ship because the immediate problem is movement.

The second night is different.

Something has been left behind. A hull, a container, a record, a promise to another pilot—perhaps only the expectation that tomorrow will begin where today ended. The system has not become permanent. The pilot has simply begun to depend on it.

That change is the subject of *Explorer*.

Pathfinder was written for the moment between seeing and acting. This volume keeps that discipline and adds time. An Observation may now matter to someone who will not log in for hours. A route may carry work rather than one ship. A Structure may make activity possible while creating dependencies of its own. The same uncertain space remains around all of it.

Living in Anoikis is often described through possessions: the Structure, the ships, the fuel, the shared route record. Those things matter, but they do not explain the life built between them. Home also consists of attention, stewardship, access, replacement and the willingness to notice when an arrangement has stopped working.

This is therefore not a book about building the largest presence or extracting the highest return. This book is about recognising commitment before habit hides it. It asks what a group depends upon and who can see the condition of that dependency. It then follows what happens when the dependency fails and how it can be reduced before a crisis makes the decision instead.

The pages ahead will not make Home permanent. They should make its obligations legible.

Irdyna Ferydo

How to Use This Handbook

Read *Explorer* after *Pathfinder*, or after you can already enter Anoikis, preserve a route, distinguish Observation from inference and return without treating the Chain as permanent geography.

The four Parts follow the life of a commitment. *Taking Root* asks what changes when a visit becomes presence. *Keeping Home* makes shared state and infrastructure visible. *Working Here* follows the exposure created by repeated activity. *Staying Capable* examines degradation, reduction and a deliberate end.

Each Chapter can later be revisited on its own, but the first reading should remain sequential. A decision about access will make more sense after the reader has named what is shared. A discussion of failure will be more useful after the dependencies capable of failing have been made visible.

Five questions accompany every lasting decision:

1. What purpose does this commitment serve?
2. Who carries it?
3. How is its condition made visible?
4. What follows if it fails?
5. How is it meant to end?

These questions do not replace the working rhythm established in *Pathfinder*. They extend that rhythm across more people and more time. Mechanics, interface labels and numerical values in EVE Online can change. This handbook explains relationships rather than promising a permanent click path. When the live client and the book appear to disagree, preserve the difference and verify it against current official information.

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Introduction

After the Return

A Pathfinder plans the return before the first crossing. The route matters because the ship intends to leave. An Explorer adds another question: what will still depend on this place after the pilot has left the keyboard?

The answer may be small. One ship remains stored in Home. A Shared Location Folder carries Bookmarks for the next shift. Materials wait for a later job. Someone has agreed to check a Connection again. None of these acts is dramatic, yet each transfers part of today's decision into tomorrow.

That transfer is the beginning of presence. Ownership of a Structure is not required. Guest access can depend on another group. A small corporation can own infrastructure while depending on one person to maintain the surrounding knowledge. Ownership, access, responsibility and capability may overlap, but they are not the same condition.

Presence Becomes System

Longer presence joins things that a short visit can keep separate. The Chain affects transport. Transport affects replacement. Replacement affects how much work can continue after a loss. Access affects who can reach the tools and stores intended to support that work. A stale report can therefore reach far beyond the pilot who first trusted it.

The result is not a machine that can be made safe by completing every task. Instead, it forms a living arrangement whose parts age at different speeds. Connections change. Observations grow old. People arrive and leave. Services consume inputs. Purpose shifts. Good operation begins by showing those changes rather than hiding them behind routine.

The Working Rhythm

Explorer retains the rhythm of the first volume:

Observe → Record → Understand → Evaluate → Decide → Act → Observe again

The difference is reach. An Observation may now outlive the immediate flight. A record may guide someone who did not witness its Source. A decision may bind assets owned by several people. The final Observation asks not only whether an action worked, but whether the shared condition now says that it worked.

Stewardship therefore appears throughout the book. It does not mean doing every task personally. It means ensuring that a dependency has an owner, its condition can be read, and its handover is confirmed rather than assumed.

Explorer's Boundary

This volume covers longer-term presence, shared information, access and infrastructure. It connects them to ordinary work, storage, replacement, degradation and a planned exit. The volume prescribes no universal corporation model, ranks no systems by income and offers no fitting for every activity.

Combat doctrine, Structure defence and Evictions belong to *Survivor*. Strategic fleet movement and corporation-scale logistics belong to *Navigator*. *Explorer* may describe where those pressures meet a decision, but it stops before making them the lesson.

The boundary matters. A useful field manual should not pretend that every consequence belongs to the same skill. This book prepares a resident to see what is exposed before active conflict becomes the subject.

Begin With Weight

The first Chapter begins on the second night. The system is familiar enough to encourage assumption, but not stable enough to honour it. Something has been left behind. A route has aged. Another person's note is waiting to be trusted.

Before choosing Home, building routine or organising work, the Explorer must name what has already become a commitment.

Part I - Taking Root

A visit can end when the ship returns. Presence continues in whatever remains: assets, records, access, work and expectations. Part I follows that change from the first repeated night to the point where several pilots can say what they share and what none of them should assume.

Chapter 1 - Beyond the Visit

The pilot returns to the same system on the following evening.

The name in the client is familiar. So is the Structure where the last flight ended. A scanning ship waits where it was left. Notes from the previous night still describe a route to Known Space, and another pilot has added a short message beside one of the Connections: quiet when checked.

Nothing in that picture is necessarily wrong.

Nothing in it is necessarily current.

Yesterday, the route carried one ship towards Home. Tonight, the same marks appear to offer a starting point. That appearance is the first test of longer presence. A visitor asks whether a route can be used now. A resident is tempted to ask why it should not still be usable.

Between those questions lies the weight of everything left behind.

The Second Night

On the first night, uncertainty was close to the hull. The pilot crossed, observed the new Grid, recorded the Wormhole and built enough of the Chain to support a return. Each decision belonged to the flight in progress. If the operation ended, most of its obligations ended with it.

The second night opens with inherited state.

The scanning ship is an asset already committed to this side of the route. The Bookmarks are records created for a situation that has continued to change. The note about a quiet Connection is Reported information from another person and another time. Even the intention to use the same Home is an assumption carried forward from yesterday.

This does not mean the records are useless. It means they have become the beginning of a new Observation rather than a replacement for one.

The pilot can separate the inherited picture into three questions.

What still exists? The ship is present. The stored materials are present. The Structure can currently be reached. These are conditions that can be observed again.

What is only recorded? The previous Chain, the earlier Connection state and the reason behind another pilot's note belong to their Sources and Timestamps. They describe what was known, not what the system owes the next shift.

What is now Unknown? Whether the route remains complete, what has moved beyond the current Grid and whether the conditions supporting yesterday's plan have changed all remain open until new evidence closes them.

The distinction is small enough to feel fussy when nothing has gone wrong. It becomes valuable precisely because nothing dramatic has announced the change. Longer presence rarely begins with a formal decision to accept dependency. It begins when yesterday's answer is allowed to stand in for today's question.

The second night therefore does not start by repeating every action from the first. It starts by identifying which parts of the inherited state matter to the next decision. A Bookmark that will not be used may age without immediate consequence. A Connection expected to carry the only available route deserves attention now. A stored ship that can remain inaccessible without affecting the plan carries a different commitment from a ship required for the plan to begin.

Presence adds selection to observation. The resident must know not only what has changed, but which unchanged assumption would matter most if it were wrong.

Presence Changes Stakes

Duration does not make Anoikis a different place. It changes what the pilot asks the place to support.

A visitor may accept an incomplete picture for a short, reversible movement. A resident may use the same Chain to move materials, schedule work, support another pilot or decide what can safely remain in Home. The Connection is the same object. The consequence attached to it has grown.

That is why familiarity can mislead without containing a single false fact. The system name is correct. The Structure is where it was. The shared record may faithfully preserve what the previous shift saw. The mistake occurs when familiarity is treated as evidence that the relationship between those things has remained unchanged.

Wormhole Connections are short-lived. Their information provides only rough indications of remaining lifetime and carried mass, while individual transits and total passage are subject to mass limits. A known Chain is therefore a dated account of temporary relationships. It can support a decision only when its age and present use are judged alongside the cost of failure.

Longer presence creates more ways for that failure to travel. If a scout loses a route, one flight changes. If stored materials, scheduled work and several pilots all expect that route, the same loss reaches multiple decisions. The problem is not merely that the Wormhole may collapse. The problem is that the group has allowed several needs to share one uncertain condition.

An Explorer learns to see this shared condition before trying to eliminate it. Some dependence is the purpose of living in Home. Ships must be somewhere. Information must be shared somehow. Work requires tools, time and access. The goal is not independence from every moving part. It is an honest account of which moving parts now carry weight.

The simplest sign is a sentence beginning with *we are expecting*. The route is expected to remain available. The stored ship should be ready, another pilot should update the map, and access should continue. Each

expectation may be reasonable. Each becomes a commitment when tomorrow's choices depend on it.

Assets Create Weight

Assets make commitment easy to see because they occupy a place even when the owner is absent. Yet price alone does not reveal their weight.

A modest scanning hull may be essential if it is the only one available to rebuild a route. A costly item may be light if its loss changes no immediate decision and replacement is already accessible elsewhere. What matters is not only what an asset is worth, but what capability disappears with it, how many other plans share it and how far away a substitute has become.

This distinction prevents two weak habits.

The first is treating everything in Home as equally exposed. That produces a large number without showing which failure would actually interrupt the group. The second is treating familiar storage as recovered value. An asset is not safe merely because it has stopped moving. It has changed from transit exposure to location, access and infrastructure exposure.

That change is especially important in Wormhole Space. Upwell Structures there do not use the standard Asset Safety outcome. When Asset Safety would normally be triggered, affected assets are instead ejected into space and can become available for others to collect. Storage can be practical, necessary and carefully managed, but it must not be understood as a promise of later recovery.

The lesson is not to empty Home after every use. That would turn residence back into a series of visits and make ordinary work impossible. The lesson is to leave assets behind deliberately.

For each important asset, the resident should be able to say what it enables, who depends on it and what happens if it cannot be reached. The answer need not be an inventory spreadsheet. One hull may hold

the group's only local scanning capability. A shared store may belong to several different owners. Moving one replacement into Home may have quietly made the route out more important.

Assets create weight when they make a future choice less reversible. A pilot who can leave without changing any other plan remains close to a visitor. A pilot who must first recover ships, settle access, preserve records or explain an absence has already taken root.

Return Is Work

Home does not remove the need to find Home.

That sentence can sound contradictory only while Home is imagined as a fixed point with a fixed road. The system persists, but the Wormhole Connections by which a pilot reaches it are temporary. A route recorded yesterday is not a road waiting to be reopened. It is evidence that a relationship existed and may help determine what must be checked next.

For a visitor, scanning the return is part of one operation. For a resident, maintaining the Chain becomes recurring work. Someone observes. Someone records. A named steward decides which old branch can still guide movement and which must be marked Unknown or closed. Later Chapters will examine how that work is shared; the first lesson is simply that the work exists.

Ignoring it does not preserve the Chain. It transfers the discovery cost to the next person who needs to move.

The message beside the Connection—quiet when checked—must therefore remain attached to its limits. It may be a careful and accurate report. It cannot tell the current pilot what happened after the check, whether the route still supports the planned movement or whether quiet meant absence, inattention or only no observed change.

The responsible response is not distrust of the other pilot. It is respect for the shape of the report. Preserve who observed what and when. Then make the new Observation required by the new decision.

Return work also exposes purpose. A pilot checking a route for a disposable scout may require less confidence than a pilot preparing to move a capability that cannot be replaced in Home. The Chain has no single condition called ready. It is ready *for something*, under stated uncertainties, for as long as the supporting observations remain useful.

The second night becomes manageable when the resident stops asking whether the old route is still true and asks what must be true for tonight's purpose. That question turns repetition into fieldwork.

Name the Commitment

Commitment becomes dangerous when it can be felt but not described. People notice that leaving would be difficult, that a task is always waiting, or that one absent member seems to hold the entire picture. Without clearer language, the group may answer by working harder around the dependency instead of deciding whether it should still exist.

Five questions make the commitment visible.

What purpose does it serve?

Purpose separates a useful dependency from accumulated habit. A scanning ship may support rebuilding the Chain. Shared records may support handover. Stored materials may support a defined period of work. *Because we live here* is not yet a purpose. It explains familiarity, not need.

A purpose should be narrow enough to end. If an asset, service or routine supports everything, no one can tell when it is no longer required. Naming the specific capability it protects also reveals when several commitments have silently gathered around the same object.

Who carries it?

The carrier is not always the owner. One pilot may own the ship while another maintains the record that makes it usable. A corporation may

own a Structure while a few people carry the attention needed to notice its condition. A guest may depend on access without controlling it.

The question is not who can be blamed if something fails. It is who has agreed to observe, update or close the commitment. If the answer is *everyone*, the practical answer is often *no one yet*.

How is its condition visible?

An obligation that exists only in memory cannot be handed over. The visible state may be a current record, an inventory distinction, a named owner or a confirmed report. It should show enough for another person to recognise whether the dependency is healthy, uncertain or already degraded.

Visibility does not require publishing every detail to every member. It requires the people expected to act to see the state on which that action depends. Access to information is part of the commitment, not an afterthought.

What follows if it fails?

Failure is broader than destruction. A route can become unusable. Access can change. A record can grow too old. The only person able to perform a task can be absent. The asset may still exist while the operating capability has disappeared.

Describe the first lost capability before imagining the worst possible event. Loss of this Connection stops tonight's transport. Without this ship, the local scan cannot begin as planned. A stale report requires the next pilot to rebuild the relevant part of the picture. These answers lead to proportionate preparation instead of vague fear.

How is it meant to end?

Every commitment needs an intended end even when no date is known. An asset can be removed when its purpose ends. A temporary access arrangement can be reviewed after the work it supports. A recurring check can stop when the group no longer depends on its result.

An end condition preserves choice. Without one, every new dependency joins the old ones and presence grows by accumulation. The group may still leave, but it will discover the true size of the commitment only while trying to unwind it.

The questions work together. A purpose without a carrier is an intention. A carrier without visible state becomes a private dependency. Visible state without a failure consequence produces records that no one knows how to use. A response without an end condition may solve the immediate problem while making the commitment larger.

Consider the scanning ship waiting in Home. Its purpose is not simply *scanning*. Tonight it is meant to recover enough of the Chain to support a specific movement. One pilot carries that first check, and the shared record will show which Connections were freshly observed, which remain Reported and which have become Unknown. If the hull cannot be used, the movement pauses until another scanning capability is available. The commitment ends when the route has served the movement and the ship is returned to its intended state, or when the movement is cancelled and is no longer expected.

None of those statements makes the flight safe. They make its dependency small enough to examine.

The same method also reveals when the apparent object is not the real commitment. A stored replacement hull may look like the important asset, while the actual dependency is access to the place where it is stored. A carefully maintained map may look like shared knowledge, while the actual dependency is one pilot who understands which records are still current. A route may look like the plan, while the actual commitment is a deadline that leaves no room to rebuild it.

Naming the commitment at the wrong level creates busywork. The group counts objects when it should be examining capability, or updates records when it should be questioning the purpose that keeps producing them. Naming it at the right level does the opposite. It shows the

smallest condition that must remain true and the first action available when that condition no longer holds.

Reduction begins here. Available actions include moving a deadline, splitting one movement into several, placing another capability within reach, assigning a second observer or deciding that the purpose no longer justifies the weight. Reduction does not wait for a retreat. It is the ordinary act of keeping commitment proportional to what the group can still observe and support.

The five answers do not have to be perfect before the second night continues. They have to be honest enough to expose what is missing.

The pilot in Home can now read the inherited scene differently. The scanning ship has a purpose and a consequence if unavailable. The old Chain has a Source and age rather than automatic authority. The note about quiet conditions remains useful within its Timestamp. The route required tonight can be observed according to the weight it is expected to carry.

Nothing has become certain. The dependency has become visible.

That is the first act of an Explorer.

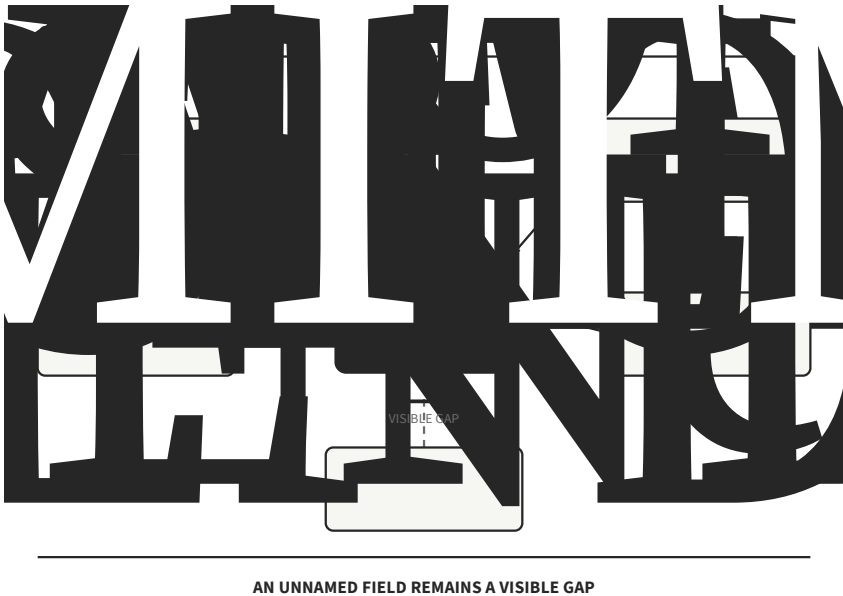


Figure AFH-B2-FIG-001 — A commitment becomes visible through five named conditions. A commitment becomes visible when purpose, carrier, condition, failure consequence and intended end are named.

Field Principle

Commitment begins before either a Structure is anchored or a group calls a system permanent. It begins whenever a future choice depends on something left in Home, shared with another person or expected to remain available.

Name the purpose, carrier, visible condition, failure consequence and intended end. Then observe the part of the environment that tonight's decision actually requires.

Once the weight of staying is visible, the next question is no longer which system appears best. It is which Home can support the purpose without hiding the tradeoffs. That is where Chapter 2 begins.

Chapter 2 - Choosing Home

Two candidate systems have survived the first discussion.

On the shared page, they look almost equal. Both can be reached. Both have space in which the group could work. Each has an Upwell Structure visible in the system, although only one currently offers guest access. Short notes list a Class, an Effect and several Connections observed during scouting.

The question at the top of the page asks which system is better.

It is the wrong question.

One candidate supports the planned work but places replacement farther away. The other is convenient today because another corporation provides access. That convenience rests on a decision the group does not control. Neither system is simply good or bad. Each asks the group to accept a different kind of dependency.

Choosing Home begins by naming what the system is meant to carry.

Purpose Before Class

A Class is easy to place in a heading. Purpose is harder because it forces the group to describe itself.

What will people actually do here? How often will they do it? Which capability must be available when they arrive? What must travel into or out of the system? How long is the arrangement meant to last? These questions are less elegant than a ranking, but they reveal what a ranking would conceal.

Suppose the group says that Home should support exploration, limited resource work and basic replacement for a few pilots. That sentence is a start, not a complete purpose. It leaves open whether the group can pause when access changes, whether materials must leave every day and whether one absent person would stop the work.

A useful purpose has five parts.

First, it names the work. *Live in Wormhole Space* is an identity. *Maintain a small base for exploration and a defined period of resource work* describes a use.

Second, it names the people. A system chosen for one independent pilot carries different coordination costs from a system expected to support several shifts. The difference is not only scale. More people create more handovers, more owners and more opportunities for an assumption to pass unnoticed.

Third, it names the required capabilities. Scanning, storage, replacement and whatever services the work genuinely needs should be visible before a Structure is admired for offering them. A capability that is merely pleasant to have must not quietly become a requirement during the comparison.

Fourth, it names the time. A trial can accept dependencies that would be weak foundations for an open-ended presence. An arrangement intended to last must survive absence, delayed replacement and changing access without pretending that these conditions will never occur.

Finally, it names the end. The group should know what result would make the trial successful, what finding would make the system unsuitable and how much can be left behind while that decision remains open.

A workable purpose might read like this: *For one trial period, Home will support exploration by several pilots. It will hold replaceable working assets and provide only the services needed to return those assets to use. Work pauses when the relevant Chain cannot support replacement. The trial ends before any single asset or access arrangement becomes necessary to recover everything else.*

The wording deliberately avoids predicting how often useful Connections will appear or how much work the pilots will complete. It says which capability the system is being asked to support and what the

group will not yet ask of it. New opportunities can be observed without being promoted into new commitments during the same trial.

Purpose should also be readable by someone who did not help choose the system. If the explanation depends on enthusiasm, reputation or an unwritten history, the next shift cannot test it. A short, explicit purpose gives later evidence something to confirm or challenge.

Purpose does not choose the system by itself. It turns system properties into questions that can be answered. Class becomes relevant to a defined activity. An Effect becomes a condition applied to actual ships and work. Connections become routes asked to carry particular movement. Infrastructure becomes a set of capabilities with owners and limits.

Without purpose, every useful feature invites another activity. The group chooses a system because it could do many things and later discovers that it cannot explain which of those things justified the commitment. With purpose, possibility can remain possibility. Only the required conditions enter the decision.

Read the System

Regular Wormhole Systems are commonly organised into Classes C1 through C6. The official Static Data also represents Wormhole Class and system Effects. These are stable system properties that can be recorded and checked. They are not a complete description of Home.

Class is a category before it is an interpretation. It can help identify which system is being considered and which further questions belong to the plan. It does not, by itself, reveal the route that will be available tomorrow, the people who will share the system or the access a guest will retain.

The distinction matters because players often inherit conclusions with the Class label. A candidate may be called easy, difficult, rich, poor, suitable or undesirable before the group's purpose has entered the sen-

tence. Some of those judgments may have been useful to the person who formed them. They are still interpretations, produced for another plan. Record the property first.

The system has a stated Class. Record the Source used to establish it. The system has an Effect, or no relevant Effect has been established. Record that separately. Structures and other visible infrastructure belong to another layer. Current Connections belong to the Chain, not to the Class field.

This separation prevents a correct observation from carrying an unsupported conclusion. C3 can be a checked property. *C3 is right for us* is a decision that needs the group's purpose, capabilities and accepted costs. The first can remain true while the second changes.

Static Data is valuable here because it preserves the difference between what the game defines and what residents learn by operating in a system. It contains information about Wormhole Classes and Effects. Yet it provides no third-party developers with the system-specific static Wormholes that players may expect from experience or other records. A field note about an expected Connection must therefore keep its own Source and uncertainty.

This Chapter does not need a catalogue of Classes. A catalogue would encourage selection by label and become stale wherever it smuggled in values, income or an assumed way of living. The Explorer needs a cleaner skill: read each system property, then ask what consequence it has for this purpose.

A group unable to answer that question should not fill the gap with reputation. It can test the consequence, seek a current Source or leave the property unresolved. Unknown is more useful than a borrowed ranking.

Read the Connections

The first candidate has produced a convenient route during several scouting visits. The second has repeatedly required more steps to reach

the places the group uses. It is tempting to turn those observations into permanent features of the systems.

They are not permanent features.

Wormholes form short-lived Connections. Their information offers rough indications about lifetime and mass condition, not a timetable or a promise of the next destination. The Chain observed around a candidate describes access during that observation. Recording it repeatedly cannot turn it into infrastructure.

Repeated observations can still be useful. They show what the group has actually encountered, how often it has had to rebuild routes and which kinds of movement were difficult during the sample. Their value comes from preserved limits: dates, Sources, missing shifts and the purpose for which the routes were judged.

Call this an observed Connection profile. The word *profile* does not mean a guaranteed set of exits. It means a controlled history of what the group found and what that finding required from them.

The record should keep four things apart.

The current Chain shows the Connections available to the latest observer. An expected relationship identifies something residents believe is likely to be found, with its Source. Route demand describes what the purpose needs to move and how often. Route tolerance states what the group will do when that movement cannot occur as planned.

These layers answer different questions. A useful exit today may support a scouting flight without proving that the system will support regular transport. An expected Connection may guide the next scan without authorising cargo to be committed before the route is observed. A difficult route may be acceptable when the work can pause, but unsuitable when replacement depends on a deadline.

This is where Home selection becomes operational. The group is not choosing a permanent road. It is choosing how much recurring work it can accept to discover, evaluate and use temporary roads.

The comparison between candidates should therefore avoid statements such as *this system has good access*. Say what was observed and what the purpose requires. Perhaps one candidate has so far demanded longer transport paths, while the other has been easier to reach during the same observation period. One result may be preferred, but the comparison must preserve the possibility that the next Chain will reverse the experience.

A choice made under that uncertainty is not weak. It is honest. The weakness would be building an irreversible plan on a route description that never claimed to be permanent.

The observation period should match the decision being supported. A brief visit can establish that movement was possible during the visit. It cannot establish the recurring effort of residence. Longer observation can reveal variation, but it never becomes a guarantee. The record gains value by showing what it covered and loses value when quiet periods or missing observers are silently treated as ordinary conditions.

Do not wait for a perfect sample. Waiting also consumes time and may encourage the group to act as though the candidate has already been chosen. Gather enough evidence for the size of the first commitment, keep that commitment reversible and continue observing after the trial begins.

Read the Effect

An Effect changes the conditions under which ships operate in a Wormhole System. The official Static Data identifies Effect types and the system data to which they belong. This makes the presence and Effect type a checkable property. Its operational consequence still depends on the plan.

The same Effect can meet different ships, fittings, tasks and tolerances. Calling it beneficial or harmful before naming those relationships repeats the mistake made with Class. It converts a property into a ranking without showing the plan beneath the judgment.

Read the Effect in three passes.

First, establish what Effect applies. Keep the current official data or other controlled Source visible. Do not rely on a label copied from an old map when the property can be checked.

Second, identify which required capability it touches. The question is not whether the Effect is popular. The question is whether it changes the ships or actions on which the stated purpose depends. If the purpose does not require a capability, its interaction should not dominate the choice.

Third, decide how the consequence will be tested. A group may need to confirm that its intended ships, margins and working habits remain suitable. The test belongs to the group and its present plan. It should not be disguised as a timeless rule for every reader.

No numerical Effect table is needed for this decision model. Values would require a separate current data review, and a complete list would invite the reader to optimise before understanding the work. *Explorer* needs the Effect to remain visible as an operating condition, not to become the identity of the system.

The result can be recorded in plain language. *Effect confirmed; interaction with the planned scanning capability accepted after testing. Or: Effect confirmed; consequence for the required work remains Unknown, so no commitment depends on it yet.*

Such a record is less impressive than a colour-coded ranking. It is more useful to the next person because the line between property, interpretation and decision remains intact.

Existing Infrastructure

The second candidate appears easier because a Structure is already present. Current use by the group is a real advantage. It is not the same as control.

Upwell Structure Profiles define which services are made available to other players. Access Lists determine who can use those services. A visible Structure, an advertised service and a character's actual access are therefore separate facts. Each can be true while another is false or later changes.

A guest arrangement should be read as a dependency on another owner. Which capabilities are available now? Who controls the Profile and Access Lists? How will a change be noticed? What work stops if access is removed? Which assets can be recovered without that access? The answers determine whether guest use supports a trial, routine work or only a temporary convenience.

The owner carries a different set of commitments. Deployment of an Upwell Structure is limited to members of a player-owned corporation with the appropriate role. The current official deployment rules also exclude Shattered Wormhole Systems and Thera. These boundaries matter during selection because not every candidate permits the group to replace guest access with its own Upwell Structure.

This is not a reason to prefer ownership automatically. Ownership creates control over some decisions and responsibility for many more. The Structure, its services, inputs, states, access design and eventual removal all become commitments. Chapter 8 will examine that care directly. For now, it is enough to refuse the idea that ownership converts uncertainty into permanence.

Guest use and ownership can both support a valid Home. They fail differently.

Guest capability may disappear because another owner changes access, services or the arrangement itself. The guest can reduce that dependency by limiting what is stored, preserving an alternative and defining how quickly work can stop. The owner may control access yet lose capability through neglected inputs, unclear responsibility or infrastructure state. Control moves the dependency; it cannot remove it.

Existing infrastructure must also be read service by service. The Structure's presence says that the object exists. That presence cannot prove that every desired service is offered, that the current character can use it or that it will remain available for the duration of the plan. Confirm only the capabilities the purpose requires, and attach the observation to time.

The two candidates now look less alike. One asks the group to carry more of the infrastructure commitment itself. The other allows a lighter beginning but places a critical decision in someone else's hands. The relevant difference is not independence versus dependence. It is which dependency the group can see, limit and end.

Ease of beginning should not be confused with a small commitment. Guest access can remove the immediate work of deployment while encouraging assets and routines to gather behind a permission the group cannot preserve. Ownership can demand more preparation while making the controlling decisions clearer. Either arrangement becomes heavy when the assets accumulated behind it can no longer be removed on the group's own timetable.

For that reason, access belongs in the selection record even when it appears uncomplicated. Note the capability actually used, the party controlling it, the latest confirmation and the action available if it changes. The record does not make another owner predictable. It prevents convenience from being mistaken for control.

Accept the Tradeoff

After the properties are separated, neither candidate wins every column.

The first system fits the planned work and gives the group more control over required capability. Its observed routes have made replacement slower and more laborious. Choosing it means accepting transport effort and limiting what can become irreplaceable between useful Connections.

The second allows the group to begin with less infrastructure of its own. Current guest access supports the required services. Choosing it means accepting that another corporation controls a capability on which the work depends. The chosen arrangement must allow the group to pause, recover or leave if that access changes.

There is no calculation that makes those costs identical. The decision depends on which failure the purpose can tolerate and which burden the group can actually carry. A group with little time for infrastructure may reasonably prefer limited guest use. A group whose work cannot tolerate uncertain access may prefer the transport burden. Reverse the purpose, and the same systems may reverse their order.

Treat the choice as a bounded hypothesis.

State the purpose: what work, for whom and for how long. Record the checked properties: Class, Effect, observed Connections and required infrastructure. Name the accepted tradeoff in one sentence. Then define what evidence will cause review.

The decision record should also preserve rejected interpretations. *Class was recorded but was not used as an income ranking. Current guest access was confirmed but was not treated as permanent. Observed Connections informed the trial but were not promoted into guaranteed routes.* These limits protect the decision from becoming more certain when retold.

The review condition may be repeated failure to support necessary movement, an Effect interaction that makes the required work unsuitable, changed access, an unavailable service or a workload the group cannot maintain. It should be observable. *We no longer like the system* is difficult to act upon. *The replacement route has repeatedly exceeded the delay our trial permits* shows which assumption failed.

Finally, limit the first commitment. Move only the assets needed to test the purpose. Avoid building several activities around the candidate before the first one has proved sustainable. Set a date or event for review, and preserve a way to end the trial without requiring the system to become convenient at the moment of departure.

This approach does not guarantee that the better candidate has been chosen. It makes the reason for choosing visible. When conditions change, the group can revise a recorded hypothesis instead of defending an identity.

Home is not the system that asks for nothing. No such system exists. Home is a system whose required tradeoffs have been observed closely enough to accept, and whose remaining Unknowns have been kept small enough to survive being wrong.

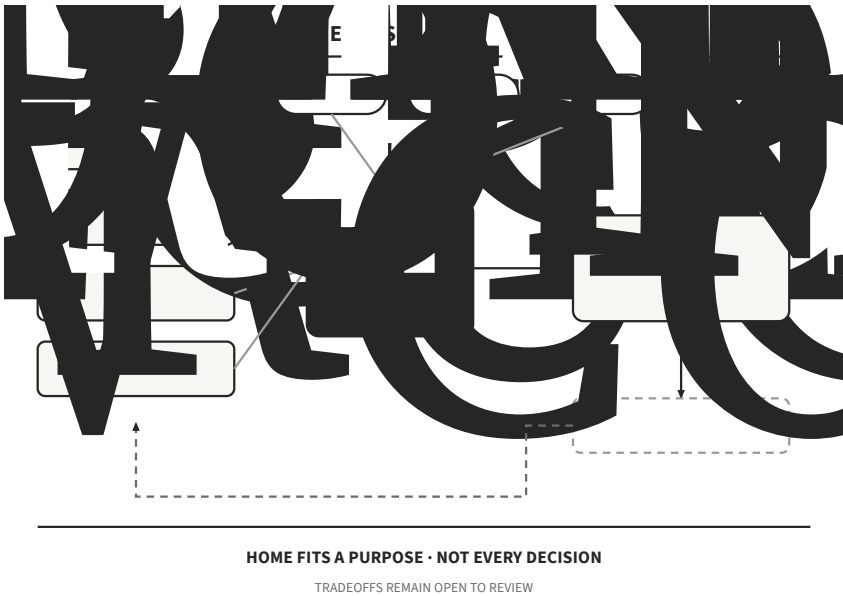


Figure AFH-B2-FIG-002 — Home fit is a bounded hypothesis. Home fits a purpose through explicit tradeoffs, not through one property that makes every decision favourable.

Field Principle

Choose purpose before property.

Record Class, Effect, Connections and infrastructure as separate layers. Let each become favourable or unfavourable only in relation to the work, people, time and exit the group has named. Treat current access as current, repeated routes as observed history and ownership as responsibility rather than safety.

The decision to remain should be a bounded hypothesis with review conditions, not a declaration that the ideal system has been found.

Once Home has been chosen, the next question is how much can be tied to that hypothesis. Chapter 3 turns from selection to the weight of assets, replacement and concentrated loss.

Chapter 3 - Commitment Has Weight

The ship is not expensive enough to worry anyone.

It is an ordinary transport hull, already in Home and ready for the next movement. Replacing its market value would not threaten the group. The asset list therefore treats it as a small line among larger ones.

Then a pilot asks what happens if it is unavailable.

The ship is the only hull currently prepared to move fuel and working material through the routes the group expects to use. It is also part of the plan for removing assets if the trial in Home ends. Another hull could fill the role, but that replacement is outside the current Chain. Bringing it in would require a route, time and a pilot able to complete the movement.

The price of the ship has not changed.

Its weight has.

What Stays Behind

An inventory answers *what is here*. Commitment asks what the listed objects have been made responsible for.

The distinction begins with ownership. A personally owned hull, a stack in a corporation hangar and an item available through another pilot may all appear to support the same work. They do not offer the same control. The person who can see an item may not be able to remove it. The person able to remove it may not own the decision for which it was reserved.

Corporation Roles make these differences concrete. Rights to view a hangar, take its contents or remove containers are separate permissions. Management and Industry Roles grant other abilities. A shared

label on a hangar does not make every item equally available to every member.

Chapter 7 will examine access in detail. For now, the important point is that an asset record must preserve both owner and usable capability. *Corporation asset* is too broad when one pilot can see the item, another can take it and a third believes it has been reserved for common work.

Purpose comes next. What does the object allow the group to do? The transport hull enables movement. A scanning hull enables the Chain to be rebuilt. Fuel keeps a required service from becoming only an icon in a plan. A Blueprint may represent future work that also depends on materials, access and an available service.

This view catches unfinished work as well as stored objects. Materials set aside for a job, a loaded ship waiting for a pilot and an asset promised to a later shift all bind future decisions. They may still appear in the same place, but they are no longer unassigned.

Chapter 1 named purpose, carrier, visible condition, failure and intended end for any commitment. An asset record sharpens that method through five practical questions:

Who owns it? What capability uses it? Where is its replacement? What else fails at the same time? How can the exposure be reduced?

These are not fields for every piece of ammunition or every inexpensive tool. They belong to assets whose absence would change the plan. The purpose is not to build a perfect inventory. It is to find the small number of lines carrying more work than their price suggests.

The transport hull becomes visible under this test. It belongs to one pilot, supports several shared movements and has no immediately available substitute in Home. Losing it would not create the largest financial loss. It would break the most promises at once.

That difference changes the conversation before anything is moved. The owner may be comfortable risking the hull while the group is not

comfortable losing the work attached to it. Neither judgement cancels the other. One describes personal tolerance; the other describes a shared dependency. They must be made visible before consent to one is mistaken for consent to both.

The record does not need to price that disagreement. It needs to show where the promises divide. The owner can accept the hull's loss. The fuel movement can be assigned elsewhere. The withdrawal plan can name another method. Once those decisions are separate, the object returns to being an ordinary asset instead of a quiet answer to three different problems.

Commitment should therefore be reviewed at the moment an asset receives a new purpose, not only when it first enters Home. A hull that arrived as a spare can become essential after one fitting change, one depleted reserve or one departed pilot. Inventory changes are visible. Changes in responsibility often are not.

Replacement Has Distance

Replacement is often spoken of as though it were a purchase. In Anoikis, the object is only the beginning.

A replacement must exist, be available to the intended owner and reach the place where its capability is needed. Each step can add distance. The market may be close in Known Space while the current route is unsuitable. A hull may already exist elsewhere but require a pilot, access and time that the group does not have when failure occurs.

Distance is therefore measured in decisions as much as in systems.

Start with availability. Does a replacement actually exist, or does the plan assume that one can be obtained? Is it controlled by the same person who is expected to use it? Does fitting, loading or transferring it require another capability that may fail with the original asset?

Then read the route. Wormhole Connections are short-lived and carry limits on individual transits and total mass. The current Chain may

support a replacement movement now without promising that the same movement will remain possible. An asset outside Home is not a usable fallback until the route needed to bring it in has been observed for the actual movement.

Next comes time. How long can the group operate without the capability? A replacement path that takes several sessions may be adequate for optional work. The same path is weak if scanning, access to stored assets or a planned exit depends on the missing object immediately.

Finally, name the people. A replacement may require someone with the correct asset access, a pilot able to move it and a person authorised to alter the plan. If all three roles belong to one absent member, the object is not the only concentrated dependency.

This is the non-financial side of replacement. A group can own several hulls and still have only one usable capability. The limitation may be a role, a Timestamp, a Bookmark, a decision or a person who knows why an item was placed where it is.

The solution is not to duplicate everything. Duplication without separation can create a larger pile exposed to the same failure. A replacement becomes meaningful when it survives the condition expected to remove the original.

That condition should be stated plainly. If the expected failure is the loss of a hull in flight, another hull in Home may be enough. If the expected failure is lost access to Home, the same reserve is no reserve at all. Expected owner absence changes what counts as a fallback: another personally controlled asset repeats the dependency even when it sits somewhere else.

A group can test this without staging a disaster. Choose one required capability and pretend that its primary source is unavailable. Begin from the records, people and routes that would remain. Who notices the absence? Who can authorise the fallback? What must move before the

capability works again? The exercise ends when the group can act, not when someone points to another item in an asset list.

The answer may reveal that no additional purchase is needed. A Bookmark may need to be shared, an existing hull reassigned or a second pilot given the context to use what is already present. Replacement distance is shortened by removing decisions and dependencies as surely as by moving an object closer.

For the transport hull, a second identical ship beside it may protect against one mechanical loss. That duplicate offers no protection against lost access to the Structure, a route unable to carry the movement or an absent pilot who owns both hulls. The useful question is not whether another object exists. It is whether the capability can be restored from the fallback state the group expects to have.

Concentration Changes Loss

Concentration allows Home to work. Ships, materials, records and services are brought together because proximity reduces effort. The same arrangement also allows one event to reach several commitments.

Financial concentration is the most visible form. Many valuable assets in one place can be exposed together. Yet market value is only one measure. Capability can be concentrated even when the objects are inexpensive.

The transport hull carries movement, fuel delivery and part of the exit plan. Three purposes have gathered around one asset. A second ship would help only if it remained available under a different failure. Otherwise, the group has added value without separating capability.

Location is another form. Personal and corporation assets may have different owners but share the same Structure, access path and route out. Counting them separately does not change the fact that one lost location or access condition can affect them together.

Time can also concentrate exposure. Several independent movements may be reasonable on their own. If they all depend on the same ageing Connection, their risk is no longer independent. The route is being asked to carry several commitments before it changes.

People create concentration when one person holds several required abilities. The member who owns the transport hull may also be the only person able to remove the relevant corporation assets and the only one who knows which materials were reserved. Nothing needs to be destroyed for that capability to disappear. Absence is enough.

Information can fail in the same way. A list may record every object while leaving purpose and owner in one person's memory. The inventory survives, but the group no longer knows which asset can be spent, moved or abandoned.

Read concentration by asking what would fail together. Do not begin with a hypothetical catastrophe. Begin with one unavailable hull, one changed access condition, one unusable route or one absent person. Trace the plan as the first effects unfold.

Follow those consequences only as far as the group would have to respond. Perhaps hauling pauses, which delays fuel, which turns a planned work period into a recovery movement. Perhaps access remains intact but the only pilot who understands the reservation list is absent, so no one can tell which material may safely be consumed. The first event is small; the accumulated obligation is what gives it reach.

Separate records can conceal that reach. A personal asset list, a corporation inventory and a movement plan may each look reasonable. Their shared dependency appears only when they are read together. The same hull can be a minor personal exposure, a required corporation capability and the unspoken link in a departure plan. No individual record is false. The conclusion drawn from reading each one alone is incomplete. If several commitments stop at the same point, that point carries more weight than its isolated value suggests.

Reduction can take several forms. Separate a fallback from the primary location. Give another person the access and context needed to use it. Avoid loading several urgent movements onto the same Connection. Remove old assets before new ones turn a trial into an accumulation. None of these actions removes loss. They reduce the number of capabilities that must be recovered at the same time.

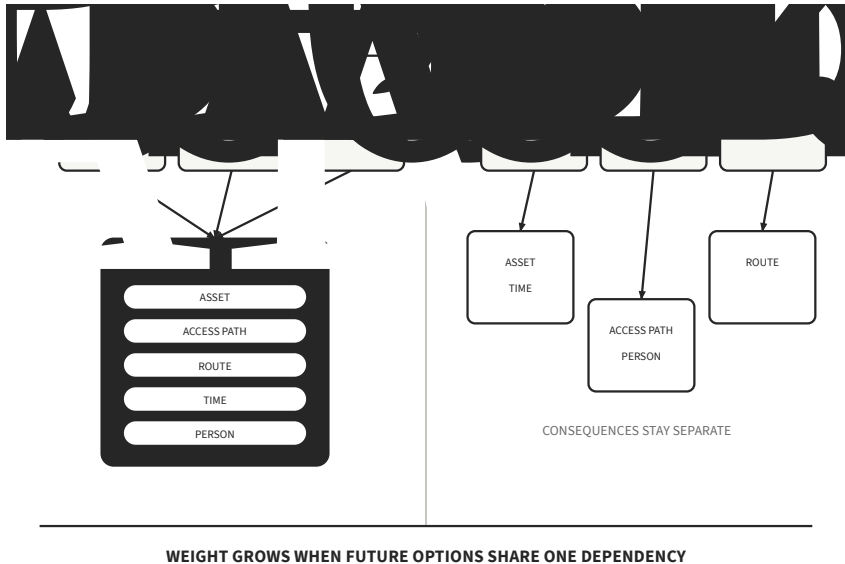


Figure AFH-B2-FIG-003 — Commitment weight through dependency concentration.

Commitment gains weight when several future capabilities depend on the same asset, access path, route, time or person.

Recovery Is Different

The phrase *Asset Safety* can create the wrong picture when carried into Wormhole Space from elsewhere.

Upwell Structures in Wormhole Space do not use the standard Asset Safety system. In circumstances that elsewhere lead to Asset Safety, affected assets are instead ejected into space and become available for

any player to collect. This applies to personal and corporation holdings affected by that event.

The consequence is simple and severe: storage in a Wormhole Structure must not be treated as a delayed recovery service.

This does not mean every stored asset will be lost. It means the plan cannot claim the ordinary Asset Safety outcome as its fallback. The plan must account for what can be lost together, what can be removed deliberately and which capability must exist outside the exposed location.

Ownership still matters. Personal assets and corporation holdings have different decision makers and access paths before a loss. A corporation hangar may preserve a shared purpose while limiting who can act. A personal hull may be quickly controlled by its owner but unavailable to everyone else. The Wormhole-space outcome does not erase those distinctions; it makes them more important before recovery becomes impossible.

The word *recovery* should therefore be used carefully. It may mean replacing the capability from elsewhere, moving exposed assets while access remains, rebuilding records or accepting that a planned reserve has gone. It should not quietly mean that the same items will later be delivered to a convenient place.

Those meanings lead to different preparations. Replacement needs a surviving source and a route. Deliberate removal needs a trigger early enough to act. Rebuilding records needs copies that do not share the lost access path. Acceptance needs the owners to understand what can disappear before their assets are committed. Calling all four outcomes *recovery* hides the decision until the group has the least room to make it.

The useful preparation is therefore made while Home still feels ordinary. Name which response belongs to each important commitment. For replacement, identify the source. Deliberate removal requires a condition that starts it, while acceptance requires explicit exposure. A vague hope to recover later is not a fourth option.

The difference changes how value is recorded. An expensive object that has a separated replacement may be survivable. A cheap object that controls the only route to replacement may be critical. A large shared store may be manageable if each owner understands the exposure and work can continue without it. A small store may be too heavy if its loss strands every remaining asset behind the same missing capability.

Asset Safety is not the only reason to limit concentration. Connections, access, people and time already make that necessary. The Wormhole-specific outcome removes one comfortable assumption and makes the remaining plan visible.

Set Exposure Limits

There is no universal amount of ISK that a resident may safely leave in Home. The same number can be trivial to one group, irreplaceable to another and misleading to both.

An exposure limit should describe capability before price.

Ask what the group must still be able to do after the accepted loss. Can it scan and rebuild the Chain? Each owner should be able to reach a useful fallback. Work should be capable of pausing without creating another emergency. It must also be clear whether the group can remove what remains or the exit plan has failed with the first asset.

The answers define a fallback state. It might be reduced work with scanning and departure still available. Another valid state is a full pause while replacement is brought through a newly observed route. The group may instead decide to end the trial before another asset enters Home.

A useful limit can be spoken without a price: *No single loss may remove both our working capability and the means to replace it.* Another group may choose: *Only assets whose owners can accept total loss remain behind guest access.* The wording differs because the commitments differ.

Apply the limit to simultaneous exposure. One movement may be acceptable while three similar movements would depend on the same route. A reserve may be reasonable until the primary and fallback are placed together, defeating the distinction. An absent specialist may be manageable until every recovery action waits for that person.

Then define reduction triggers. Stop adding assets when the fallback becomes unclear. Move or consume old stock before a second purpose claims the same reserve. Separate personal property from corporation responsibility. Confirm who can view, take and move shared holdings before the capability is needed.

The group should also name who can invoke the limit. If everyone can recognise excess exposure but no one can pause the movement, the limit is commentary. Authority and responsibility must meet before the next asset crosses.

Limits also need a moment of review. The trial may begin with little in Home and a clear fallback, then acquire materials, specialised hulls and unfinished jobs one reasonable movement at a time. Nothing crosses a dramatic threshold, yet the preserved capability gradually becomes dependent on everything that was added. A review after a major movement, access change or new shared purpose is more useful than waiting for a calendar date.

The review can be brief. Read the current commitments aloud, remove the primary capability from the picture and describe the state that remains. If the group can still pause, scan, decide and restore what it chose to preserve, the limit still describes reality. If the explanation depends on the missing asset returning, on an unconfirmed route or on an absent owner responding, the group has already crossed it.

Excess exposure does not always demand evacuation. It may call for finishing one job before starting another, returning borrowed capability, reducing a reserve or moving a record beyond the access it describes.

The smallest action that restores the fallback is often better than adding another object to solve an obligation created by too many objects.

Return to the transport hull. Its market value remains ordinary. Under the exposure limit, however, it cannot be the only prepared movement capability, the only fuel carrier and the assumed method of withdrawal at the same time. One purpose can be separated, a fallback prepared elsewhere or the assets that depend on the hull's return reduced.

The correct action is not determined by the hull. It is determined by the fallback state the group has chosen to preserve.

Field Principle

Value becomes weight when several future choices depend on the same asset, access path, route, time or person.

Record ownership, purpose, replacement distance, simultaneous failure and the available reduction. Do not count a replacement unless the group can restore the capability from the state expected after loss. Do not count standard Asset Safety as that state for an Upwell Structure in Wormhole Space.

Set exposure limits around what must remain possible, not around a universal price. Then reduce commitment before the first loss removes both the work and the way back from it.

Once several people use the same assets and records, the next problem is no longer weight alone. The question becomes what is genuinely shared, who tends it and which assumptions access does not justify. Chapter 4 begins on that shared ground.

Chapter 4 - Shared Ground

The Chain is current.

Two pilots say it within the same minute.

The first means that every Connection known at the beginning of the work period has been checked against the record they can see. The second means that they added a new observation after returning to Home. Their statements sound identical because neither includes a source nor a time.

A third pilot listens from inside the same Structure. They are a guest and can dock, read the shared route notes they were given and prepare for the planned work. When the moment comes, however, the required Structure service is not available to them. Docking access and service access were treated as one permission. They are not.

All three pilots occupy the same Home. Each is acting from a different version of it.

Nothing in the scene requires deception or carelessness. One pilot observed, another reported, and a guest trusted the invitation. The failure lies between those actions. No one established which state was shared, who maintained it or how another person would know that responsibility had moved.

A place becomes common when its changing state can survive the people who happen to be present. Until then, several private realities are only meeting in the same system.

One Home, Many

Living together makes sameness easy to assume.

The same Structure appears on every overview. The same system name appears in every location. Pilots speak about *the Chain*, *the fuel*, *the*

hangar and *the plan* as though the definite article has already settled ownership, access and meaning.

Shared place is real, but it is the thinnest layer of shared Home. It tells the group where people and assets meet. Yet it cannot show whether they see the same information, can use the same capabilities or believe the same person will act next.

Shared information is a different layer. Two pilots may both possess route records while one contains a later observation. They may both see an asset while only one knows that it has been reserved. A note may be visible to every member yet understood differently because its author never stated whether it was an observation, a conclusion or an unresolved report.

Shared responsibility is different again. A pilot who adds information has not necessarily agreed to maintain it. Someone who can use an asset does not therefore own its purpose. Access to a service says nothing about who notices when the service no longer supports the work expected of it.

These layers can separate without producing an obvious alarm. The Structure still accepts the pilots who are allowed to dock. The shared folder still contains Locations. The corporation hangar still contains assets. Home looks complete because its objects remain visible while the surrounding agreement has begun to split.

The guest in the opening scene makes the split easier to notice. Owners often fill missing context from habit. They remember which notes are old, which assets are personal and whom to ask about access. A guest has none of that background. Their view exposes every instruction that exists only in memory.

Guests are not the exceptional case. Any member returning after an absence, joining a later work period or taking over an unfamiliar task meets Home in the same way. If they must reconstruct its meaning from

whoever happens to be online, the group is sharing presence rather than state.

The first useful distinction is therefore simple. Ask separately where the group meets, what it currently believes and who is responsible for keeping that belief usable. Agreement in one answer must not be borrowed to cover the others.

Different answers do not have to be forced into false agreement. Two reports can remain beside one another when their times, sources or scope differ. A guest can be part of the current work without being treated as an owner. One person can steward a record while another owns the assets affected by it. Shared state becomes stronger when these differences are preserved rather than smoothed away.

The danger begins when a broad word hides the difference. *Ours* may refer to location, access, property, responsibility or purpose. Before acting on it, the group should be able to say which meaning applies. This is not a demand for formal language in every conversation. Precision matters when a decision crosses from one person's reality into another's.

Define the Baseline

A shared state needs a point from which change can be recognised. That point is a Baseline.

Chapter 5 will examine what can be observed around Home and how deviations are read. Here, the Baseline has a narrower purpose: it records what the group has agreed to treat as its present working condition.

That condition begins with purpose. Home prepared for a short scanning period does not require the same capabilities as Home supporting several ongoing jobs, asset movements and guests. Without a stated purpose, one pilot may regard the situation as normal because scanning remains possible. Another may judge it insufficient because their

planned service is unavailable. Both may be describing their own work accurately.

The Baseline then separates what was observed from what was inferred, reported or left Unknown. A Connection checked by a named pilot at a known time is an observation. A route believed to remain suitable for a later movement is an interpretation. Information passed on without direct confirmation is a report. Something not examined remains Unknown even when habit supplies a likely answer.

These distinctions prevent confidence from spreading farther than the evidence. They also let another pilot update only the part that changed. A new observation does not need to erase the earlier record. It needs to identify what it supersedes and which conclusions now require another look.

Time belongs inside the Baseline, not beside it. *Current* means nothing unless the group knows current as of when, according to whom and for which decision. Different parts of Home age at different rates. The Baseline does not make them permanent. It makes their age visible enough to decide whether they still support the next action.

Access is part of the agreed condition as well. The group does not need a complete permission catalogue in every status report. It does need to know whether the people expected to work can reach the place, information, assets and services required for that work. A guest being able to dock answers only one of those questions.

A useful Baseline is brief enough to be read before action and precise enough to challenge. It states what Home is meant to support, which important conditions were confirmed, what remains Unknown and when the agreement must be revisited. Rather than claiming safety, it describes the starting point from which the group has chosen to notice change.

Without that starting point, every update becomes an isolated fact. With it, an observation can become a meaningful difference.

Assign the Steward

Agreement decays when everyone can update it and no one is responsible for its condition.

The answer is Stewardship. A Steward tends one piece of shared state until it is closed or handed over. The role does not make that person the owner of every object involved, the commander of the group or the only pilot allowed to observe. It names who must notice whether the shared account remains usable.

For the Chain, Stewardship may mean reconciling new observations with the current record, marking uncertainty and making sure the next pilot knows what still requires confirmation. For a shared asset commitment, it may mean preserving the stated purpose and identifying when the promised capability is no longer available. Guest work may require confirmation that the access needed by the agreed purpose actually exists.

The Steward need not perform every action. Other pilots can scan, move assets, check access or report changes. Stewardship owns the open loop: the gap between an event being noticed and the shared state reflecting what the group can now rely on.

This prevents a common disappearance of responsibility. A pilot observes a change and assumes the record keeper will see it. The record keeper sees a message and assumes the observer updated the source. Everyone has contributed, yet nobody knows whether the work is complete.

Naming a Steward makes the final question answerable: who confirms that the change has been absorbed?

Small groups do not need a large organisation chart. One person may tend several states during a quiet period. The distinction still matters because the same person can hand over the Chain without handing over asset decisions, or leave Home while remaining the owner of personal

property. Naming the work separately prevents one transfer from being mistaken for all of them.

Stewardship also needs a boundary. It begins when a person accepts the state and ends when the purpose is complete, responsibility is returned or another person confirms the handover. An unacknowledged message does not move that boundary. Neither does absence quietly turn the most active remaining pilot into the new Steward.

The role should be narrow enough to finish. *Look after Home* is not a workable charge because it hides too many different conditions. *Maintain the agreed Chain state for this work period* can be observed, handed over and closed. So can *confirm the guest capabilities required for tonight's job*.

The assignment must also be visible to the people who depend on it. A Steward known only to the person who assigned the task cannot receive reports or be challenged when the record conflicts with observation. The shared account should make it possible to discover who currently tends the state, how that person can be reached and what happens if they cannot continue.

That fallback need not be another permanent office. It may be a named deputy, a rule that pauses the work or a return of responsibility to the group. What matters is that absence produces a known reduction instead of an invisible vacancy. Shared responsibility is not created by making one person indispensable.

A Steward is not a guarantee that information is correct. The value of the role is that uncertainty has somewhere to go. Contradictions can be held as Unknown, stale reports can be challenged, and missing confirmation can stop an assumption from silently becoming group knowledge.

Access Is Conditional

Access feels like a door: open or closed. EVE grants it in smaller pieces.

Shared Location Folders distinguish *View*, *Use*, *Manage* and *Admin* access. These levels allow different relationships to the same collection of Locations. Seeing a route does not by itself include maintaining the folder or changing who can reach it.

Upwell Structure access separates another pair of questions. A Structure Profile defines which services are offered to other players, while assigned Access Lists define which players can use those services. Services can have their own assignments. The permission to dock therefore does not promise permission to use every service required by the work. Corporation Roles follow the same broader pattern. They grant particular abilities rather than a general state of responsibility. The ability to view the contents of a corporation hangar is distinct from the ability to remove items from it. Neither ability explains who owns the purpose attached to those items.

Chapter 7 will examine this access model in detail. At this point, the lesson is not how to configure it. The lesson is that every shared plan must name the capability it assumes. *Has access* is too broad to support a decision.

The guest from the opening scene was not denied Home. They received one real form of access and lacked another. The mistake was treating the first as proof of the second. Had the plan stated the required service and the person responsible for confirming it, the difference could have been found before the work began.

Access also changes. A folder can be available to one group and not another. A Profile or assigned Access List can be altered. Corporation abilities can differ between members. The operational state is therefore not *we gave them access once*. It is *the required people can use the required capability for the decision now being made*.

That statement still does not grant ownership. A Location can be available to a guest without transferring the surrounding information. A member may be able to take an item without permission to redirect its

purpose. A manager may be able to change access without becoming responsible for the work that depends on it.

Keeping those meanings separate protects both sides. Owners do not mistake visibility for consent. Guests do not mistake an invitation for a promise of permanence. Stewards do not assume that technical authority has automatically assigned someone the duty to maintain the state.

Before shared work begins, read access as a set of conditions. Determine whether the person can reach the place and see the information. Establish separately whether they can use the required asset or service. A route for reporting change and the authority to respond must also exist. A different answer may belong to every question.

The purpose is not to maximise access. Wider access can spread capability while also spreading unclear assumptions. The purpose is to make the granted capability match the work, then record who tends the dependency and where its limits lie.

Handover Without Assumption

The first pilot observes. The second reports. The next person must confirm.

These are three different events.

Observation changes what one person knows. Reporting makes that knowledge available to others. Confirmation establishes that the intended recipient has received the responsibility, understood the state and can act from it.

A shared note can complete the reporting step without completing the handover. So can a message in a conversation, a changed label or a Bookmark placed in a shared folder. The information may be visible while no one has accepted the open work attached to it.

Return to the two claims that the Chain is current. The contradiction is not resolved by choosing the later message automatically. The group

needs to know what each pilot observed, when it was observed and which part of the earlier state the later report changes. Anything not reconciled remains Unknown.

The outgoing Steward can then hand over a bounded account: the purpose of the current state, its last confirmed observations, changes already reported, unresolved differences and the next required decision. The incoming Steward confirms not merely that the words arrived, but that they can assume the work.

This confirmation may expose a missing capability. The recipient might not have access to the shared Locations, the relevant assets or the required service. They may be about to leave or may lack the context needed to distinguish a report from an observation. Discovering that gap is a successful handover check. It prevents the title of Steward from moving while the ability to steward remains behind.

If nobody can accept, the state should degrade visibly. Work can pause, the Baseline can narrow, and unconfirmed claims can return to Unknown. What should not happen is for responsibility to disappear while the record continues to look authoritative.

Acknowledgement must be specific enough to close the loop. *Seen* may confirm that a message reached a screen. It does not necessarily confirm responsibility. A useful response names what has been accepted and what has not. The Chain state may be taken over while the guest-access question remains with its current owner. Planned work can wait until both are resolved.

Confirmation should also reveal the first action expected of the receiver. They may need to verify one old observation, notify the guest that work is paused or simply preserve the current state until another pilot arrives. A handover that transfers a large account without naming its next decision can move information while leaving priority behind.

The receiver may accept only part of the account. That is better than a broad acknowledgement followed by a private assumption. The remain-

der stays with its current Steward, returns to the group or becomes an explicit gap. Partial confirmation keeps the boundary of responsibility honest.

This discipline is especially valuable across different work periods. The person who made an observation may be unavailable when its consequence arrives. A confirmed handover allows Home to continue without pretending that everyone shares memory, schedule or access.

Tools can display, store and distribute the account. They cannot decide that a human being has understood an obligation. Whatever medium the group chooses, the handover is complete only when the receiver confirms both state and scope.

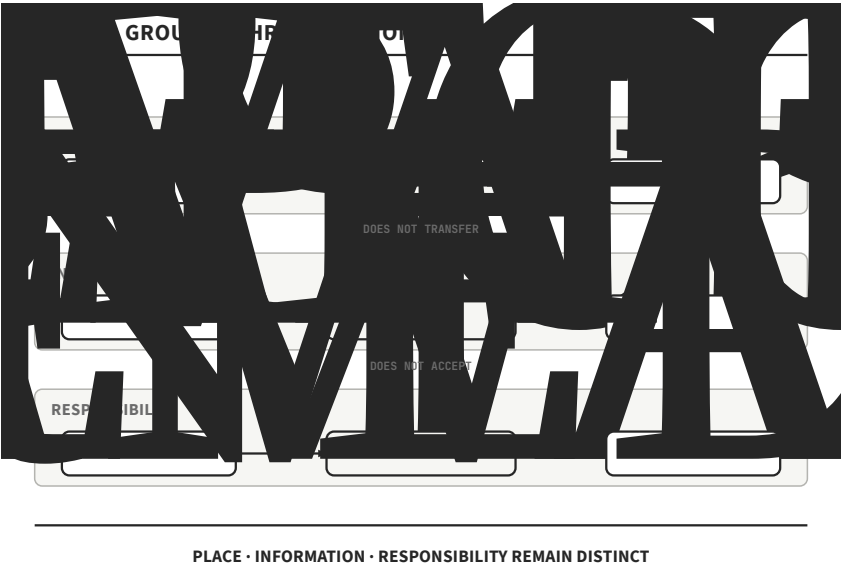


Figure AFH-B2-FIG-004 — Shared place, information and responsibility remain distinct. Shared place, shared information and accepted responsibility are different relationships.

Field Principle

Shared Home is not defined by how many pilots can enter it. It is defined by which changing conditions they can understand, maintain and hand over without inventing missing agreement.

Separate place, information and responsibility. Establish a Baseline tied to purpose, source, time and known uncertainty. Give each critical state a Steward whose work has a beginning, a boundary and a confirmed end. Treat access as conditional capability, never as silent proof of ownership, consent or permanence.

An observation belongs first to the observer. A report makes it available. Only confirmation transfers the duty to carry it forward.

The three pilots can now reconcile their Home. The two route accounts retain their different times until a new observation resolves the difference. The guest's docking permission remains real without being mistaken for service access. A named Steward owns each open question until it is answered or handed over.

Shared ground has not made Home certain. It has made disagreement visible before action depends on it.

That visibility creates the next task. A group can recognise change only when it knows what ordinary Home was expected to look like. Part II begins by learning to read that Baseline.

Part II - Keeping Home

Home rarely becomes unusable in a single moment. More often, its ordinary state drifts: Observations age, Connections change, access narrows and Services cease to support the work built around them. Part II turns the shared ground of Part I into a practice of care. It follows the signals that make change visible, the Chain that carries movement, the permissions that shape capability and the infrastructure whose continued usefulness depends on attention.

Chapter 5 - Read the Baseline

Home appears unchanged at the beginning of the work period.

The same Structure occupies the same Grid. The expected ships remain in their hangars, and the shared account still shows a route used by the earlier shift. The first glance offers no reason for alarm.

Then three small differences appear.

When the new shift checks, the *Structure Browser* no longer shows one Service required for the planned work. A fresh pass through the *Probe Scanner* does not show a previously recorded Cosmic Signature. The relevant branch of the Chain was last confirmed by another pilot during an earlier work period.

These observations do not prove danger. The Service may be unavailable to this Character rather than absent for everyone. The Signature may have changed without affecting tonight's purpose. The inherited Chain record may still describe a usable route.

Together, however, the differences break one important assumption: the state inherited from the earlier shift can no longer be used without review.

Chapter 4 established a Baseline as shared agreement. Part II begins by making that agreement observable. Familiarity is not the question. The conditions carrying the next decision must still match the dated state the group agreed to use.

Ordinary Is Evidence

Ordinary conditions are easy to overlook because they do not demand a response. The familiar Structure is present. The expected route record exists. A working Service appears where the group expects it. The next job has an owner.

Each quiet fact becomes useful only after it is recorded as part of a purpose.

A Baseline is that record. It says what Home was observed to support at a particular time, through particular Sources, for a stated kind of work. The record makes no claim that Home is safe, permanent or complete.

The distinction matters because normality is not one universal condition. A pilot preparing a short scanning flight may need a current view of the local system and the first relevant Connections. A group moving irreplaceable capability may require a deeper route account, confirmed access and a known fallback. Home can be ordinary for the first purpose and unready for the second.

Those differences need a reference point before they have meaning. The earlier shift did not merely report that *everything was fine*. It left a bounded account. A named pilot had observed the route used for its return. The required Service was visible to the Characters performing that work. Critical scanning capability was present, and no open job depended on an absent owner.

That account may be accurate and still be old.

Age does not make the earlier work careless. It makes the account historical. Present observations can be compared with it instead of asking memory to decide whether a difference feels important.

Ordinary evidence must remain modest. The *Sensor Overlay* can provide an overview of exploration sites visible through its selected display. The *Probe Scanner* can show Cosmic Anomalies and Cosmic Signatures; Anomalies do not need Probes to be located, while Cosmic Signatures do. These interfaces expose different observable layers. Neither reveals every event in the system, nor does either turn absence from one view into proof of safety.

The same restraint applies to infrastructure. The *Structure Browser* shows Structures a Character can access, together with the Services of-

ferred there. Characters with the relevant Corporation authority can see additional information about their own Structures, including remaining Fuel and Vulnerability State. The view belongs to the observing Character. A guest and an owner may therefore hold different correct observations at the same moment.

A Baseline preserves that boundary. It records *visible to this observer at this time*, not *true for everyone until further notice*.

Once ordinary conditions are described this way, change can be seen without being dramatised. The Baseline does not predict the next failure. It prevents a new condition from hiding behind an old feeling of familiarity.

Layers of Home

Home does not have one status.

Its System, Chain, infrastructure, assets and work can each support a different answer. Combining them into *Home is fine* removes the very distinctions needed when one part changes.

Begin with the System layer. At a recorded time, a named pilot observes the Cosmic Signatures and Cosmic Anomalies relevant to the intended work. The Source includes the interface and the active view used for the observation. The result is not a complete inventory of space. It forms a dated account of what the pilot could see and what remained outside the chosen scope.

The missing Signature belongs here. A fresh *Probe Scanner* view differs from the earlier record. That fact does not yet explain whether the earlier Signature expired, was filtered from view or was otherwise misidentified. The Baseline has done its job as soon as it makes the disagreement visible and returns the cause to Unknown.

The Chain layer records known Connections and the age of the observations supporting them. Freshness should not pass from the System layer. A new scan of Home does not automatically reconfirm every

remote branch. Likewise, an old route can remain on a Shared Map without remaining suitable for a new movement.

Chapter 6 will develop this layer in full. For the Baseline, the minimum is clear: which branch matters to the current purpose, who last observed it, when that happened and what has not been checked since.

Infrastructure forms another layer. Separate the Structure from its Services, access and visible state. The hull may remain in place while a Service is unavailable. A Service may be offered while the arriving Character lacks the access needed to use it. Fuel and Vulnerability information visible to an authorised owner may be absent from a guest's view.

The opening pilot can therefore record a precise observation: *the required Service was not visible to this Character at this time*. The cause remains open. That statement is more useful than *the Structure is broken* because it shows what must be tested next without claiming more than the view supports.

Assets create a fourth layer. A complete price list is unnecessary. The Baseline needs the small set of capabilities whose absence changes the agreed work. A scanning hull may be present but unavailable to the pilot expected to use it. Fuel may exist but be controlled through an access path that the person responsible for the Service cannot use. A replacement may be recorded outside Home while its route remains unconfirmed.

Record capability rather than reassuring quantity. *Scanning fallback present and accessible to the named pilot at the last check* supports a decision. *There are several ships in Home* does not support that decision.

The final layer is work. Jobs, movements and checks can remain open after the person who began them leaves. Their Baseline state should identify the current purpose, the Steward and the next decision. An unfinished task without an owner can make every other layer appear

healthier than it is because nobody is yet testing the capability the task will require.

These five layers interact, but they should meet only after each has been read honestly. A missing Service affects work if the work requires it. An ageing Chain matters differently when a replacement or departure depends on it. A new Signature becomes important when it changes the route question the group needs to answer.

The Baseline is not a single green mark beside Home. Instead, it forms a short collection of dated claims whose relationships can be examined when the plan changes.

Age Every Observation

An observation without time is already borrowing certainty from the future.

Service available may have been true when the earlier pilot looked. *Route usable* may describe one completed movement. *Scanning hull ready* may reflect the owner who prepared it. Removing Source and age turns each statement into a promise that nobody made.

Every load-bearing observation needs four boundaries: what was seen, who saw it, when it was seen and for which purpose it was considered sufficient.

The Source is more than a Character name. It includes the path by which the state became visible. A direct scan, a *Structure Browser* view and a message from another pilot are different Sources. The message can be accurate, but it remains Reported until the current decision receives the confirmation it requires.

The Timestamp tells the next person when confidence began to decay. It does not supply a universal expiry. A local observation may remain useful for one decision while a remote branch needs another check before heavy movement. The rate of ageing comes from the temporary system and from the consequence attached to being wrong.

Purpose sets that consequence. A route observed for a scout was not necessarily checked to support transport. A Service confirmed for its owner was not necessarily confirmed for a guest. An asset counted for storage was not necessarily prepared for immediate use.

Shared Location Folders reinforce the same lesson. They use distinct access levels, can be connected as online or offline by a Character and can contain Locations with expiry. A Location missing from one pilot's active view may reflect folder state or access rather than a changed Grid. The Baseline should record enough Source context to keep that possibility open.

Age can be shown without turning the record into a wall of clocks. The group needs Timestamps only where time changes interpretation. The last confirmation of the route carrying tonight's movement matters. The exact age of an unused branch may not.

This selection prevents two failures. Recording no age makes inherited claims look current. Recording every possible time buries the claims that carry a decision.

The useful question is not *how old is all our information?* Ask instead: *which old observation would change the next action if it were no longer true?*

Changes Need Meaning

Difference is evidence. It is not yet interpretation.

The vanished Signature, unavailable Service and ageing Chain branch are three differences from the inherited Baseline. None should be promoted directly to a threat, a failure or a reason to abandon Home.

First ask whether the change touches the stated purpose. A missing Signature unrelated to tonight's work may simply narrow the System account. An unavailable Service matters immediately if a job is about to depend on it. An old Chain record becomes urgent when the route is expected to carry the only replacement.

Then identify the smallest claim that changed. The Character did not see the Service. The current *Probe Scanner* result differed from the earlier result. The relevant branch has no confirmation from the present work period. These statements preserve observation before explanation.

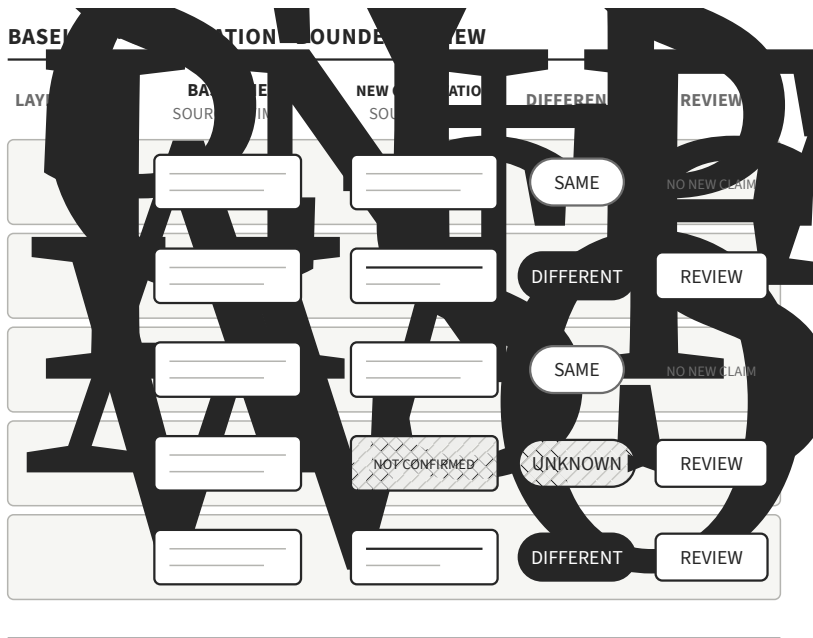
Next compare Sources. If the earlier Service observation came from an owner and the new one from a guest, access may explain the difference. Signature accounts built from different visible selections are not yet comparable. A Chain branch only Reported to the earlier shift may be older than the message that carried it.

What remains after that comparison can be classified without drama.

Some variation is expected and does not interrupt work. Some change degrades a capability and requires a new decision. A contradiction between Sources calls for confirmation. Missing context returns the condition to Unknown.

Unknown is not an accusation. It is correct when the Baseline can no longer support the intended conclusion. The group can pause the affected work while leaving unrelated work untouched.

The opening differences now produce proportionate responses. The required Service is checked through the view of the Character meant to use it and, if needed, through an authorised owner. The missing Signature is scanned again under a known view before any route conclusion is changed. That ageing Chain branch is withheld from the planned movement until the relevant Connections are observed for that purpose. No emergency has been declared. The Baseline has created time to investigate before several assumptions combine into one.



A DIFFERENCE OPENS A QUESTION · IT DOES NOT NAME A CAUSE

Figure AFH-B2-FIG-005 — A Baseline makes difference visible. A Baseline makes difference visible before evidence is asked to name its cause.

Build the Watch

A useful watch is smaller than Home.

Trying to monitor every Object, asset, permission and activity would turn ordinary residence into permanent reporting. The result would be detailed and unread. Important changes could hide inside the effort meant to reveal them.

Choose the few signals that carry the current purpose.

For the System, this may be the Signature account needed to rebuild the relevant route or begin the planned work. Its record names the observing pilot, time and view. The group does not need to treat every unrelated Anomaly as a standing alarm.

For the Chain, watch the last confirmed observation of the branch carrying movement, replacement or return. The signal is not the number of Connections on the map. It asks whether the required relationship has current evidence at the depth the next decision needs.

For infrastructure, observe the particular Service and access path on which work depends. A general Structure status cannot replace a test through the Character expected to act. Owners may add Fuel and Vulnerability observations when those conditions carry the purpose; guests should not pretend to see owner-only information.

For assets, watch one or two capabilities whose absence would change the plan. The signal might be accessible scanning capability or the fall-back needed to withdraw. Value and quantity remain secondary to use.

For work, keep the Steward and next decision visible. An open task with no confirmed owner is itself a deviation, even when every physical input remains present.

Each signal needs a trigger. The trigger is not always a fixed schedule. It may begin with a work period, a movement of important capability, a handover, an access change or the moment a new job depends on the condition. Recheck when the consequence of stale information changes.

The beginning of a work period offers a useful example. Whoever takes over does not repeat every observation ever attached to Home. Instead, they read the purpose left by the earlier shift and identify the conditions that purpose hands forward. Tonight, those are the branch expected to carry movement, the Service required when the movement ends and the capability needed if the route must be rebuilt.

The first pass establishes what can continue immediately. Unrelated assets do not need to be counted again. A remote branch outside the intended route can remain outside the watch. Work that depends on neither the missing Service nor the ageing Connection may proceed under its own Baseline.

The second pass addresses disagreement. The pilot does not erase the earlier Service observation merely because the current view differs. Both observations remain true within their Sources: the earlier Character saw the Service then; the arriving Character does not see it now. The next confirmation is assigned through the access path that the planned work will actually use.

The Chain branch receives the same treatment. Its Shared Map entry is retained as history, but its old confirmation is not presented as current route knowledge. A pilot assigned to the movement observes the relevant Connection again. Until that happens, only the affected movement waits. The map has not failed; its uncertainty has become visible before it could be mistaken for a promise.

At handover, the watch becomes a short account of changed conditions and open decisions. The next shift does not need a performance report. It needs the remaining Signature question and the limits of the Service confirmation. It also needs to know that the route branch was observed after the movement was postponed. Each statement keeps its Source and time.

This rhythm matters more than a permanent checklist. Read the inherited purpose. Confirm the conditions carrying the next consequence. Preserve disagreement until its Sources can be compared. Hand over the remaining Unknowns with owners. The details change with the work, while the discipline stays recognisable.

The watch also needs a response boundary. When a signal differs from the Baseline, record the observation, limit the affected purpose and assign the next confirmation. Do not turn every difference into a general stop. Do not allow work to continue merely because no single difference looks dramatic.

This small set can change as Home changes. A Service irrelevant during a scanning period can leave the watch. A transport route can enter it

when replacement begins. The Baseline stays useful because it follows dependency rather than habit.

The opening pilot can now describe Home without calling it fine or unsafe. The System account contains one unresolved Signature difference. The route needed for movement is old and awaiting a fresh observation. One required Service is unconfirmed for the intended Character. Assets and unrelated work remain within their stated conditions.

That is enough to decide what pauses and what continues.

Field Principle

A Baseline is a dated comparison, not a promise that ordinary conditions will persist.

Separate System, Chain, infrastructure, assets and work. Give each load-bearing observation a Source, Timestamp and purpose. Treat a difference as evidence before naming its cause. Watch only the conditions whose change would alter the next decision.

Home becomes readable when a new observation can answer three questions: what was expected, what is different and which work now requires review.

The answer need not settle every cause. It must expose the boundary of the decision. A Character who cannot see a required Service has established an access question, not a Structure-wide failure. A changed scanning result has established a System difference, not hostile intent. An ageing route record has established the need for confirmation, not the present condition of every Connection it once described. Precision keeps a small Unknown from spreading into a general verdict about Home.

That precision also preserves effort. Pilots recheck the condition on which the next decision depends. Unrelated observations need not be repeated merely to make the Baseline look complete.

That is the practical value of the Baseline. It gives ordinary residence a memory that can be questioned. New evidence can amend it without rewriting what earlier observers actually saw, and work can be limited without turning every uncertainty into alarm.

The Chain remains the oldest unresolved condition. Its visible branches still carry earlier observations, reports and assumptions from another work period. A Baseline can expose that age. It cannot keep the route honest by itself.

Chapter 6 follows the Chain across time.

Chapter 6 - Maintain the Chain

The Shared Map looks complete when the early shift leaves Home.

One branch leads towards a route used for supply. Another ends at a System scanned during the return. Connection labels, Locations and short notes show where pilots travelled and what they observed. The map is not elegant, but it carried real movement and brought everyone back.

Hours later, a pilot prepares to move important capability along the supply branch. The same colours remain on the screen. The same lines join the same Systems. The drawing does not announce that time has passed.

One note contains the difference. The first Connection was observed near the beginning of the earlier shift, and nobody has confirmed the remote side since the route was last used. Farther along the branch, one entry came from a spoken report rather than direct Observation. The proposed movement does not inherit the certainty that carried the return.

The map has not become false all at once. It has become a mixture of history, current evidence and unanswered questions.

Chapter 5 separated the Baseline into dated layers. The Chain is the layer most likely to resemble a stable object while changing outside the record. To maintain it is not to keep every branch drawn. It is to keep the meaning of every useful branch honest enough for the decision it is asked to carry.

Maps Grow Stale

A Shared Map is a publication about the Chain, not the Chain itself.

The distinction can disappear during routine travel. A pilot observes a Connection, adds both sides to the record and moves through it.

Another pilot uses the same branch soon afterwards. Because the publication and the environment still agree, the route begins to feel like a corridor built into Home.

Its apparent stability comes from successful use, not permanence.

Every line on the map rests on an Observation. A pilot saw one side of a Connection at a particular time, under a particular state, and associated it with another side through travel or reliable handover. The map compresses those events into a shape that is easier to use. Compression is necessary, but it can hide the age and limits of the evidence beneath it.

A good Chain record therefore carries more than topology. For a branch that matters, it preserves the Connection, the direction in which it was observed, the Source, the Timestamp and any visible state that changes interpretation. It also says why the observation was considered sufficient. A line confirmed for a scout is not silently promoted into a transport route.

The opening branch contains all the necessary Systems. Its weakness lies in the claims joining them. The first Connection has an old direct Observation. The next is supported by Reported information. The remote side has not been seen during the present shift. Drawing those links in one colour would make three different confidence states look identical.

Freshness belongs to each claim, not to the map as a whole. A pilot can update the Home side without confirming what lies beyond it. A successful journey can confirm the direction travelled while leaving a return condition unobserved. A new Signature account in one System does not refresh a branch two jumps away.

This prevents a familiar maintenance error: treating any activity on the map as evidence that the map is current. Adding a newly found Connection proves nothing about an older route. Removing a dead note does not validate the lines beside it. A busy publication can still carry a stale decision path.

Read the route from the intended movement backwards. Which Connection would stop the purpose if the record were wrong? Which observation supports that Connection? When and from which side was it made? What has happened since then that the record does not show?

The answers may reveal that only one part needs attention. Rebuilding the entire Chain before a short local task is unnecessary when the relevant branch has adequate evidence. Conversely, a beautifully detailed remote branch does not compensate for an unconfirmed first step out of Home.

Maintenance therefore begins with honesty about the map's form. Lines are claims. Labels are interpretations. Empty space may mean unexplored, irrelevant, expired or simply omitted. A route that still appears on the page must earn its use again whenever age and consequence make the old evidence insufficient.

Time Changes Routes

Time does not affect every route claim in the same way.

Wormhole Connections are temporary, but a Timestamp alone cannot announce the exact moment a particular Connection will cease to be usable. The observable state and the history of the Connection matter. So does the purpose for which the record is being read.

The interface provides bounded information. A Connection can present descriptive lifetime information to the observing pilot. Current terminology also distinguishes *Reliable Lifetime* from *Expired*: once the guaranteed period represented by *Reliable Lifetime* has ended, the Connection is in an *Expired* state. That name does not mean the Wormhole has already disappeared. It means the earlier guarantee no longer carries the decision and collapse may occur within the remaining variation. This is exactly the kind of distinction a Shared Map can flatten. A pilot may remember only that a message warned of time. Another may read *Expired* as a completed event. A third may see the unchanged line and

assume the state has not moved. The publication needs the observed wording, time and Source rather than a confident translation into an exact future.

Visible mass-related state creates a similar boundary. A pilot can report the condition presented at Observation. That report supports a decision only within the limits of what was seen and what may have travelled since. The map cannot infer every transit made outside the group's knowledge.

Time also changes the surroundings of a route. A remote System may gain or lose Signatures. A useful continuation may no longer be present. Confirmation of the first Connection does not confirm the branch beyond it. Even when the physical path remains, its operational meaning can change as access, available ships or the planned load changes.

Avoid solving these uncertainties with one universal freshness rule. A fixed age can create the appearance of discipline while ignoring consequence. It may force needless rescanning of a low-impact branch and still approve an old observation for a movement that cannot tolerate doubt.

Use age as a question instead. Has enough time and unobserved activity passed to change what this claim can support? If the answer matters, obtain a fresh Observation at the depth required by the movement. If confirmation is not available, keep the branch visible as history and lower the decision to Unknown.

The pilot in the opening scene does not need to predict a collapse. The important observation is that an early-shift report no longer justifies the planned movement. Time has changed the confidence of the route before it has proved any change in the route itself.

Purpose Shapes Detail

Not every journey needs the same Chain.

A scout leaving Home to read the nearest System needs to identify the Connection used and recognise the return. The publication also needs enough context to prevent others from confusing it with a different branch. Further detail can follow as the exploration develops.

A working group travelling to a specific site needs a wider account. The relevant continuation, return path and changes that could interrupt the work must remain visible while pilots are occupied. Locations need to be available to the Characters expected to act, not merely to the person who created them.

A movement carrying important capability asks more of the same map. The route must be confirmed to the depth on which the movement depends. Access at the destination matters. The publication must show where the movement can pause, who can update the Chain and what decision ends the attempt if a critical claim becomes Unknown.

These are differences of consequence, not status. The transport pilot is not entitled to a more impressive publication than the scout. Their movement simply exposes more dependencies if the record is wrong.

Purpose should therefore be attached to confirmation. A note such as *branch checked* says too little. The note leaves unclear whether the pilot identified both sides, inspected only the next System or followed the route to its intended end. The note may be adequate for the task that produced it while remaining unsafe to reuse for another.

A useful confirmation answers four questions. What portion of the branch was observed? From which direction? At what time? For what next action was the result accepted? The answer can be short because the Shared Map already carries the topology. Its role is to expose the boundary hidden by the line.

Detail beyond that boundary is not automatically valuable. Recording every Object encountered along a route can make the publication slower to read and harder to hand over. Only Objects that identify Connections, support access, change movement or preserve return belong in the im-

mediate record. Other observations can remain in working notes until a purpose requires them.

The same principle governs depth. A branch may extend farther than the current decision. The maintainer must not imply that the unseen end is fresh merely because the first part was confirmed. Mark the point at which direct Observation stops. What lies beyond can remain Reported, historical or Unknown.

Consider the difference between a return and a delivery. A pilot returning alone may need the next confirmed Connection and enough context to recognise Home. If that Connection no longer supports the attempt, the pilot can stop, scan and form a new decision before additional capability is committed.

A delivery already gathers several conditions behind the first jump. The carrier, the destination access, the people waiting for the material and the work that follows may all depend on the route. Confirmation must reach the point at which those dependencies can be accepted or released. A route checked only to its first remote System leaves the rest of the delivery decision unanswered.

The map can express this without adding a second map. Give the movement a bounded destination and mark the last directly confirmed segment. Record the fallback that remains available before commitment. If the required depth cannot be observed, reduce or postpone the movement instead of describing the partial route as complete.

This also limits unnecessary detail. The pilot confirming a delivery route does not need to solve every branch encountered along the way. Those branches can remain outside the purpose unless they alter return, offer the agreed fallback or create an immediate ambiguity in the route being used. Depth follows dependency; breadth follows relevance.

When the delivery is complete, its deeper confirmation does not become a permanent standard for all later work. It becomes a dated

record of what supported that movement. The next purpose can reuse the evidence only after asking whether time, state and consequence still allow it.

This is especially important when several pilots contribute. One scans the first System. Another follows the continuation. A third receives the result without travelling. Their combined work can produce a sound route, but only if the publication preserves which parts each Source actually observed.

For the opening movement, the group chooses a smaller claim than *the supply route is good*. The first pilot confirms the Home Connection and its remote side. A second follows the branch to the point needed by the movement. The reported segment remains Reported until one of them sees it directly. Only then can the route be accepted for that purpose.

Purpose has not made the Chain permanent. It has made the required uncertainty visible before pilots and assets are committed to it.

Handover Preserves Doubt

A handover is often judged by how quickly the next pilot can move.

Speed matters, but a smooth sentence can remove the caution that made the earlier observation useful. *The route was fine when I came through* contains a completed journey, an unstated time, one direction and an undefined idea of fine. When copied into the Shared Map as current fact, it becomes more certain than its Source.

Preserve the uncertainty carried by the report.

If a pilot directly observed a Connection, record it as Observed with the relevant time and direction. If another pilot repeats that information without checking it, the receiving pilot holds Reported information. Repetition does not transform the report into confirmation. A respected Source can improve confidence in what was said, but it cannot add an Observation that did not occur.

This distinction protects the original pilot as well as the next decision. The speaker may have described exactly what they saw. The error enters when the publication drops *when I came through* and keeps only *the route is fine*.

A useful handover retains three kinds of incompleteness.

First, it keeps gaps. If nobody inspected the remote end, that end stays Unknown. The blank should not be filled with a likely continuation merely to make the branch look finished.

Second, it keeps disagreement. When two pilots report different visible states, both observations retain their Sources and times until a new check can explain or supersede them. Deleting the inconvenient entry may make the map tidier while destroying evidence of change.

Third, it keeps intention. The next pilot needs to know why an open branch matters. *Confirm before supply movement* directs attention. *Needs scanning* could mean anything from curiosity to an immediate dependency.

Ownership completes the handover. An Unknown with no Steward becomes communal background; everyone can see it, and nobody knows whether they should act. A named pilot or role accepts the next Observation, updates the relevant record and reports when the route can or cannot support its purpose.

The owner does not guarantee an answer. They guarantee that the question will not disappear between shifts. If the Connection cannot be found, access is missing or the branch has changed, the owner publishes that boundary rather than extending the old route from memory. Good handover language remains calm. It presents uncertainty without frightening the next pilot or softening the facts to save time. The result offers evidence, age, purpose and the next unresolved decision.

In the opening scene, the earlier spoken report stays attached to its Source. The pilot preparing the movement can see where direct Obser-

vation ends. Distrusting the earlier shift is unnecessary. Confirmation remains necessary for the segment whose old report is now being asked to carry a larger consequence.

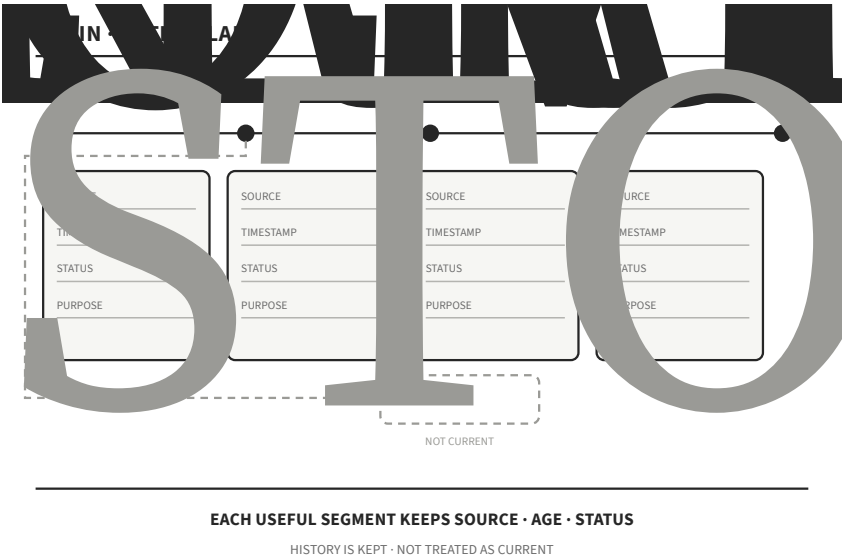


Figure AFH-B2-FIG-006 — A Chain consists of dated claims. A Chain remains honest when each useful segment keeps its source, age and evidential status.

Close Dead Branches

Old branches create pressure even after they stop serving a purpose. They lengthen the map, attract fresh notes and offer familiar shapes to pilots in a hurry. A line that should have become history can be mistaken for a route simply because it remains easier to see than an unresolved alternative.

Closing a branch means ending its authority over current decisions. Closure does not always require proof of the exact moment at which every Connection vanished.

Direct evidence can justify a firm closure. A fresh scan may no longer support the recorded Connection. A pilot may return to the expected

Grid and find the Object absent under a known view. The record can state what was observed and when, then move the branch out of the current Chain.

Sometimes the evidence is weaker. The branch has not been checked, its purpose has ended, and its observations are too old for reuse. In that case, mark it as historical or closed to current work without claiming a witnessed collapse. The correct statement is *not maintained for present decisions*, not *proved gone*.

This difference matters later. If a similar System or Signature appears, the historical record may help explain what pilots once saw. It must not quietly re-enter the current Chain with its former confidence. A new Connection needs new Observation even when the drawing looks familiar.

Do not keep every dead branch as a monument to effort. Retain enough history to understand handovers, unresolved movement and important changes. Remove or archive the rest according to the group's publication practice. The Shared Map should make the current decision path easier to see than yesterday's unused possibilities.

Closure also ends ownership. A Steward responsible for a branch should know when its purpose is complete, transferred or abandoned. Otherwise, maintenance continues by habit and the group spends attention on a route that no longer carries work.

The supply branch in the opening scene receives a clear outcome. If the fresh Observation supports the movement, its relevant segments gain new Sources, times and purpose. A failure to confirm the branch stops the movement and returns the old route to history. A partial check keeps the observed part visible while the rest returns to Unknown.

These outcomes require no pretence of knowledge. The branch is maintained by aligning its published authority with the evidence available now.

Field Principle

The Chain is a set of dated claims about temporary relationships.

Maintain the claim, not merely the line. Preserve direction, Source, Timestamp, visible state and purpose where they carry a decision. Let a report remain Reported until direct Observation confirms what the next action needs. Allow an unused branch to become history before familiarity turns it back into a route.

A Shared Map succeeds when pilots can distinguish three things at a glance: what was observed, what is inherited and what must be checked before movement. It fails when an old shape borrows current certainty from the screen on which it remains drawn.

Useful maintenance can therefore be small. One timely Observation on the load-bearing segment may support the decision better than a broad scan that leaves that segment's age unclear.

The stale route that opened the chapter can be handled without prediction. Its old evidence is preserved. Its critical segment is assigned for confirmation. The planned movement waits only where consequence meets Unknown.

Maintaining the route answers where the group can move. Movement knowledge cannot answer who can use the Structure at the end, who can see the required Locations or who holds the authority to change either condition.

Chapter 7 separates access from ownership.

Chapter 7 - Access and Ownership

The route from Chapter 6 is confirmed before the movement begins.

At the destination, the first Character docks in the expected Structure. They can see their ships and personal inventory, but the Service required for the next step does not appear available to them. A second Character belongs to the owning Corporation and carries the *Factory Manager* role. They can inspect the relevant corporation job, yet the material needed to continue cannot be removed from its hangar division.

Nothing in either scene is necessarily broken.

Docking did not promise access to every Service. A Corporation role did not promise access to every item. Ownership of the Structure did not make every member its administrator, and visibility of a job did not make the inputs usable.

The route answered where the pilots could travel. It could not answer what their Characters could do after arrival.

That capability must be read as a path. Ownership, visibility, use and administration meet different systems before an action becomes real. The group can understand the failure only by keeping those questions separate long enough to find the missing condition.

Four Separate Questions

Begin with ownership: who owns the Structure, asset or information?

Ownership identifies the person or Corporation whose systems contain the thing. It may indicate who can ultimately assign authority. Ownership alone cannot prove that the Character standing on Grid holds that authority now.

The Structure in the opening scene belongs to a Corporation. That fact says nothing by itself about which member can edit its Profile, who can use a particular Service or who can remove material from a corporation hangar. A guest can sometimes perform useful work in a Structure they do not own. An owner's member can be unable to complete the same work.

The second question is visibility: what can this Character see?

A visible Structure, Service, job or inventory division gives the Character information. The information may be enough to report a condition. Such a view does not always provide the right to use or change what is visible. Conversely, a Character may hold a narrow ability that does not include a convenient view of all surrounding information.

The third question is use: can the Character receive the Service or handle the material required for the action?

Use can depend on a Structure Profile, one or more Access Lists, Corporation hangar permissions and the state of the Service itself. These conditions do not merge because they happen in one Structure. Passing one condition can still leave the Character stopped at the next.

The fourth question is administration: who can alter the governing state?

An administrator may edit a Profile or manage a corporation job without being the pilot expected to perform the work. The working pilot may use the Service without holding the authority to change its audience. Administration carries the ability to affect other users and should not be inferred merely because a Character completed one task.

Material deserves its own place inside this model. A Service can be visible and usable while its input remains in a division the Character cannot query or take from. Likewise, access to material does not establish access to the Service that will transform it.

Only after those layers are known should the group ask about capability. The real question is not whether one permission exists. Capability depends on whether the intended Character, at the intended place and time, can follow the whole path from recognising the task to completing it with the required ship, material and Service.

The first Character in the opening scene therefore has confirmed docking and some personal visibility. The second has confirmed job-management authority. Neither result answers the next action. The missing conditions are different, even though both Characters describe the same outcome: *I cannot continue*.

Profiles Expose Services

A Structure Profile defines which Services are available to other players. Access Lists assigned within that Profile define who can access each Service.

That separation is the first key to the docked guest's problem. Docking is one Service governed through the Profile. The Service needed after docking can have a different assignment. Passing through the first audience does not place the Character inside every other audience.

One or more Access Lists can be assigned independently to each Service within a Profile. The same Profile can be used by multiple Structures, and a change to it affects all Structures using it. A Profile is therefore not merely a label attached to one hull. The Profile acts as a shared publication of service access whose scope must be understood before it is changed.

The Profile does not make a Service physically functional. It defines availability to users. Chapter 8 will separate that offer from the Service Module, Fuel and state needed to deliver the capability. For now, the important boundary is that an access configuration can explain why two Characters receive different results from the same Structure.

The current Profile can be changed by the owning Corporation's CEO, Directors and members with the *Station Manager* role. That authority belongs to administration. Its scope is broader than the guest's ability to dock or use one Service. The working pilot should not receive it merely to solve an unclear access path.

The administrator also needs to identify the correct scope. Editing a Profile used by several Structures can alter access beyond the Structure in the opening scene. A local problem should not trigger a shared change until the owner knows which Profile, Service and Access Lists produce the result.

This makes a precise report valuable. *The Service is missing* confuses several possibilities. *This Character can dock but cannot access the required Service in this Structure at this time* identifies the tested path. An owner can compare the Profile assignment, the Service's Access Lists and the Service's operational state without treating one observation as a universal failure.

Profiles therefore expose a relationship, not a guarantee. They link a Structure's offered Services to audiences. The user still needs to be selected by those audiences, hold any separate material rights and arrive while the infrastructure can actually perform the work.

Lists Select People

Access Lists are lists of people used with Profiles to control access to Services in an Upwell Structure.

An Access List can include individual Characters, Corporations, Alliances or *Everyone*. The relevant entry can allow or block an individual Character. The result does not follow the broadest entity type shown on the page. Within one list, the most granular applicable setting governs: Alliance is more specific than *Everyone*, Corporation more specific than Alliance, and Character more specific than Corporation.

Suppose the guest's Corporation is allowed to use the required Service, but the guest has a specific blocked Character entry in the same Access List. The specific Character setting governs that list. The Character can still belong to the Corporation and can still have docking through another assignment. The Service result is not a contradiction.

Multiple Access Lists add another boundary. When several lists are assigned to the same Service, the applicable result from each list is combined. A grant through one assigned list can therefore allow access even if another assigned list blocks the Character. Reading only the list containing the block would not explain the Service's final audience.

This combination should be understood before anyone attempts to repair access. Adding a Character to another list may produce a grant while leaving the original disagreement in place. Removing a Corporation from one list may have no effect because a second list still allows it. The tested Service and all lists assigned to it form the relevant path.

Access List administration is also separate from Structure ownership. Only Admins or Managers of an Access List can see and modify the lists they manage. A *Station Manager* who can change a Structure Profile does not thereby prove administrative control over every Access List available for assignment. The group must identify who can change each layer instead of searching for one role that sounds senior enough.

The model does not justify broad access. Nor is it a security doctrine for finding disloyal members. The rule is interpretive. Begin with the intended Character and Service. Follow the Profile to every assigned Access List. Apply the specific entries and their combination. Stop when the observable result is explained or return the unexplained condition to Unknown.

The failed Service path can be investigated without changing the guest's ownership. The owner checks the Service's Profile path. The guest tests the result through the same Character. Access is confirmed only when

the intended path works, not when an administrator sees a plausible name on a list.

Roles Enable Action

Corporation Roles provide particular abilities. They are not a general level of trust, and their names cannot stand in for the action path.

The second Character carries *Factory Manager*. That role allows management of Corporation jobs, including jobs installed by other members. It also allows the listing and use of Corporation-owned blueprints in the relevant Industry view independently of corporation hangar access.

The same official description preserves the missing boundary: proper *Take* access to the relevant hangar or container is still required for a job that needs input material. Job authority and material authority are not the same thing.

Corporation hangar divisions distinguish several access abilities. *Query* allows the Character to view the contents of the relevant hangar but does not allow removal. *Take* allows removal of items and opening containers in that hangar, but it does not allow the container itself to be removed. *Container Take* governs removal of containers. The relevant location context of the role must also match where the material is held.

These distinctions explain several outcomes that otherwise appear arbitrary. One Character may see the input and be unable to take it. Another can hold *Take* without *Query* and lack a normal inventory listing, while an Industry job can still verify and take necessary material from the permitted hangar. A third can remove items from a container but not remove the container itself.

The Chapter does not need every Corporation role to make the point. It needs only the abilities touched by the scene. *Factory Manager* answers who may manage the job. *Query*, *Take* and, if the task moves the container itself, *Container Take* answer how the material can be seen

and handled. The Profile and Access Lists answer whether the Structure Service is available to the Character.

Station Manager belongs to another path. It provides management options for Upwell Structures owned by the Corporation, including Profiles. The role cannot replace the material permissions required for the job. Granting it to the worker would add administrative authority without necessarily fixing the missing input.

Reverse the opening task from its result. The Character must be able to manage the Corporation job, access the correct Service, identify the required material and allow the job to use that material. The existing role confirms only the first part. The failure no longer looks like an unreliable UI or a broken Structure. The visible break lies between two legitimate permission layers.

Guests Depend Differently

Guests can have real capability without owning its foundation.

The first Character docks, stores personal ships and may be able to use some Services. Those actions are not imaginary or second-class. They support real work. Their dependency is different because another owner controls the Profile, Access Lists, Service Modules and Structure state on which the work rests.

Docking permission is also a prerequisite for ship tethering at an Upwell Structure. That relationship does not turn permission into a safety promise. An active tether has specific effects, while several actions and states can prevent or break tethering. The pilot must observe the active condition rather than infer it from the fact that docking was available earlier.

The same principle applies inside the Structure. A guest who used a Service yesterday has evidence of yesterday's access and operational state. The owner can change the Profile or an assigned Access List. The

Service can enter a different state. A guest plan should depend on a current test when the consequence justifies it.

Owners carry dependencies too. A Corporation may own the hull while the only person able to modify a necessary Access List is unavailable. Material may be owned by the Corporation while the intended operator lacks the matching hangar rights. Ownership centralises ultimate control without guaranteeing that the required people and permissions meet at the required time.

This makes fallback different for owners and guests. An owner can assign a Steward to maintain the access and infrastructure path, subject to the Corporation's chosen authority. A guest cannot assume that change. They can confirm the offered capability, preserve alternatives and limit the work that depends on someone else's configuration.

None of this makes guest access inherently unsuitable. It makes its revocable and externally managed nature part of the Baseline. If the work can pause or move when access changes, the dependency may be acceptable. If one unavailable Service would strand irreplaceable capability or open commitments, the plan needs a different boundary before work begins.

The docked guest in the opening scene should not ask to own the Structure. The necessary answer is whether the required Service is intentionally available to their Character, who can correct an unintended result and what happens to the planned work if access remains absent.

Test the Path

Permission names are evidence about configuration. A completed action is evidence about capability.

For a critical task, test the path with the actual Character expected to perform it. Begin at the result and move backwards. Confirm that the Character can recognise the task, reach the Service and use the required material under the relevant Corporation rights. Then establish whether

the correct ship or other capability is present. A separate owner must hold the authority to resolve a failed layer without changing unrelated access.

Place and time belong to the test. A permission associated with the wrong hangar context cannot carry material held here. A Service result from another Structure cannot confirm the assigned Profile at this one. Yesterday's successful action remains useful history, but it cannot silently replace a current check when the work now carries a larger consequence. These boundaries keep a familiar Character name from making several different paths look like one permission.

The test should be proportionate. It need not consume valuable material or start an irreversible job merely to prove a concept. The Character can inspect the relevant views, confirm the Service appears, verify the intended material path and stop before commitment. If the action cannot be tested safely, record which parts were directly observed and which remain inferred.

Use the Character, not an administrator's preview, as the Source for user capability. An owner may see that a Profile contains an Access List. Only the intended Character's result confirms how the combined path presently resolves for that Character.

Follow the guest's path in the opening scene. The intended result is not merely to enter the Structure. The Character must dock, find the required Service and reach the point at which the planned work can begin. Docking succeeds, so that part of the path receives a current Observation. The absent Service result stops the test before any material is committed.

An owner then reads the configuration from the same result backwards. Which Profile is assigned to this Structure? Which Access Lists are assigned to this Service? Where does the guest resolve within each list, and how do the list results combine? The investigation also preserves a separate question for Chapter 8: is the Service itself able to operate?

Suppose the owner finds the guest's Corporation in an allowed list. That is not yet a reason to close the issue. A more specific Character entry may govern within the same list. Another list may contribute a separate result. The owner has identified relevant configuration, while the guest still provides the final evidence about access.

After a deliberate correction, the guest repeats only the failed portion. A new attempt can show that the Service is now available to the intended Character. That result proves neither that every member of the guest's Corporation has the same access nor that all Services are available. It also cannot promise that the access will remain unchanged. The confirmation stays attached to this Character and purpose.

The Corporation member's path begins elsewhere. They can see and manage the job, so *Factory Manager* is already evidenced for that part of the task. The failure occurs when the work meets its input. The member confirms the relevant hangar division and what the interface allows them to view or remove.

If the input is invisible, the group examines *Query* in the correct location context. If the input is visible but cannot be used as required, *Take* becomes relevant. Moving the container itself raises the narrower question of *Container Take*. Each test follows the object the task actually needs; none begins by granting a bundle of roles in the hope that one will work.

This method protects future handovers. The record can say that one guest's Service path was confirmed and one Corporation member's material path was corrected. The next shift inherits two bounded observations rather than the misleading conclusion that *access is fixed*.

The reverse is also true. A successful user test does not confirm the owner's ability to alter the path later. Administration should be tested through the person assigned to maintain it. The two Sources answer different questions.

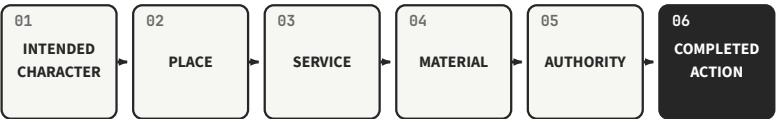
Record the test with its time and purpose. *Access checked* ages badly because it omits the Character, Service, material and action. *The named Character could see the required Service and material path before this job* can support the stated work without claiming permanent access.

Two bounded results now remain. Testing follows the guest's Service path through the Profile and assigned Access Lists until the intended Character can use it or the work is postponed. The Corporation member's job path is tested through *Factory Manager* and the relevant hangar access until the input can be used, or another authorised operator accepts the task.

No one needed to grant broad authority on intuition. No role name was treated as proof of readiness. Each missing capability was found at the layer that could actually supply it.

CAPABILITY · TEST THE WHOLE PATH

TESTED PATH · COMPLETED



ASSUMED PATH · STOPS HERE



ONE WORKING STEP DOES NOT COMPLETE THE PATH

CONFIRM THROUGH THE CHARACTER WHO MUST ACT

Figure AFH-B2-FIG-007 — Capability requires a complete tested path. Capability exists only when the intended Character can complete the whole path from place to action.

Field Principle

Access is not ownership. Seeing something does not grant permission to use it. A role is not the completed action, and administration is not readiness.

Read capability as a path through the intended Character, place, Service, material and authority. Let Profiles describe offered Services, Access Lists select their audiences and Corporation Roles supply only the abilities they actually name. Confirm the result through the Character who must act.

The route from Chapter 6 brought both pilots to the correct Structure. Chapter 7 explains why arrival still left them unable to work. Once the permission paths are corrected, another dependency remains outside every Access List and role.

Full authorisation can still lead to a Service that has no Fuel, is offline or no longer supports the surrounding work. Rights enable the attempt; they do not keep the infrastructure functional.

Chapter 8 follows the Service itself.

Chapter 8 - Infrastructure Needs

Care

The permission paths from Chapter 7 are corrected before the work resumes.

The intended Character can dock. The Structure presents the required Service, the material path is visible, and the Corporation member holds the abilities needed to manage the job. Every access question now returns the expected answer.

The job still cannot begin. The Service is offline.

The Structure occupies the same Grid as before. Pilots can dock, open their hangars and see the familiar interior. The hull has preserved the appearance of continuity while one of the functions around which the group organised its work has stopped.

The failure feels sudden only because the dependency was hidden. The Service required a Service Module to remain online. The module required Fuel. Fuel required a route, a reserve, access to the Fuel Bay and a person responsible for noticing when the reserve no longer carried the intended work. The job at the end of that chain was the first place where the missing care became unavoidable.

Infrastructure is not the object standing in space. It consists of the maintained relationship between that object, its functions and the people who depend on them.

Services Need Inputs

Service Modules give Upwell Structures their functionality.

The Structure itself does not consume Fuel merely by existing. Installed Service Modules do consume Fuel when they are online. Different Services can have different requirements, and those requirements are

visible with the individual module. This Chapter needs no universal quantity because the useful question comes before calculation: which function is online, what keeps it online, and which work fails when it stops?

That distinction changes the opening scene. The Structure has not vanished. Its docking and storage functions still give the group somewhere to arrive. The particular Service needed for the job is unavailable because its own operational chain has broken.

Begin with the function rather than the hull. Name the Service the group actually uses. Identify the Service Module that supplies it and whether that module is online. Record the Fuel condition through a Character able to see and maintain it. Then follow the dependency outward to the work.

The chain can fail at several points without producing the same observation. The module may be installed but offline. Fuel may exist in the Structure while the responsible Character cannot place it where the online module can use it. A Character may be authorised to manage the Structure but absent when the route carrying replacement Fuel closes. The user may have Service access while the owner has not assigned anyone to maintain the module.

The statement *we own a Structure* solves none of these conditions. Ownership says where ultimate control resides without moving Fuel, keeping a Service online or making the responsible Character available.

The reverse is equally important. A Service can support work used mainly by guests, but its care remains an obligation of the owner. Guest demand does not automatically create Fuel, a maintainer or a recovery decision. If a group publishes a capability, someone must know whether the promise is intentional and how long the present inputs can carry it.

Follow Fuel as capability rather than inventory. A reserve outside Home must still cross a usable Chain. A reserve inside the Structure must be available to a Character who can place it in the Fuel Bay and manage the

relevant Service. Fuel in the correct bay must still be sufficient for the online modules expected to run. Each step can be true while the next remains Unknown.

The group therefore gains little from a reassuring total with no path attached to it. *Fuel exists* may describe material in transit, inaccessible storage or a reserve intended for another purpose. *The authorised maintainer observed the Fuel available to these online Services before this work* gives the next decision a usable boundary.

Consumption also changes with the selected Services. An owner who adds a new online module changes the conditions supporting every existing estimate. A maintainer who takes one offline may extend the remaining input while removing a function on which someone still depends. A useful record needs both the input observation and the Service set it was expected to carry.

This makes a deliberate offline decision part of care rather than the opposite of it. At times, the group may be unable to sustain a Service or may no longer intend to support its work. Taking it out of the operational Baseline is then more honest than allowing users to plan around a capability that will disappear without an owner. The decision must reach those users before their next commitment.

Care does not require every installed Service to remain online. An unused function can consume attention and resources without serving the current purpose. It includes deciding which Services Home intends to support and removing abandoned expectations from the Baseline before users build work on them.

The offline Service in the opening scene therefore reveals two questions. What input is missing now? Why did nobody see the dependency approaching its limit? Restoring the module can answer the first. Only an assigned care practice can answer the second.

Power Has Meaning

An Upwell Structure is in *Full Power* when at least one Service Module is online. If no Service Module is installed or online, the Structure is in *Low Power*.

Those terms describe a real state, but they do not answer whether a particular Service is available. A Structure with one online module can be *Full Power* while the module required for the group's work remains offline. Reading *Full Power* as *all functions ready* would repeat the mistake made when docking was treated as proof of Service access.

Low Power gives a different observation. No Service Module is presently online. That fact is broader than one missing job function, but it still does not explain the cause. Fuel may be absent. Modules may have been deliberately taken offline. Another Structure condition may be involved. The visible state sets a boundary for investigation without supplying a complete history.

Power State also has effects beyond ordinary work. The official system distinguishes the states in Structure vulnerability and operation. Defence, reinforcement and combat response remain outside this Chapter. The operational lesson is only that *Full Power* and *Low Power* are not decorative labels, and a change between them belongs in the shared Baseline.

Prolonged absence of Fuel consumption by Service Modules can move a Structure from *Low Power* into *Abandoned*. In that state, specific Structure abilities are no longer available. The exact transition time is not needed for a care practice. Waiting for an *Abandoned* observation would mean allowing the earlier maintenance failure to mature into a much broader condition.

The three names should remain separate. *Full Power* proves at least one online Service Module, not every intended function. *Low Power* proves the absence of online Service Modules, not the reason. *Abandoned* is a

distinct state reached after sustained lack of Service Module Fuel consumption, with additional lost abilities.

This vocabulary lets the group report the opening failure precisely. A Structure remaining at *Full Power* allows the required Service to be investigated as a particular module or dependency. A *Low Power* observation widens the investigation to every intended Service. An *Abandoned* observation shows that ordinary work planning has already lost assumptions beyond the original job.

Power has meaning when it changes the scope of the next question. It becomes misleading when one label is used as a general verdict on the health of Home.

State Is Visible

Care requires a Source that can see the state being maintained.

The *Structure Browser* shows accessible Structures and the Services they offer. That view helps a user establish whether the required capability is presented to their Character. Owner conditions behind the offer remain outside that view.

Members of the owning Corporation with the appropriate authority can see the *My Structures* view. That information includes remaining Fuel and the current Vulnerability State of their Structures, alongside Profile and assignment information. The owner view can therefore carry observations unavailable to a guest.

The two perspectives should meet without being blended. Guests can report that the Service is unavailable to the intended Character at a stated time. An authorised owner can report that the module is offline, what Fuel condition is visible and which Structure state applies. Together, the observations explain more than either one alone.

Do not turn the owner's broader view into permanent knowledge. Fuel is consumed while online Service Modules run. A value seen at the beginning of a work period ages as those Services operate and as people

change the Structure. The Timestamp belongs to the observation even when the interface offers a precise number.

The Service state also deserves its own line. An online module, the Structure's Power State and the user's ability to access the Service are related but distinct. One can change without all the others producing the same result. Recording only *Structure green* erases the layer that the next person needs to test.

Visibility must lead to a decision boundary. A Fuel observation matters when it shows whether the intended Service can remain online through the work and until the next responsible person can act. The group need not publish every changing value to every user. It must make the condition visible to the person who owns the response.

When the view is unavailable, the state becomes Unknown rather than assumed. The absent owner may not indicate a problem with Fuel, but their absence can remove the group's ability to confirm or correct the condition. That is a capability failure in its own right.

The pilots can now separate what each knows. The working Character observes the offline Service. The authorised owner confirms the module and Fuel condition. Their shared account connects those observations to the paused job without claiming that every Structure function has failed.

Failure Spreads Outward

A Service failure rarely ends at the Service.

Manufacturing and research work can be made available in Upwell Structures through their corresponding Service Modules. If the relevant Service Module goes offline, running jobs of that kind can pause until the Service returns. If the module is removed or the Structure is destroyed, the corresponding jobs can be cancelled.

Those mechanical outcomes shape operations through the dependent work. A paused job keeps its expected output from appearing. A later

task may be waiting for that output. A pilot and ship may already be assigned to move it. The Chain may have been confirmed for a delivery whose material will not be ready.

Follow the opening failure outward. The Service is offline, so the job cannot begin. Material remains in storage instead of entering the job. The planned completion time loses its basis. A replacement item expected by another pilot will not be available. The route prepared to carry it no longer has a current purpose.

No single step is a crisis. The exposure comes from allowing each dependent plan to continue using the old assumption. A transport pilot who waits on a route for material that cannot be produced spends attention on a dead branch. A group that commits another ship because it expects the output can deepen the same shortage.

The response should move through the chain in the opposite direction. Pause the job decision. Notify the owner of the dependent work. Release movement that no longer has cargo or purpose. Decide whether restoring this Service is the correct use of Fuel and authority, or whether the work should move to an existing alternative.

Access can make the failure harder to read. The Service might appear unavailable to one Character because of the Profile while remaining online for another. Conversely, perfect user access cannot make an offline module work. Both paths need confirmation before the cause is assigned.

Cancellation carries a stronger boundary than pause. A paused job may resume when its Service returns. Removal of the relevant module or destruction of the Structure can cancel the work instead. The care record must distinguish a recoverable interruption from a decision that ends or replaces the job.

Other Services create different outward consequences. A catalogue lies outside this Chapter. The method remains the same: name the function, identify the work that assumes it, describe the first visible failure and

decide what must stop before the missing output spreads into another plan.

Time changes the size of the consequence. A Service discovered offline before a new job begins may cost only a postponed decision. The same failure found after several jobs and movements have been organised around their expected outputs can hold pilots, materials and routes in place. Early visibility does not make the mechanical condition smaller; it keeps fewer commitments attached to it.

For that reason, the work owner belongs in the response. The Structure maintainer can report whether the module can return. They cannot decide alone whether the old schedule, material and movement still make sense. Restoring a Service after a long interruption does not restore the assumptions made before the pause.

Rebuild those assumptions in order. Confirm the Service. Re-evaluate the job and its inputs. Give any new completion expectation to the dependent work. Only then recommit the movement. The Chain may have changed while the Service was unavailable, and the pilot once assigned to transport may now be carrying another purpose.

If restoration is uncertain, the fallback must be compared with the same discipline. Another Structure may offer the Service to the intended Character but lack a confirmed route. Moving the material may create more exposure than waiting. The right decision comes from the combined dependency, not from a desire to make the original schedule look intact.

Infrastructure becomes understandable when its consequences are traced before failure, not discovered after every dependent pilot has already acted.

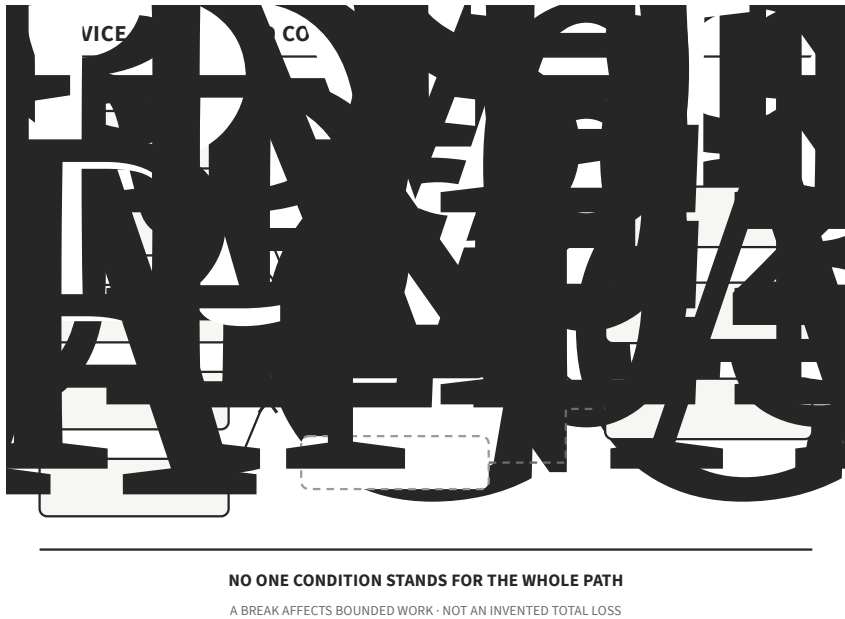


Figure AFH-B2-FIG-008 — Service depends on several maintained conditions. Infrastructure supports work through several maintained conditions, none of which can stand for the whole path alone.

Assign Every Dependency

Critical infrastructure needs an owner before it needs repair.

Start with the Service that carries current work. Record its intended purpose, the Service Module that supplies it and the owner who can see its operational and Fuel state. Name the person responsible for acting when the observed condition no longer carries that purpose.

The observer and maintainer may be different Characters. A user can notice that a Service has disappeared. An authorised owner can inspect Fuel and module state. Another pilot may carry the replacement input through the Chain. The care practice succeeds when those contributions meet at one named decision, not when every person receives every authority.

Give the dependency a trigger. A check may belong at the beginning of a work period, before a long job, before the only maintainer leaves or when route conditions change. The useful frequency comes from Fuel consumption, access to replacement and the consequence of interruption. No universal schedule can replace those conditions.

Add the dependent work. A Service with no named user may not be critical even if it is expensive to run. A modest function can be load-bearing when several open commitments assume it. Purpose determines what the group maintains.

Add the failure consequence and first response. If the module goes offline, which work pauses? Who needs to be told? Which movement can be released? What state requires escalation from a Service question to a Structure-wide review? These decisions should exist before the interface supplies the failure.

Finally, name the replacement path. The alternative might be another available Service, a postponed job, a smaller commitment or a route for restoring inputs. A fallback is credible only if its access, Chain and material conditions have been read with the same care as the primary path.

This small dependency record is not a permanent inventory of every module. It follows active purpose. When a job closes, its Service may leave the critical set. When new work begins, a previously incidental Service can enter it with a Steward, observation Source and response boundary.

Imagine the record at the start of the next work period. It names the Service required for the open job and the authorised Character who last observed its module online. The same entry identifies the maintainer responsible for Fuel, the time of the Fuel observation and the point before which another check is required. It names the job owner, the movement waiting for its output and the fallback if the Service cannot carry the work.

The next pilot can read that record without needing every management right. When the Service remains visible and the next check is not yet due, the pilot knows which dated evidence supports the plan. Its absence identifies the work to pause and the person to contact. An unavailable maintainer leaves a prepared fallback rather than an improvised search for authority.

Handover must preserve limits. A maintainer who observed Fuel before leaving does not certify what will remain after an unspecified period of consumption. They state which Services were online, which work the observation was intended to carry and when responsibility passes to the next person. The receiving maintainer confirms acceptance just as a Chain Steward accepts an unresolved branch.

If nobody accepts, the infrastructure should degrade visibly in the plan. Postpone the new job, shorten the supported period or remove the Service from the set of promised capabilities. Continuing unchanged would assign the dependency to chance while leaving users to believe it still has an owner.

Responsibility also includes authority without hoarding it. The maintainer needs the access required to observe and act, but they need not receive every Structure or Corporation ability. A separate administrator can retain broader control as long as the response path is explicit and available within the time the Service can tolerate.

This arrangement survives absence better than a familiar name in a note. It states who observes, who acts, who decides about the work and who accepts the next handover. One Character may fill several positions, but the functions remain distinct enough to transfer when that Character leaves.

The offline module can be restored without hiding the failure that exposed its dependencies. The owner confirms the Fuel and module state. The work owner decides whether the job still matters. A maintainer

accepts the next check, and the group records what should happen if the Service cannot be kept online through the work.

Repair returns functionality. Assignment makes the return sustainable.

Field Principle

Infrastructure is an ongoing obligation, not a hull placed once.

Separate Structure, Service Module, Fuel, user access and dependent work. Read *Full Power*, *Low Power* and *Abandoned* as bounded states rather than general judgements. Give every critical Service a visible condition, a responsible person, a trigger for review and an alternative when the condition fails.

The Structure in the opening scene never moved. What changed was the maintained relationship between its Service and the work built around it. By following that relationship backwards, the group can restore capability without mistaking permission, Power State or ownership for the whole answer.

Part II began by making ordinary Home observable. It kept the Chain honest, separated authority from capability and exposed the care beneath a familiar Structure. Home can now support work without pretending that its support is automatic.

Function alone is not purpose. The next question is what the group chooses to do with that capability, and which new exposure begins when attention, ships, routes and material are committed to the task.

Part III begins with work.

Part III - Working Here

Home becomes exposed when capability is used. A ship leaves storage, attention narrows, material gathers and the maintained Chain begins to carry return as well as movement. Part III follows work from its first commitment through resource operations, transport, storage and replacement. Profit rankings remain outside this field of view. Each task must reveal what it binds, which conditions must remain observable and how work can stop before its purpose outruns the ability to recover.

Chapter 9 - Work Creates

Exposure

The Grid had remained calm long enough to feel empty.

It was not empty. A scanner remained near the edge of the system, a pilot watched the open Connections, and a few ships waited inside the Structure. Nothing demanded immediate attention, however, and that absence of demand made the place appear still.

Then the first working ship undocked.

Its pilot crossed the Grid, brought the task into range and began the first cycle. A second pilot followed. The shared conversation changed. Where the Chain had been the subject a moment before, attention now moved towards the work: position, progress, available space and the next action. The route had not changed. No new signature had appeared. Yet an Observation that would have been ordinary ten minutes earlier now carried more weight, because two ships and their pilots had become slower to release from the purpose that held them.

Work had changed the field before it produced anything.

This is the first fact of operating from Home. A task is not merely an action performed in space. Each task creates a temporary arrangement of ships, attention, time, routes, material and people. The arrangement can be sensible, necessary and profitable. It is still exposure. Explorer begins working by learning to see that exposure while it is chosen, rather than discovering it only when the work becomes difficult to leave.

Work Has Footprint

Every task places something where it was not needed before.

The ship is the most visible part. It leaves storage, enters a Grid and adopts a working position. But the ship is only one edge of the footprint.

Someone must fly it. A route must carry it out and bring it back. Capacity must receive whatever the task produces. Other ships may need to scan, move or replace it. The Structure may need to support storage or a Service. A record may need to tell the next person what changed.

The footprint therefore extends beyond the place where the modules cycle. It reaches backwards into preparation and forwards into return, storage and replacement. It also reaches sideways into capabilities that are temporarily unavailable for other work.

Consider the first ship on the calm Grid. Before it undocked, the hull was a possibility. It could answer another need, wait as a replacement or remain unexposed. After work began, the same hull acquired a position, a purpose and a path that had to be reversed. Material accumulating aboard it created a destination. Its pilot acquired a set of observations that competed with the rest of the system. None of those changes was an emergency. Together they formed an operational footprint.

That footprint can be described through six questions.

What ship or other capability becomes occupied? Which observations become easier to miss while attention is on the task? How long can the work continue without making an orderly return doubtful? Which Connections must carry the ship and its result? Where will value accumulate? Who can observe, continue, stop and recover the operation?

These are not scoring categories. They expose different shapes of commitment. A task close to Home may require little route depth but concentrate material on one Grid. A remote task may produce little cargo while occupying a scanner and ageing several claims about the Chain. Manufacturing may keep ships safe inside a Structure while tying materials, a Blueprint, an appropriate Service and an output plan together. Transport may involve no production at all, yet place replacement-critical items behind a changing route.

The footprint should be named before the work begins. Once activity is under way, people naturally describe what remains to be gained. A declared footprint keeps visible what must still be released.

Purpose determines which parts matter most. A task intended to replace an essential item derives its value from restored capability rather than market price. For a task meant to learn what a Site contains, the information may matter even when little returns in cargo. Clearing storage places movement and destination at the centre. The footprint changes with the purpose, even when the same ship and Grid are used.

Work therefore cannot be judged only by its yield. Yield describes one result. Footprint describes the condition created while pursuing it.

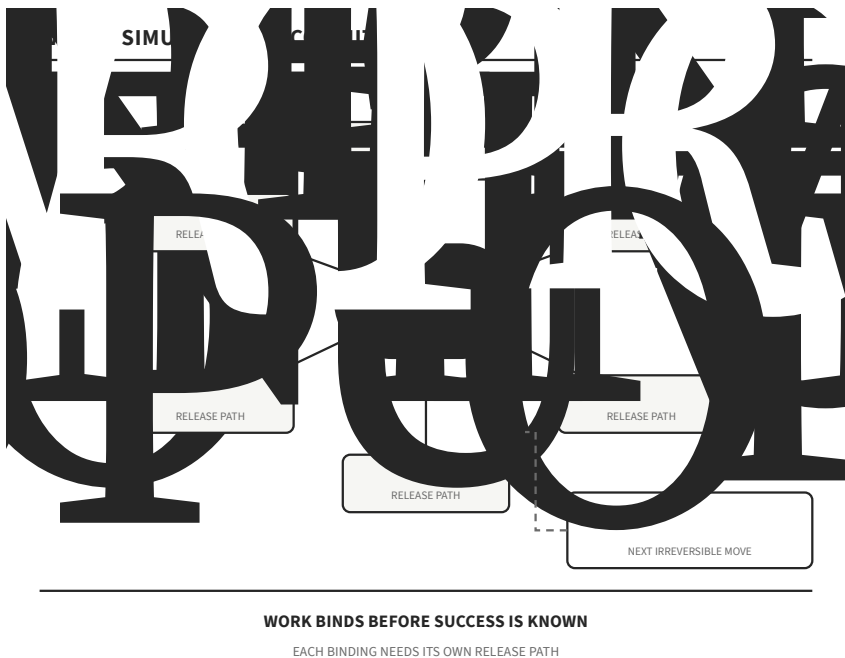


Figure AFH-B2-FIG-009 — Work creates six simultaneous commitments. Work creates a footprint by binding ships, attention, time, routes, inventory and people before success is known.

Attention Goes Elsewhere

Attention is a working resource, although it never appears in a hangar.

A pilot approaching a task sees range, position, module state, cycle and cargo. Each item may deserve attention. The more fluently the task proceeds, the more easily its rhythm becomes the whole field of view. Progress supplies a steady sequence of small decisions, and those decisions feel immediate. A change elsewhere in the system can remain quiet by comparison.

The issue is not that working pilots become careless. The work itself asks them to notice some things at the expense of others.

Before the first cycle on the opening Grid, a new signature would have been a mapping question. Who has observed it, how old is the Observation, and does it change the known Chain? After two ships have committed to work, the same signature is also an operational question. Can the group maintain the task while identifying it? Should the next cycle begin? Which pilot remains free to observe? The evidence has not become more hostile. The surrounding commitment has changed its consequence.

This distinction prevents two common errors. One error labels every change as danger merely because work is active. Any new signature remains an Unknown until observed. Inventing an explanation does not improve the decision. The other error treats the change as irrelevant because it does not prove danger. An Unknown can matter without being interpreted as an enemy. Pausing new commitment may be enough until somebody restores the missing knowledge.

Working attention therefore needs a boundary. Task ownership may rest with one person, Grid observation with another and Chain observation with a third. In a small group, one pilot may carry more than one function, but the functions must still be named. Otherwise, everyone can be busy with the same visible progress while each assumes that somebody else is preserving the wider picture.

The handover between those functions matters. “Watching the Chain” is too loose if nobody knows which Sources are being watched or when the last Observation was made. Everyone involved must also know what change should interrupt work. A useful condition can be stated plainly. The current return branch remains within its accepted observation age, and a named person owns unresolved signatures. A missed update halts additional commitment until observation is restored.

Such conditions do not promise safety. They make the cost of narrowed attention visible. They also allow the operation to scale down honestly. If only one pilot is available, the group can choose a task with a smaller attention footprint, remain closer to Home or decline to begin. The answer is not always to add another role. Sometimes it is to ask less of the field.

Observation during work should remain brief enough to serve action. A long report that nobody can read while operating is not awareness. The working record needs the change, the Source and time, what it affects and who owns the next check. Interpretation can deepen later. The immediate purpose is to keep the task connected to the world around it.

Ships Become Committed

A ship in storage is available in a way that a ship at work is not.

This difference is easy to understate because the hull still belongs to the same pilot or Corporation. It may remain intact and close to Home. Yet once it has entered a working position, release requires actions: finish or interrupt the current cycle, leave the Grid, cross the route, unload and become ready for another purpose. Cargo, drones, tools or the geometry of the task may add more steps. Availability has become a recovery path rather than an inventory fact.

Commitment has degrees. A ship aligned with little aboard may be released quickly. A ship deep in a Chain, carrying accumulated material and depending on another pilot for a complete return picture is more

tightly bound. The important question is not whether the ship is “safe” or “unsafe.” It is how many conditions must remain true for its orderly release.

Replacement changes this reading. If the working hull is the only local ship capable of an essential function, its commitment also removes that function from reserve. A minor interruption can then reach beyond the task. Other valuable ships may remain, but value does not substitute for the missing capability at the moment it is required.

Before work, name the capability being committed and the fallback that remains. Ask whether another ship can recover the result and another pilot can continue observation. Decide whether the task can stop without making its output unusable. Does releasing the ship require a Service, storage right or person who may not remain available?

The answer need not be duplication in every case. Consciously using the only suitable hull can be reasonable. The difference lies in naming the consequence. If the ship is lost, delayed or left beyond a collapsed Connection, which work becomes impossible next? That consequence can justify a smaller load, a shorter period or a different time. It can also justify proceeding because the purpose is important enough. *Explorer* makes commitment deliberate instead of removing it.

People become committed with their ships. Pilots who promise to complete the return may not be available for the next shift. A scanner supporting several workers may become the single path through which their recovery depends. A hauler waiting for the output may hold time that another operation expected. For this reason, a role written beside a task needs both an owner and an intended release. “I will do it” begins responsibility. “I am responsible until this condition, then this person or fallback takes over” makes the responsibility transferable.

The two ships on the opening Grid are therefore not merely two hulls producing an output. They are a temporary withdrawal of capability

from the group. That withdrawal may be entirely appropriate. It still belongs in the decision.

Routes Carry Consequence

Work gives the Chain a future load.

On the outbound journey, a Connection may carry an empty ship and an intention. On return, the same path may need to carry the ship, its collected material and the replacement value of everything aboard. Other pilots may also have used the Connection while the work continued. Time will have passed. The route that made the task reachable is not frozen by the decision to begin.

Each Wormhole Connection is short-lived and bounded by both individual transit mass and total mass. Its information provides broad lifetime and mass signals, not a reservation for a future return. The working plan must therefore treat the route as a changing dependency. “We came through here” is evidence of past access, not proof of later recovery.

The return begins in the outbound plan. The group identifies which branch carries the operation, which Observation supports it, who owns updates and what change prevents more value from crossing away from Home. It also names where the work will end if the preferred route cannot carry the original plan. A fallback may mean staging material temporarily, returning earlier, splitting the task or not starting. Its purpose is not to guarantee escape. It prevents the first route change from becoming the first moment anyone considers one.

Route consequence is not measured only in jumps. A short branch used by many ships may acquire more shared mass consequence than a longer one used once. A distant Grid may remain orderly when its return record is actively maintained, while a nearby Grid becomes difficult to release because everyone assumed the Connection would remain. Depth is visible. Dependence is often not.

The work also changes the meaning of Chain age. An ageing Observation on an unused branch may invite a later check. The same age on the only planned return for loaded ships can halt another cycle now. No universal age converts a route from good to bad. Purpose determines when uncertainty has become too large for the next commitment.

This reasoning protects against the seductive phrase “one more load.” The load does not cross an abstract tunnel. It enters a shared Connection after all previous transits and before an uncertain future. Its value may also increase the consequence of a closure. The decision belongs to the state now visible, not to the number of successful returns already completed.

A route plan ends only when the operation has returned, its result has reached the intended storage and the Chain record reflects what the movement changed. Until then, the Chain is part of the worksite.

Stop Before Trapped

An operation that can begin but cannot describe its stop is not fully prepared.

Stopping is often imagined as a response to obvious failure. A module breaks, a route closes, or a threat appears, and the group reacts. Those moments matter, but they are late boundaries. A useful stop condition is usually quieter. It acts before the operation consumes the last easy choice.

The condition may concern attention: no named observer remains free to own a new Unknown. A ship boundary is reached when the reserve capability required for return or replacement is no longer available. Time becomes the constraint when the route Observation has aged beyond what this task accepts. Storage may be the limit if the next load would create an unmanaged concentration. A people boundary appears when the pilot responsible for recovery must leave before another complete cycle can be returned.

Each condition should be observable and tied to an action. “Stop if it becomes risky” leaves both terms undefined at the moment they are most likely to be debated. “Do not begin another cycle while the return branch has an unowned Unknown” identifies the evidence and the immediate response. The operation can pause without claiming to know what the Unknown means.

Stopping does not always mean abandoning the task. It can mean finishing the current reversible step, returning one ship, reducing the number of active pilots or restoring an Observation before continuing. The action should match the exposure that changed. When storage is the constraint, returning more material to the same unmanaged location does not resolve it. Increasing scanning ownership may answer a route knowledge constraint. When the only replacement hull has entered the work, shrinking the operation can restore reserve.

The stop must also have an owner. A condition observed by everyone and owned by nobody can become a subject of conversation while the next cycle begins. The person responsible does not need command of every participant. They need a clear authority within the operation to say that its pre-agreed boundary has been reached. Reconsideration can occur afterwards, using a new plan and a new set of conditions. That is different from allowing momentum to rewrite the original decision.

The hardest boundary is often sufficiency. Progress is visible; future uncertainty is not. Decide what completed purpose looks like before quantity becomes the only measure left. Enough material for the named replacement, enough information to answer the question, enough movement to restore the reserve: these endings release capability. “As much as possible” has no natural stop until the field imposes one.

On the opening Grid, the new signature does not need to prove an attack. It meets the condition that no additional commitment begins while an important Unknown lacks an owner. One ship finishes the reversible action already under way. The second releases from work and restores

observation. The group has not fled. It has preserved the ability to choose what happens next.

Field Principle

Work begins by changing exposure.

Before measuring what a task may produce, name what it binds. Account for ship, attention, time, route, inventory and people. Describe how each commitment can be released and which Observation prevents the next irreversible step. Give the stop an owner before progress makes stopping inconvenient.

The calm Grid did not become dangerous merely because ships started working. It became consequential. A signature, an ageing route and an occupied hull now meant something different because the group had placed a purpose around them. Explorer reads that difference without inventing a threat and without ignoring the exposure.

This reading remains useful when the task succeeds. A completed load may still leave tired attention, an ageing route, concentrated inventory and a hull that has not yet returned to reserve. Success belongs to the result; closure belongs to the whole footprint. Confusing the two encourages the next operation to begin with commitments inherited but unnamed.

Chapter 9 has described the footprint shared by many kinds of work. The next chapter follows one operation from purpose to report, showing how exploration and resource activity can use the same reasoning without pretending to be the same task.

Chapter 10 - Resource Operations

A Site appeared in the Probe Scanner, resolved well enough to be entered.

That fact exerted a quiet pressure. The work of locating it was complete, the ship was ready, and the route towards it was known. The next action seemed to have been selected by the result itself: warp, enter, begin.

The pilot waited.

Nothing in the scan result explained why the Site should be used now. It did not name the capability the group meant to restore, the question it meant to answer or the material it could store. It said nothing about the return branch, the person watching it or the Observation that should end the attempt. The result had revealed an opportunity. It had not created an operation.

This pause separates finding from choosing. Exploration, harvesting and other resource work differ in their ships, tools, visible changes and specialised knowledge. They should not be flattened into one universal checklist. They can, however, share an operational movement. Purpose and location come first. Preparation leads to observation, action and re-evaluation. Stopping is followed by return, storage and report.

The movement is longer than the activity on the Grid because the exposure is longer. A Site is not complete when a module stops. The task remains open while the result is in transit, the storage destination is unresolved or the shared record still describes the state from before the operation.

Choose the Purpose

Purpose should fit in one sentence.

“We are going out to see what is there” sounds exploratory, but it leaves the end undefined. Seeing one Grid, resolving one signature and surveying an entire branch could all satisfy it. “We are going to gather resources” is equally elastic. Every additional cycle can claim to serve the same instruction.

A workable purpose names the change the group wants to produce. It might seek enough material to restore a particular reserve, an answer about whether a Site can support a later decision, or a sample that allows a dependency to be tested. The sentence need not include a quantity when no useful quantity is known. It must make completion recognisable.

Purpose comes before selection because selection has momentum. A visible Site, a familiar activity or a waiting ship can make available work feel necessary. Work then begins with the object, and the group invents the reason afterwards. That reversal hides whether the result can be used. Material without a destination, information without a question and output without an owner can all increase exposure while looking like progress.

The purpose also determines the acceptable footprint. If an essential reserve must be restored soon, a modest operation with a short return may serve better than a richer possibility behind several ageing Connections. If the aim is to understand an unfamiliar Site, the operation may prioritise observation and a clean release over cargo. For a training purpose, preserving a readable sequence may matter more than speed. The same opportunity can be suitable for one purpose and unsuitable for another without changing its intrinsic properties.

Before the pilot enters the Site, four consequences follow from the sentence. What result counts as enough? Where will that result go? Which capability may be committed to obtain it? What evidence would make this particular attempt no longer serve the purpose?

The last question protects the first. Suppose the operation exists to restore a replacement reserve. A changing route may make the next load more likely to remain beyond Home than to reach that reserve. Continuing can still increase gross material while moving away from the named outcome. The stop is not a rejection of value. It is loyalty to the purpose.

Different people can propose different purposes. They should resolve the difference before ships commit. One pilot may view the Site as an opportunity to learn; another may expect a production input; a third may assume the task continues while the Site exists. If these expectations remain implicit, each participant will read the same progress and stopping point differently.

The sentence makes the operation discussable: “Return with the material needed for the named replacement, using the current branch only while its observation condition holds.” It states no promise of yield and no universal method. It does say why the field is about to change.

Read the Site

Location begins with the information EVE actually provides.

The *Sensor Overlay* gives a view of exploration content around the ship. The *Probe Scanner* separates *Cosmic Anomalies*, which do not require probes to locate, from *Cosmic Signatures*, which must be resolved with *Core Scanner Probes*. That distinction describes how an opportunity becomes reachable. It leaves the group’s readiness to use that opportunity unanswered.

A scan result should therefore be read at two levels. One level is the observed object: its Source, current scan state, location and the time at which those facts were established. The other is the surrounding operation: the route to the Grid, the work the group intends to perform, the tools that work requires and the result it expects to remove.

Only the first level is complete for the opening pilot. The signature is resolved. The Site can be entered. Before turning that result into work, the pilot compares it with the purpose and the current Baseline. Is this the object the group meant to find? Has the system or Chain changed since the route was prepared? Does another operation already depend on the same observer, ship, storage or Connection?

Reading the Site does not require pretending that all its events are known. Specialised activities may contain triggers, hazards or mechanics that this field manual does not teach. If success depends on such knowledge, the group must obtain it from a current specialised Source before treating the task as prepared. Ignorance cannot be repaired by a generic instruction to “be careful.” It should be named as an Unknown with an owner or as a reason not to begin.

The Site also has a visible state that can change through use. Objects may be consumed, containers may be opened, ships may move and capacity may fill. Decide which changes matter for the next action. A harvesting task may care about remaining usable material and available cargo space. An exploratory task may care about which observations have already answered the question. A survey may care less about removal than about whether the recorded state remains attributable to this visit. This is where one reasoning framework must not become one checklist. “Cargo space remaining” may be central to one task and meaningless to another. “The question has been answered” can end an exploratory visit even when the Grid still offers activity. The shared form is not a list of Site facts. Instead, it connects purpose, visible state and next commitment.

Record only what will survive use. A name copied without a timestamp cannot tell the next pilot when the Site was known. A result without its Source cannot be distinguished from expectation. A claim that the Site is “clear” may hide which question was actually answered. Precise,

bounded observations make later work smaller. Vague confidence makes it repeat the discovery.

Once the Site is readable, the pilot can decide whether it is the place for this operation. Availability has finally become relevance, but work has not yet begun.

Prepare the Exit

The exit should be prepared while leaving is still easy.

This means more than saving a location. Preparation requires a current return path, an owner for its observation, a destination for the result and a release path for every committed ship. The plan identifies which action can be stopped cleanly and which step creates a dependency that must be completed. It also needs a point after which no new work begins even if the current action can still be finished.

The return path is a dated claim about the Chain. Its Wormhole Connections are short-lived and subject to both per-transit and total mass limits. Their broad signals help describe current condition but do not reserve the Connection. Preparation therefore joins route use with route observation. A pilot is named to keep the relevant branch current, and the operation states what missing or changed evidence will pause it.

Next comes the ship. The working hull must be able to release from the Grid under the conditions the operation accepts. That question is specific to the activity and cannot be answered by a generic fit in this chapter. It includes the tools needed to perform the task, but it also includes capacity, the means to return the result and the effect of committing this hull on local reserve. Activity-specific details belong to an up-to-date Source and an explicit preparation check whenever the operation requires them.

The result needs a destination before it exists. “Home” is not yet a storage plan. Which personal or Corporation location will receive it? Who can deposit it, who must use it, and can the recipient see and

take it afterwards? If the purpose is information, which shared record receives the bounded Observation? If it is material, does the destination create an unmanaged concentration or mix purpose-critical stock with expendable output?

People complete the preparation. One person decides whether the purpose is still being served. The observer owns changes outside the immediate work. The return owner keeps the path and destination readable. A small operation may assign all three functions in a small operation, but the plan should then become smaller enough for that combination to be credible. A title does not create attention.

Preparation also names the partial result. When work stops after the first action, is there something worth returning, an Observation worth keeping or a state that must be reported? A task that only becomes useful after many irreversible steps may need stronger conditions than one that produces a clean partial result. Recognising that difference prevents the sunk work from becoming an argument for ignoring later evidence.

More than a warpable result now exists for the opening pilot. The Site serves a named need. A recent Observation and an owner support the return branch. The result has a destination. The stop conditions are visible to everyone involved. Entering the Grid is no longer the next action suggested by the scanner. Entry is now a deliberate commitment made by the operation.

Harvest Under Change

Work begins, and the field refuses to hold still.

The pilot enters the Site, reaches the intended position and starts the first reversible action. The task now produces its own stream of information: current progress, space aboard, ship state and remaining work. At the same time, the system and Chain continue to change. The oper-

ation must observe both streams without treating either as the whole picture.

Re-evaluation should occur at decision points rather than as a continuous feeling. Before another cycle, another container, another transit or another ship is committed, compare the visible state with the prepared conditions. Has the purpose changed? Is the return Observation still acceptable? Does the next step increase concentration beyond the storage plan? Does the operation still have the people and reserve capability it named?

The interval depends on the work. This book does not set a universal timer. Instead, the operation selects moments when commitment can still be withheld. Checking after an irreversible step may record what was lost, but it cannot restore the choice that existed before it.

Change must remain bounded by evidence. Treat a new signature as a new signature, not proof of an actor. A missing observer is a lapse in observation ownership, not proof that the route has failed. A changed Connection signal is the current signal, not a precise prediction of collapse. Each fact can meet a stop condition without being embellished into a story.

This disciplined reading keeps two opposite impulses in check. Momentum says that work has been successful so far and should continue. Alarm says that any change invalidates the entire operation. Evidence asks a narrower question: does this change cross a boundary that was connected to the purpose? If not, record it and continue within the plan. If it does, perform the prepared action before debating a larger explanation.

Progress can change the boundary as well. A cargo hold that was nearly empty on entry now carries a result. More ships may have joined. The same Connection has carried additional transits. The Site may have less remaining value relative to the effort needed to release another load.

Even if the external field is unchanged, the operation's own footprint has grown.

Successful cycles therefore do not prove that the next cycle is wise. They are evidence that previous commitments produced a result under previous conditions. Continuing depends on the present comparison.

Work can remain calm inside this structure. Pilots do not need to narrate every minor state. At the chosen decision points, the task owner needs clear changes, the observer needs ownership of relevant Unknowns, and everyone needs to know when the operation has shifted from work to release. The framework is valuable precisely because it reduces argument while attention is narrow.

Store Before Greed

Material aboard a returning ship is not yet restored capability.

It is mobile concentration. Until it reaches the intended location and can be used by the intended person, it remains part of the operation's exposure. The phrase "we got the load" can therefore arrive too early. The group has obtained something, but it has not necessarily completed the purpose.

The destination prepared before departure now limits the temptation to keep working. If the destination can receive one useful load cleanly, filling a second ship without deciding where its contents belong does not double success. It adds a storage question while route and attention remain committed. Store a usable result before expanding the footprint merely because the Site still permits activity.

Storage is not a neutral final square. Personal ownership and Corporation ownership create different access paths. A Character able to deposit may not be the person able to retrieve, install or distribute later. A container can make arrangement clearer while its permissions make the contents less usable. A Structure can hold the material while the Service intended to transform it is unavailable. Chapter 12 will examine

these dependencies closely. At this stage, the operation only needs to prove that its result reaches the chosen path instead of disappearing into “somewhere at Home.”

Information needs storage too. A Site Observation should enter the shared record with its Source and time. Changes to the Chain, use of a Connection or resolution of an Unknown must reach the relevant record. It must no longer present the earlier state as current. A personal memory of the route does not complete a shared operation.

The word greed is useful here even when no ISK value is discussed. Greed is the desire to keep the visible opportunity open after the purpose is already met. It may seek more material, more complete knowledge or more efficient use of the trip. The impulse is understandable. Preparation was costly, the work is running, and release feels like giving up the remaining possibility.

But a purpose that can never outrank opportunity is not a purpose. Once the named result is stored and the next load would create a new destination, exposure or time condition, the current operation has reached its end. Another operation can be proposed immediately. It should begin with its own sentence, current Observations and stop conditions rather than inheriting permission from the previous success.

The first useful result returns. It reaches the intended location, and the person responsible confirms that the purpose can use it. This small act changes the decision. Continuing is no longer required to rescue value already gathered. The next step can be chosen without the hold arguing on behalf of the Site.

Stop on Evidence

The stop condition belongs to the plan; the stop decision belongs to the present field.

During the operation, one of the prepared observations will eventually change. The purpose may be satisfied. The route may age beyond the

accepted condition. A new Unknown may remain unowned. Storage may reach its managed limit. A pilot or reserve ship may cease to be available. Each fact may remain undramatic. It must be true, attributable and connected to the agreed action.

Evidence has a Source and a time. “The Chain feels old” cannot establish which branch affects the return. “Someone said there was a change” cannot show whether the report applies to the current Grid. “We should probably stop soon” does not identify the boundary. The operation needs the smallest statement that can support action: what was observed, where it came from, when it was observed, which condition it meets and who owns the response.

Acting on that statement is not panic. The action completes a decision made when attention was wider. Once the condition is met, the task owner announces that no new commitment begins. Pilots finish only the reversible steps defined by the plan, release their ships and follow the return path while its current observations still support it. If the route itself is the changed condition, they use the prepared fallback rather than improvising a guarantee.

Return is followed by storage. Storage is followed by reporting. The report does not need to celebrate or condemn the attempt. It records whether the purpose was met, what returned, where the result now sits, which observations changed, what remains Unknown and who owns the next check. An incomplete operation can still produce a valuable report if it makes the next decision smaller.

The report must distinguish the Site from the operation. A Site may remain available after the group stops. That does not mean the stop was premature. The operation ended because its own purpose or boundary was reached. Conversely, a Site disappearing does not automatically complete the work; ships, material and records may still need to return.

After closure, release the temporary roles. A finished purpose no longer needs its task owner. The route observer either closes the relevant han-

dover or returns it to normal Chain stewardship. Ships are unloaded and become available or are named as needing replacement or care. This restores capacity that a simple “done” message leaves ambiguous.

At the end of the operation, the pilot can look back at a complete movement. The scanner found a Site. Purpose selected it. Preparation made entry reasonable. Observation shaped each next commitment. Evidence ended the work. Return, storage and report released what the operation had bound.

The visible activity occupied only the middle.



Figure AFH-B2-FIG-010 — A resource operation closes after return, storage and report.

A resource operation closes only after work, return, storage and report have rejoined the original purpose.

Field Principle

A resource operation begins before the first action on its Grid and ends after the last result leaves it.

Begin with purpose and location. Continue through preparation, observation, work and re-evaluation. Then stop, return, store and report.

Keep this order while allowing each activity to define its own tools, specialised knowledge, visible changes and reversible steps. Never use a generic framework to conceal an activity-specific Unknown.

The Site in the opening scene never told the pilot what to do. It supplied an observed possibility. The operation became controlled only when the group connected that possibility to a need, a route, a destination and a stop. Its success was not the number of actions completed. It was the creation of a usable result without losing sight of the surrounding commitments.

That result is now at Home. Before it can restore anything, however, value must often cross more of the Chain than one working ship can carry at once. Chapter 11 follows that movement and asks how much consequence should travel together.

Chapter 11 - Moving Value

The cargo was ready before the route was.

Containers had been arranged inside the Structure and a pilot had volunteered to move them. Nothing was missing from the inventory. The load could fit aboard the available ship, and the first Connection still showed in the Chain.

For a moment, the task looked like a simple conversion: items in one hangar would become items in another.

Then the route record was opened. One Connection had carried several working ships since its last mass Observation. Another was no longer within the period the group had agreed to treat as reliably open. The destination remained reachable according to the map, but that statement joined observations of different ages and purposes. The cargo was ready. Its recovery conditions were not.

Movement exposes value differently from work. The Site is no longer holding attention, yet the result has become concentrated aboard a ship and dependent on every Connection between its current and intended locations. The pilot must not only ask whether the ship can pass. Movement therefore requires a decision about which consequence should pass together, what the transits consume for others and what counts as a completed arrival.

Value Changes Movement

Cargo acquires meaning from what waits for it.

An inexpensive item can be the only local replacement for a capability the group expects to use. A costly item can be surplus with no immediate purpose. Material may be ordinary in the market and still be difficult to replace through the current Chain. A Blueprint, tool or component

may unlock work far beyond its volume. Information can have no cargo volume at all while determining where the movement should end.

Market value matters when loss must be absorbed, but it is not the whole consequence. Before loading, describe the cargo through four questions. What capability does it restore or enable? How soon is that capability needed? What other copy or substitute remains on each side of the route? What later movement becomes necessary if this one does not arrive?

These questions change the shape of the load. Suppose the Structure at Home lacks a replacement item while two copies sit outside. Moving both together may appear efficient. It also places the entire replacement set in one ship and one route attempt. Moving one first restores reserve at Home; the second can follow under a later observation. The total amount transported is unchanged, but the maximum consequence exposed at one time is smaller.

The reverse can also be true. Splitting a set that is useful only when complete may create several transits without creating any usable partial result. The first arrival would occupy storage but restore no function. Every movement after it would still carry the consequence of completing the set. Dividing cargo is therefore not automatically prudent. The unit to split is operational consequence, not merely volume.

Name that consequence in the movement purpose. "Move supplies" gives no basis for deciding what goes first. "Restore one usable replacement at Home while keeping another outside the route" identifies an order and a stopping point. "Move the complete input set for the approved job" explains why a partial load may not justify a separate transit.

Ownership adds another meaning. Personal material moved into a Corporation location may become available through a different access path. Corporation material moved into a personal hangar may cease to be reachable by the people expected to use it. The ship can arrive precisely

where instructed and still fail the purpose because the destination was described as a place rather than usable access.

Value changes movement by changing what must remain recoverable. A low-volume item that prevents future work may justify priority. A high-price item with no current purpose may justify delay. No universal cargo limit appears here because groups, routes and replacement states differ. The method asks for the largest consequence the group is willing to place behind the same unresolved event.

That comparison benefits from a manifest written in terms of use. Separate the items that restore a named capability from those that replenish ordinary stock and those that have no current destination. The categories do not assign a permanent rank. They reveal why each item is travelling on this route today. An object can move from optional to essential when the last local replacement is consumed, or from urgent to ordinary when another shipment arrives first.

The manifest should also name dependencies between entries. A tool that is useless without its matching input should not be treated as a complete partial result. A replacement hull without the items required for its intended function may restore less capability than the inventory name suggests. Conversely, a small missing component can be the only part worth moving now if everything else already waits at Home. Reading these relationships prevents volume and price from disguising the real unit of value.

Mass Is Shared

A Wormhole Connection has more than one mass boundary.

There is a maximum mass that can pass in an individual transit, and there is a larger total mass limit across the life of the Connection. These are distinct. A ship being able to make one transit does not mean the Connection can carry an unlimited sequence of comparable transits. The passage of earlier ships is part of the condition later pilots inherit.

The official information provides broad mass signals rather than an exact shared ledger. The operation should not turn those signals into precision they do not contain. A mass Observation records what was visible, when it was visible and which known movements followed. It cannot prove that no unobserved transit occurred.

Mass therefore becomes a shared consequence. The hauler in the opening scene is not the only user of the Connection. Scanners may need to return, working ships may still be outside, and a later operation may depend on the same branch. Every transit consumes part of a changing path whose remaining capacity is not owned by the pilot who happens to use it next.

A movement record can preserve this shared context without pretending to know an exact remainder. It links the last observed mass signal to the known transits that followed and lists the recoveries still expected. When a pilot cannot account for traffic, the record says so. That Unknown may change which cargo the group commits next, even though it cannot prove how much capacity remains.

Shared does not mean that movement must wait for universal agreement. Relevant commitments must instead be visible together. Which ships remain beyond the Connection? Which movement restores an essential capability? What known transits have occurred since the last mass signal? Who owns the updated Observation after this crossing?

The difference between individual and total mass also shapes the return plan. A ship that can pass out still needs a supported transit back if the operation expects it to return. Cargo moved one way may be accompanied by an empty or different ship later. Counting only the loaded crossing hides half the intended movement. The plan should describe the complete sequence it asks the Connection to carry, without claiming an exact remainder that has not been observed.

This section does not teach deliberate Connection collapse. That use belongs to a different operational purpose and a later level of doctrine.

Here, mass is read as a condition of ordinary movement. When the signal changes or known traffic makes the original sequence doubtful, the group stops adding value and restores observation. No collapse calculation is improvised from incomplete evidence.

Mass consequence can be reduced in several ways without setting a universal ship or cargo rule. Fewer transits may preserve more shared capacity. A smaller initial consequence may restore a critical reserve before optional material moves. Waiting for a new route may remove pressure from a Connection carrying other commitments. Declining the movement may be correct when the purpose is weaker than the recovery it could disturb.

The first question at the Connection is therefore not merely “Can this ship jump?” It is “What planned movements and remaining commitments does this jump change?”

Time Is Shared

Connections age while cargo waits and while it moves.

The current Wormhole information uses *Reliable Lifetime* for the earliest point at which the Connection may collapse. Once that guaranteed period has ended, *Expired* can indicate that collapse may occur at any moment. Neither term supplies a promise that the route will remain for the full plan. The useful fact is bounded: the Connection has a current lifetime signal, and the movement consumes time within it.

Time begins before undock. Loading, assigning a pilot, confirming access and checking the Chain all occur while Connections age. A route that supported the proposal may no longer support the complete movement when the ship is ready. The observation used to approve the task must therefore be compared with the moment commitment actually begins.

Time is shared because other plans also depend on the same period. A scanner may intend to return later. A working group may be preparing

its final load. A pilot outside Home may not yet know that the movement will change how the group reads the branch. An ageing Connection is not one pilot's timer. The period is a common condition attached to several possible recoveries.

An exact deadline invented by the group does not make the underlying lifetime exact. Internal boundaries remain useful if they are described honestly. The group might refuse new value movement after a particular observation condition or require a fresh route check before the next load. That rule governs its own commitment. The rule cannot predict the Connection.

The complete movement needs time on both sides of each transit. A pilot must approach, cross, orient, continue and perhaps repeat the sequence. At the destination, access must work, and the cargo must be received. A required ship return means unloading does not end route dependence. Planning only the moment of passage hides the time spent while value remains between useful states.

Chain depth multiplies these comparisons. Each Connection has its own Source, Observation and age. A route described as "current" can still contain one branch whose evidence no longer supports the cargo consequence. The weakest claim for the purpose matters more than the average freshness of the map.

The hauler in the opening scene encounters exactly this problem. Every Connection is drawn, yet one lifetime Observation has passed the group's working boundary. The route is not declared closed, and no danger is invented. The movement simply lacks the evidence required to commit this value beyond that branch. Cargo remains stored while a named pilot restores the Observation or identifies another route.

Waiting can be an active transport decision. It preserves value, avoids adding mass consequence and allows the route to be chosen from current evidence. Movement is not successful merely because it begins quickly.

Split the Exposure

Once the route is readable, decide what should be exposed together.

The answer may divide cargo, time, ships, destinations or responsibility. Division should not occur merely for the appearance of caution. Each part needs a useful purpose, a complete movement and a stop condition of its own.

Begin with replacement. If losing or delaying one load would remove every copy of a needed capability from one side, the concentration is high. Move enough to restore a usable reserve without automatically placing the entire reserve aboard. Where the cargo forms an inseparable set, recognise that the set is the unit of consequence and consider whether the current route should carry it at all.

Next consider sequence. The first load can contain what makes later delay tolerable: a usable replacement, a required tool or the part that releases a blocked function. Optional bulk can follow under a fresh comparison. This order turns early arrival into reduced exposure rather than simply a smaller fraction of the manifest.

Time can be split by closing one movement before approving the next. The pilot returns or the receiving side confirms storage; the Chain record absorbs the known transit; remaining cargo is reconsidered against the new mass and lifetime signals. A successful first crossing does not grant the second one permission. It changes the evidence on which the second must be decided.

Destinations can reduce concentration when they correspond to real use. Keeping every replacement in one Structure may simplify counting while making one asset outcome more consequential. Scattering items without ownership or an inventory record creates a different failure. Distribution is useful when each location has a named purpose, access path and person responsible for its state.

Responsibility should not be split into fragments nobody can close. One person owns the movement purpose. Another may own the route Observation, and a receiver may confirm arrival and access. Their handovers must be explicit. The pilot should not discover after crossing that the receiver assumed somebody else could accept Corporation cargo.

Failure should be split only when the result is genuinely independent. Two ships following the same stale route at nearly the same time may divide cargo without dividing the route consequence. Sending them to destinations governed by the same unavailable access can duplicate the same failure. By contrast, one usable replacement delivered and confirmed before the second departure creates a real boundary: later delay no longer removes the capability already restored.

The group also sets a maximum concurrent consequence in its own language. The only two copies of a capability may travel separately. Another load may wait until the first becomes usable. Optional material may remain stored while people are beyond the same ageing branch. These are local decisions, not universal numbers. Their strength comes from the consequence they name.

Splitting exposure often feels slower because it inserts moments when the group can stop. Those moments are the purpose. Efficiency that removes every clean stopping point transfers the decision to the first failure.

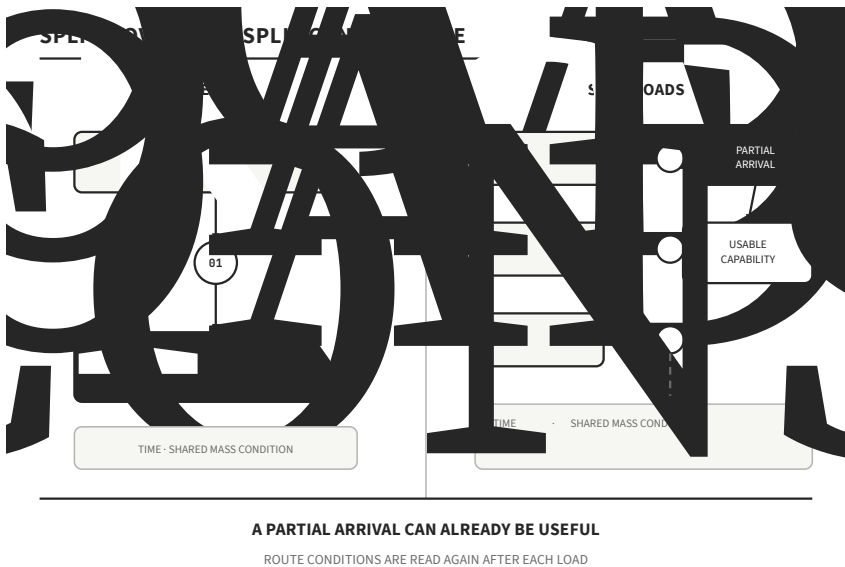


Figure AFH-B2-FIG-011 — Split movement can preserve capability. Splitting movement can preserve capability when a partial arrival is useful and no single event carries the whole consequence.

Arrival Is Incomplete

The hauler docks. The cargo remains aboard.

On the map, the movement is over. In operational terms, the value has reached a new container but not necessarily a usable state. Arrival must be followed by receipt, placement, access confirmation and a record of what the route carried.

Receipt answers whether the intended destination exists as planned. Can the pilot place the cargo there? Is the receiving Character or Corporation context correct? Does the person responsible for the next use have the required access? A movement into the wrong ownership path can transform accessible value into a permission problem without changing its physical location.

Placement connects cargo to purpose. A replacement belongs where it can replace. A manufacturing input belongs with the approved job

path, not in an undifferentiated pile that somebody will identify later. Material held for a future exit should not be mixed with stock expected to remain. The more clearly the destination states its function, the less knowledge must be reconstructed under pressure.

The inventory record should now change in the same terms as the manifest. It notes what arrived, the ownership context, the location, the intended use and the person responsible for the next action. If the movement left another location below its accepted reserve, that consequence remains visible too. Transport has changed both ends, and recording only the destination would make the source appear more capable than it has become.

Confirmation closes the receiver's handover. "Docked" reports the ship. "Received in the named location, visible to the named user" reports the result. If access fails, the cargo is not silently declared complete. The receiver records the Unknown, names who can resolve it and prevents the next load from repeating the same path until the destination is usable.

The Chain record also changes. Known transits belong with the mass Observation that preceded them. The time of the movement matters to later lifetime decisions. If the pilot returned by a different branch, the route actually used must appear in the Shared Map. An earlier claim that aged out must not remain presented as the current plan.

Finally, release the ship and people. If the hauler is meant to return, the movement remains open until its recovery path is closed or handed over. If it stays at the destination, its capability has moved with the cargo and the Home inventory should not continue to count it as local reserve. The route observer confirms who now owns the relevant branch. The receiver confirms what remains to be moved.

Only then can the group compare result with purpose. It has restored the named capability, preserved a replacement on the other side and recorded the Connection use. Optional cargo remains where it began.

That remainder is not a failure. The remainder becomes a later decision with less consequence attached to it.

The opening cargo was ready before the route. By refusing to confuse readiness with permission, the group allowed current evidence to choose the movement. By refusing to confuse docking with completion, it turned transported items into available capability.

Field Principle

Move consequence, not just cargo.

Describe value by the capability it restores, its replacement state and the access it needs at the destination. Keep per-transit mass distinct from the Connection's shared total mass condition. Treat *Reliable Lifetime* as a bounded signal, not an exact reservation for the return.

Limit what can be lost or delayed behind the same event. Split exposure when a partial arrival becomes useful; keep an inseparable set together only when the current route justifies the whole consequence. Reconsider each new load after the preceding movement has changed mass, time and distribution.

The cargo in the opening scene did not become less valuable while it waited. Waiting protected the purpose until the route could support it. After movement, receipt and access made the value real for Home.

Deliberate delay preserved the choice that premature efficiency would have spent.

Value now needs somewhere to remain and some way to become replacement. Chapter 12 follows it into storage, ownership and Industry, where an item can be inside the Structure and still be unavailable to the work that depends on it.

Chapter 12 - Storage and Replacement

The replacement could be seen but not used.

Its name appeared in the Structure inventory, exactly where the movement report said it would be. The pilot who needed it could reach the Structure and open the relevant Corporation division. The item sat among the other stock, apparently proving that Home was prepared.

When the pilot tried to take it, the preparation vanished. The Character could view the contents but could not remove what the next task required. Its arranger was offline. Another pilot had broad Structure responsibility but not the specific Corporation access needed to release the item. Nothing had been lost. Nothing had moved. Capability was nevertheless absent at the moment it was counted.

Storage can preserve an object while hiding the conditions of its use. A hangar, container or Structure answers where something is. Location alone does not answer who owns it, who can move it, which Service can transform it or what happens when the surrounding Structure state deteriorates. Replacement exists only when those conditions can be followed from need to action.

Storage Is Risk

Accumulation gives Home endurance and gives failure a concentration. The same location that makes materials easy to find can place several capabilities behind one access path and one Structure outcome. The same container that separates critical stock from ordinary output can depend on a person nobody named. The same inventory total that reassures the group can mix usable items, reserved inputs, personal property and material already promised to another job.

Storage risk is therefore not an argument against storing value. The term names the operational shape created by the chosen location. Describe that shape through purpose, ownership, access, concentration and recovery.

Purpose explains why the stock remains. A replacement reserve has a different release rule from material awaiting movement. Industry inputs should not be counted as free stock when an approved job already depends on them. Output with no intended user may be value, but it is not yet a replacement capability. Clear purposes keep the same item from being promised twice.

Ownership identifies whose asset path contains the object. Personal and Corporation assets are not interchangeable merely because they occupy the same Structure. A Character's hangar can remain inaccessible to the group. A Corporation division can remain unusable to a Character without the specific role or access. The inventory should say which context contains the stock instead of reporting only a combined total.

Access asks what actions are possible. Seeing an item does not prove the ability to take it. Depositing does not prove later retrieval. Managing a Structure is not the same permission as moving Corporation property. The exact rights should be tested with an unimportant item before essential stock relies on them, as Chapter 7 established.

Concentration asks what disappears from the plan under one failure. Chapter 3's recovery boundary for Wormhole Space turns that question into a storage concern. Inventory visible inside a Structure now is not guaranteed later recovery. The field manual does not turn that boundary into a combat scenario. It uses it to reject the assumption that storage inside a Structure automatically creates later recovery.

Recovery asks how the group recognises and reduces that concentration before a crisis. Some replacements may remain in distinct ownership or locations. Critical knowledge about stock must survive the person who arranged it. Material no longer serving a current purpose can leave

rather than deepen the pile. The correct distribution depends on the group, but every location needs an owner and an intended ending.

An inventory becomes more truthful when it separates states instead of adding all names into one total. Usable reserve is present, accessible and not already committed. Reserved stock belongs to a named job or movement. Incoming stock is still dependent on a route or receiver. Unverified stock has been reported but not tested through its access path. Surplus has no present operational purpose. These labels can be maintained without attaching prices or universal quantities. They show which part of the pile can answer a need now.

Age belongs beside the state. A record from the previous month may correctly describe what was deposited and still fail to describe what remains. The owner sets the next check according to the consequence of error. Critical replacement needs a shorter path to confirmation than optional surplus. When no person owns that confirmation, downgrade the claim rather than carrying the old confidence forward.

The visible replacement in the opening scene failed at access, not at quantity. Counting one item was accurate and still misleading. A useful inventory must count the conditions that make the item releasable.

Ownership Shapes Access

Corporation storage joins asset ownership to role design.

The official role model distinguishes abilities rather than granting one universal level of trust. *Query* allows a Character to view relevant Corporation hangar contents. *Take* permits removal of items where it applies. *Container Take* concerns removing containers themselves. Industry roles and Structure-management abilities answer other questions. These permissions should not be treated as synonyms.

This section does not reproduce the role list. Its purpose is to show why the path to a replacement can break even when each person appears “authorised.” Visibility was available to the opening pilot. Another

person could manage parts of the Structure. Neither fact granted the missing action on the stored item.

Model the path from the user's perspective. The person needs to reach the Structure, open the correct ownership context, identify the stock, remove or use it and place any resulting object where the next task can reach it. Each verb may depend on a different permission. Test the complete path rather than confirming one impressive role at the start.

Least privilege still matters. Solving the problem by giving every maintainer every Corporation role would make the access path easier to remember while making the consequences of error or departure much larger. Grant only the abilities required by the responsibility. Record who holds them, and keep an explicit escalation path for actions that remain separated.

Separation also needs availability. If only one Character can release critical stock, the reserve inherits that person's schedule. A second path need not mean duplicating all authority. It can mean a tested delegate for the relevant division, a smaller accessible reserve or a procedure that moves a replacement before the sole holder becomes unavailable. The design should match how long the capability can tolerate waiting.

Containers deserve the same verb test. They can organise stock, mark a purpose and reduce accidental mixing. They can also add another object whose access or removal behaves differently from the items inside. Do not infer container behaviour from the ability to see its name. Test the action the operation will actually need.

Personal stock has a simpler permission path but a narrower social one. Direct use remains available to its owner, yet the group cannot assume access during absence. Calling a personal item "our replacement" creates shared expectation without shared control. It can still serve the plan if the owner and availability are named honestly.

Access should be reviewed before a role holder departs, changes responsibility or leaves a critical verb dependent on one person. The review

starts from stored purposes rather than from the full role catalogue. Identify reserves that only this Character can release and jobs that only this installer can continue. Find containers that would become visible but immovable. The answers guide a narrow transfer or a reduction of dependency while the current holder can still test the result.

A transfer is not complete when a role is assigned. The receiving Character performs the same path with an unimportant test item and confirms the outcome. The previous holder can then be removed from the dependency without remaining the undocumented fallback everyone expects to contact later.

Once the missing *Take* path in the opening scene is identified, the group has two tasks. It releases the immediate replacement through an authorised person, and it changes the storage design so that the next need does not depend on reconstructing the same permission. Restoring the item solves today. Making its path visible restores preparedness.

Industry Needs Continuity

Replacement may begin as material rather than as an item.

Manufacturing converts materials and components into an output using a Blueprint at a suitable facility. The Industry interface separates the Blueprint, input materials, selected facility, input and output locations, duration and cost. Optimisation remains outside this chapter. The dependency chain they reveal is its concern.

A manufacturing plan needs more than sufficient total material. The inputs must be in the location and ownership context the job can use. The Blueprint must be available to the Character installing the job. The selected facility must offer the appropriate Service. The output location must be accessible to the person who will receive and distribute the result. Time must fit the moment when replacement is needed.

Every one of these conditions can be true separately while the whole chain fails. Materials may exist in a personal hangar while the approved

inputs were counted as Corporation stock. A Blueprint may be visible but unavailable to the installer. A Service may be fitted to the Structure but offline. An output may complete into a location the intended user cannot access. An inventory total cannot expose these discontinuities.

Write the job as a path. Begin with need, Blueprint and input set. Then name ownership, input location, installer and facility. Finish with Service, output location, receiver and intended use. Each step has current evidence and an owner. The path is not a permanent recipe; it is the operational state of this replacement.

A fallback should change the dependency rather than repeat the same assumption. If the local Service cannot support the job, moving identical inputs to another unsupported location is not an alternative. Instead, the group may secure a completed item, choose a facility whose access has been tested or accept a period without the capability. The correct choice depends on the current Chain and purpose. The fallback must name a different workable path.

The path should also reveal the decision that cannot be reversed cleanly. Materials may remain flexible while held in accessible storage and become committed once the job is installed. A movement may make an input available to one facility while removing it from another reserve. Placing the approval just before that change preserves the chance to respond to new evidence without stranding the plan between states.

The distinction between reserved and available material becomes important here. Once inputs are assigned to an approved job, counting them as general reserve promises them twice. Mark the reservation before installation, not after another pilot tries to use the same stock. If the job is cancelled, the record must state which usable materials remain rather than assuming the original plan has simply reversed.

Industry also carries information dependencies. A need for output may be known without the current specialised details required to produce it efficiently or correctly. This book does not fill that gap with old figures.

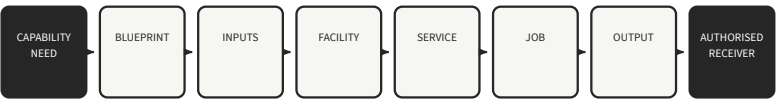
Current activity-specific information is obtained by the job owner where it matters. Only the resulting decision needed by the shared operation is recorded.

Continuity includes the people around the timer. Installing a job and leaving does not assign receipt. Somebody must know when to check, what state can interrupt the expectation and where the output should go next. If the installer will not be available, the handover occurs while the job and its purpose are still legible.

The replacement item in the opening scene was already manufactured, but its access failure exposes the same lesson. Production is not complete capability. The chain ends only when the intended user can obtain the output and the reserve record recognises it.

REPLACEMENT · COMPLETE CHAIN

NEED TO RECEIVER



TESTED ACCESS



AN AVAILABLE OBJECT IS NOT YET USABLE CAPABILITY

EVERY NODE REMAINS A SEPARATE CONDITION

Figure AFH-B2-FIG-012 — Replacement is a complete capability chain. Replacement becomes capability only when need, inputs, service, output and an authorised receiver remain connected.

Services Can Pause

Industry depends on maintained infrastructure.

An appropriate Structure Service being present today does not make it a permanent property of Home. Service Modules consume Fuel. A rel-

evant Service can be taken offline, which can pause associated Industry jobs. Removing the Service or losing the Structure can cancel work. The exact consequences of a specific job should be checked before commitment; the general dependency is enough to shape the plan.

The distinction between pause and cancellation matters. A pause delays the expected output and may break a replacement deadline even if the job later continues. Cancellation can leave the group without the planned result and without every input consequence being reversible. Neither should be reduced to “the Structure still exists.”

Before installation, connect the job to Chapter 8's infrastructure record. Which Service does it require? Who maintains the Fuel path? What was last observed about Service state, and when must that Observation be renewed? Who can decide to postpone the job if the support period is doubtful? What alternative restores the capability if the Service cannot carry the work?

The support period should include more than the displayed job duration. Inputs must be prepared, the job must be installed, the output must be delivered and somebody must remain responsible through receipt. A Service expected to last only until an optimistic completion moment does not cover the whole replacement path.

Service confidence also has a Source. The fitted module, the current online state and the maintainer's plan are different observations. Seeing the module does not establish that it is online. Seeing the Service online does not establish how long Fuel and ownership will support it. A maintainer's intention does not replace the visible state. The job record keeps these claims separate so that one reassuring fact cannot stand in for the entire support period.

If support becomes uncertain before installation, postponement keeps the inputs available for another path. If the uncertainty appears during a job, the owner records the observed job state and the effect on the ex-

pected output. The same word—unavailable—must not conceal whether the work is waiting, cancelled or merely inaccessible to the viewer.

Promises to other work must be reconciled. One maintainer may intend to take a Service offline after a current task, while another pilot prepares a new job that assumes continued availability. Both plans can be reasonable in isolation. The shared record must make the overlap visible before installation turns it into a dispute with material committed.

When the Service state changes, the response follows evidence. Record the observed state, identify affected jobs and stop new commitments. Do not claim that every job has failed when the visible result is a pause. Do not promise that work will resume merely because the module remains fitted. Job owner and maintainer determine what can be supported from the actual Structure, Service and Fuel state.

Defence and repair doctrine remain outside this chapter. The text does not explain why a Service became unavailable beyond what the group can observe. The operational question is narrower: which promised capability no longer has a continuous path, and how can exposure be reduced before more work depends on it?

The visible replacement at the start avoided this Service dependency because its job had finished. Future replacements may not. Preparedness should count completed, accessible capability differently from material inside a running or unsupported job.

Replace Before Empty

The last usable item is not a reserve. It acts as a countdown without time attached.

If replacement begins only when the final copy is consumed, every dependency in the path becomes urgent at once. Materials, Blueprint, access, Service, route and people must all remain available without delay. A minor pause then becomes a capability gap.

Set the trigger before absence. The trigger should be based on the time and uncertainty of the replacement path rather than a universal stock number. A locally manufactured item may still depend on imported inputs. A large visible stock may be inaccessible to the users who need it. A small reserve may be adequate when substitutes and a short tested path exist. Quantity alone cannot set the boundary.

Begin with consumption or loss that the group can observe. Which events reduce the usable reserve? Who updates the count? Does an item become unavailable when installed elsewhere, reserved for a job or moved beyond the current Chain? A count that changes only after physical destruction overlooks several ways capability leaves Home.

Next describe replacement lead time as a chain of conditions, not a confident duration. Detection starts the process. An owner approves the need. Inputs are released or moved. The job is installed, or an existing replacement is transported. The output reaches usable storage. Each stage can wait on people, access, Service or Connections. The trigger must leave room for the uncertain stages the group actually has.

Two horizons help make that uncertainty visible. The usable horizon asks how long current reserve can support the accepted purpose. The replacement horizon asks how long the slowest credible path to another usable item may require. Replacement begins before those horizons meet. Neither horizon needs false precision. A range, a limiting dependency and the next check are more honest than a confident date built from best-case steps.

Work already in progress belongs to neither reserve nor completed replacement. Count it as an open dependency with its Service, owner and expected receipt. Doing so prevents a running job from reassuring users who need an item now, while still allowing the group to see that replacement has begun.

Replacement priorities follow consequence. Restore the capability whose absence blocks observation, return, access or another replace-

ment path before optional depth. No universal item ranking follows. Ask which missing function would make the group's other promises false.

The reserve must be tested as a user would encounter it. Can an authorised Character find and take the item? Does the output sit in the expected ownership context? Does the inventory distinguish accessible stock from reserved input and personal property? Can the next shift identify the owner and trigger without contacting the person who designed the system?

By the time the delayed item reaches Home, the group does not return it to an unchanged shelf. One usable replacement is placed in a tested access path. The remaining stock is separated by purpose. The inventory names ownership and the next trigger. A second authorised person confirms the action while the first is still available.

The result is not infinite readiness. It creates an honest interval during which a capability remains supported, plus a visible condition that begins replacement before that interval ends.

Field Principle

Storage is a dependency, not a pause in the story of value.

For every critical item, name purpose, ownership and location. Add the access path, concentration, user and replacement trigger. Keep personal assets distinct from Corporation assets. Treat visibility, deposit, removal, installation and distribution as separate actions until the complete user path has been tested.

For manufactured replacement, follow the chain from need through Blueprint, inputs, facility, Service and output to an authorised receiver. A job can pause or fail to deliver capability while the Structure remains visible. Begin replacement while time and alternatives still belong to the group.

The item in the opening scene had not vanished. The surrounding assumptions had. By tracing those assumptions, the group restored more

than access to one object. It made the next failure visible before the next need.

Part III began with a ship committing to work. It now ends with the result stored, usable and connected to replacement. That continuity will not preserve itself across days and people. Part IV begins when the person who understood today's arrangement is no longer the person who must act tomorrow.

Part IV - Staying Capable

Capability becomes fragile when it survives only in the memory of the person who last used it. Routes age, permissions change, Services lose support and reserves move between usable and promised states while Home still looks familiar. Part IV follows those changes across time. It turns today's working arrangement into a handover, reads degradation before it becomes crisis and ends commitments while choice remains. Home is not made permanent. Instead, the difference between available, failing and finished remains visible to the people who must act next.

Chapter 13 - Routine Across Time

A complete report and an incomplete Home awaited the next pilot.

The report said that the return branch was current, the critical Service was online and replacement had begun. Each statement had been true when written. Several hours later, the pilot could not tell which truth had been expected to last or which person still owned the next check. Nor did “begun” reveal whether materials were reserved, a job installed or an accessible output waiting.

Nothing in the report was false. Its certainty had outlived its evidence.

Time changes operational knowledge even when nobody changes the underlying field deliberately. A Connection ages. A Shared Location may expire. A pilot’s availability ends. A Service consumes support. Stock moves from usable to reserved, and a job moves from intended to active or interrupted. Yesterday’s observer cannot transfer freshness by writing confidently.

Routine is the practice of carrying bounded knowledge through those changes. The practice preserves neither every detail nor a record of attendance. It gives the next person enough Source, time, meaning, Unknowns and ownership to know what can still be acted upon and what must first be observed again.

Time Ages Knowledge

An Observation remains historical fact after it stops supporting present action.

The distinction matters. If a pilot saw a Service online at a recorded time, that event need not be deleted when the Service later becomes uncertain. It is still useful evidence about what supported the earlier job. What changes is the claim that can be made from it now.

Operational age is not one universal duration. The same Observation can remain adequate for one purpose and become stale for another. A route record that is good enough to explain where a pilot travelled yesterday may be too old to support valuable cargo today. An inventory confirmed before a working period may still guide a non-urgent count while failing to prove that the last critical replacement remains accessible.

Age should therefore be attached to meaning. Record what was observed, its Source and timestamp, then state which current decision the Observation was intended to support. Add the next check or condition that ends that support. Without this connection, a timestamp decorates the claim but does not govern its use.

Time becomes visible in another way through Shared Location Folders. Locations may carry expiry, and a folder can be online or offline for a Character. A saved location that once supported the Chain can disappear from use or cease to be shared as expected. Do not treat a name in an old report as proof that the next pilot can still see or use it.

Access observations age too. A tested Corporation path proves that a Character could perform an action under the roles and context present at the test. Roles, Access Lists and responsibilities can change afterwards. Critical actions need clear triggers for re-testing. A role transfer, changed owner, new storage location or departure of the only verified user can provide that trigger.

Age also changes the strength of inference. A direct Observation can support the precise state seen at its timestamp. Later use adds an assumption that the relevant condition persisted. The record should not hide that step by copying the original sentence without its time. When action depends on persistence, the next check tests the state again instead of arguing from the age of the first report.

Old evidence can still explain sequence. It may show when a reserve was last confirmed, when a Service supported a job or when a route branch

entered the plan. Keep that history apart from the current handover. Otherwise, a reader can mistake the most detailed account for the most current one.

The report in the opening scene can be repaired without pretending that every claim expires at the same moment. Give the return branch a next check tied to the planned movement. The Service Observation receives a support period linked to the open job. Replacement receives a state precise enough to tell whether it is usable, in progress or merely intended.

Knowledge has not been made permanent. Its ageing has been made visible.

Every Shift Inherits

A shift begins with commitments made by people who may no longer be present.

Ships may remain outside Home. A job may continue inside the Structure. A route may carry an expected return. A promised replacement may be reserved for someone who has not yet taken it. An Unknown may already have an owner whose available time ended before the next observer arrived.

The incoming pilot should not have to reconstruct all of this from conversation history. Nor should the outgoing person write a complete diary. A handover selects the open conditions that can change what the next person is able to do.

Each entry needs seven parts. Begin with the Observation, Source and timestamp. Then add operational meaning, the remaining Unknown, the owner and the next check.

The Observation states the bounded fact. The Source tells the reader whether it came from direct client state, a shared record, another pilot or an external reference. The timestamp fixes it in time. Meaning connects the fact to a current promise. The Unknown prevents an

assumption from hiding inside the sentence. The owner field identifies who will act or restore observation. The next check says when the claim must be renewed, reduced or closed.

These parts can remain concise. “Return branch observed; direct Wormhole info and Shared Map; 21:10; supports one pilot’s return; later traffic unknown; Mara owns; recheck before cargo moves” carries more action than “route good.” The sentence guarantees neither the Connection nor a precise lifetime. It lets the next person distinguish the supported return from a new movement.

Handover also needs acceptance. Placing a name beside an Unknown does not prove the person has seen it, has time or possesses the required access. The incoming owner confirms the bounded responsibility. If nobody accepts, the operation degrades according to the plan: postpone movement, close the optional job, reduce supported Services or mark the branch unowned.

The handover is not attendance tracking. No explanation of a pilot’s absence or measurement of contribution is needed. It only states whether an operational function currently has an owner. People retain their privacy while the group retains an honest picture of its capabilities.

An inherited commitment can also be refused. An incoming shift is not obligated to continue every task merely because a previous person began it. Refusal should trigger the prepared reduction rather than silent neglect. A job owner can hand back a decision; a route observer can state that the branch will no longer be maintained; a receiver can decline cargo before it moves. Honest limits preserve more capability than an unconfirmed promise.

The report from the opening scene becomes a conversation with a clear end. The outgoing person presents open commitments. Incoming owners accept what they can carry. Anything left without an owner changes state in the shared plan before new work begins.

The handover should distinguish a live commitment from useful context. The location of ordinary surplus may help the incoming pilot without requiring an action. A pilot beyond an ageing branch creates a live return dependency. A Service supporting no open work may need routine care but not an exception. Keeping these categories separate lets the reader find what must be accepted before optional background consumes the available attention.

Handover ends with a short read-back. Each incoming owner states the action, boundary and next check they accepted. Differences are corrected while the Source is still present. Silence leaves the entry unaccepted and therefore subject to reduction; it is not interpreted as agreement.

Reports Need Owners

A report without an owner describes a problem and assigns it to the reader.

That may be sufficient for a public note, but not for an operational exception. A Service check needed before an open job continues requires a named owner. A failed access test needs an owner for correction or reduction of the dependent promise. When a route Unknown blocks movement, ownership covers either the next Observation or the decision to wait.

Ownership should attach to the next action, not merely to the subject. "Industry owner" can be too broad. A single person may own the installed job, another the Service that supports it and another the output receipt. Naming the action prevents several capable people from each assuming the others will close it.

The owner also needs a boundary. What evidence completes the action? When does the responsibility return to ordinary routine? Who is told if the condition cannot be resolved? An open-ended owner becomes a

permanent background assumption, and the record continues to look assigned after the person has stopped acting on it.

Ownership must remain possible. A Character cannot own a Service action they cannot observe or perform. A pilot cannot confirm a Corporation storage path they cannot access. A route observer cannot maintain a branch after leaving without an accepted successor. Match responsibility to current authority, access and availability rather than to reputation.

No central leader is required. Ownership can be distributed across the people closest to each dependency. The shared requirement is closure. Each owner records the new Observation, reduces the promise or hands the action to a confirmed successor. A channel, document or mapper can carry the entry, but no specific tool creates the ownership by itself.

One person can own several actions only while their boundaries remain credible. If the same pilot is responsible for the return branch, a Service check and receipt of incoming cargo, the report should show the order in which those actions matter. Priority belongs to consequence and timing, not to whichever message arrived last. Actions that cannot be carried within that order are reassigned or reduced before the owner becomes a hidden single point of delay.

Shared ownership should be used carefully. Two people may cooperate on an action, but one bounded next check still needs a clear reporter. “Both of us are watching” can produce two observations, or none, while each waits for the other to update the record.

Reports should make escalation proportionate. A minor inventory discrepancy may wait for the named owner. A missing return Observation for a pilot already outside should be visible to the people whose action depends on it now. The report avoids an alarm label and names the consequence: which movement, Service, reserve or access path is unsupported until the check is closed?

When the owner cannot complete the action, the report changes. Its status cannot stay green because a name remains attached. The owner records the unresolved state, hands over if someone accepts or triggers the planned degradation. This makes failure to resolve an honest operational result rather than a private burden.

Exceptions Need Closure

Routine is easiest when nothing unusual happens. It becomes useful when an exception refuses to disappear.

An exception is a bounded difference between the expected state and current evidence. A Service expected online is observed offline. A location expected in a Shared Folder is missing for the intended user. An inventory count disagrees with usable stock. A return branch has no Observation within the condition the open movement requires.

The first response is not to explain the cause. Record the difference, Source and time. Then connect it to affected commitments and assign the next action. Cause may matter later; capability changes now.

Closure can take several forms. The expected state may be restored and tested. The plan may accept the new state and reduce its promise. The commitment may end, removing the dependency. A new owner may receive the action with a clear next check. Each closure changes either evidence, responsibility or scope.

“Noted” is not closure. Neither is a conversation that ends without updating the shared record. If the Service comes online again, the record needs the new Observation and the supported work needs a fresh decision. If a missing item is found in personal storage, the inventory needs the corrected ownership path. Otherwise, the next shift inherits both the repaired field and the old failure.

Exceptions also need an age. A temporary workaround can quietly become normal while retaining none of the controls designed for routine use. If one Character repeatedly releases stock for others because

their access is broken, the group may appear capable while depending on that Character's presence. The next check should ask whether the workaround is ending, becoming an explicit design or forcing the capability to be reduced.

Do not keep every historical exception in the active handover. Once closed, preserve only what explains the current state or improves the next trigger. An endless list teaches readers to ignore the whole list. Active entries should represent actions somebody can still take.

Closure should leave a small trace of the decision. Record the final Observation, the action taken, and any new trigger created by the exception. The trace is not an incident archive. It prevents a later reader from reopening the same question because the difference simply vanished from the active list. A single sentence can show that the state was restored, the access path tested, and the routine changed to check after future role transfers.

Repeated exceptions expose design. If the same Service, route handover or storage permission fails in the same way, closing each occurrence individually may preserve the pattern. The owner should raise a bounded design question: should the supported commitment shrink, should the trigger occur earlier, or should the dependency gain another tested path? The answer changes routine; the exception then closes against that new routine.

The opening report contained three exceptions hidden as confident sentences. Once age and state are added, each can close differently. A route Observation is renewed for the next return. Service support is accepted by a maintainer through the job's receipt. Replacement remains in progress and is no longer counted as usable reserve. The report becomes less reassuring and more useful.



AN EXCEPTION CLOSES WITH AN ACCEPTED NEXT STATE

REPORTING ALONE DOES NOT TRANSFER RESPONSIBILITY

Figure AFH-B2-FIG-013 — An exception remains open until its next state is accepted.

An exception remains open until responsibility is accepted, and its next state is verified, adopted, handed over or reduced.

Routine Must Degrade

A routine that cannot be maintained should ask less of Home.

Groups often treat a missed handover as a request for more discipline. Sometimes that is correct. Sometimes the routine requires more observations, owners and updates than the available people can sustain. Repeating the full promise in that condition does not preserve capability. It conceals its decline.

Controlled degradation reduces commitments in a known order. Optional movement waits when the Chain lacks an owner. New Industry jobs stop before unsupported Services carry more material. Working ships return while their route still has an accepted Observation. Stock is moved from promised output back to unverified or unavailable state when nobody can confirm its access.

The order should protect the functions that let the group continue observing and reducing. Preserve enough route knowledge to account for people outside. Preserve access to records and essential replacement. Keep the ability to close open jobs or state honestly that they cannot be closed by the current shift. Remove optional depth before these functions become background assumptions.

Degradation needs visible states. “Reduced” should say which movement, Service, reserve or observation is no longer supported. The rest of Home should not be declared failed merely because one function has ended. Precision allows the group to continue within a smaller truthful boundary.

The same principle applies to the handover format. If seven complete fields cannot be maintained for every routine Observation, reserve them for open commitments and exceptions. Stable background information can remain in its own controlled reference. Current action should not drown in descriptions that have no owner or next check.

A minimum routine can remain strong. It preserves the people still outside, the Connections their return needs, the Services carrying open work, the access paths to essential reserve and the Unknowns that block reduction. Other observations can wait until capacity returns. The group names what is no longer maintained so that absence from the report cannot be mistaken for an unchanged state.

Degradation should be announced at its beginning and its end. Incoming pilots need to know which promises were removed, not merely that activity feels quiet. When ownership returns, the restored scope is listed from fresh evidence. This keeps routine from oscillating between invisible neglect and an equally invisible assumption that everything has resumed.

Reduction can be reversed after evidence and ownership return. A new observer accepts the Chain, a Service maintainer confirms support, or an access path is tested by the incoming user. Only then does the group

approve new commitment from the current state. Restored staffing does not prove that every old claim became current again.

Faced with the opening report, the next pilot chooses not to continue the proposed cargo movement. Renew the return branch only for the pilot already outside. The new Industry job waits until its Service support is accepted. Replacement stays labelled in progress. Home has become smaller than the first report implied, but every remaining promise now has evidence and an owner.

That smaller Home can act.

Field Principle

Routine carries bounded truth across time.

For each open commitment, record the Observation, Source and time-stamp. Add its meaning, Unknown, owner and next check. Require acceptance when responsibility changes. If no one accepts, reduce the promise instead of transferring it to chance.

Close exceptions by restoring and testing the expected state, accepting a new state, ending the commitment or handing the next action to a confirmed owner. Keep only actionable exceptions in the current hand-over. Do not use a person's name as a substitute for access, availability or evidence.

The report in the opening scene was accurate history and unsafe instruction. After routine exposed the age of its claims, the next pilot could preserve what was supported and stop what was not. No crisis was required to make Home smaller.

This demonstrates the value of degradation before failure. Chapter 14 follows its visible signals—Power State, Service availability, changing access and thinning reserves—and asks what should be reduced before those signals become a crisis.

Chapter 14 - Failure Before Crisis

The Structure looked unchanged from the last undock.

Its hull remained on Grid. Docking still worked for the pilot approaching it, and the familiar inventory was visible after arrival. Nothing in the scene announced a crisis.

Inside, one promised Service was unavailable. A job expected to continue had paused. The last Fuel Observation had passed its next check without a confirmed owner, and one pilot could no longer use the Corporation storage path tested the previous week. Each change appeared small beside the visible Structure. Together they meant that Home could no longer support the work its routine still promised.

Failure often begins as divergence between appearance and capability. This chapter diagnoses neither attack nor repair and does not turn every change into an emergency. It reads observable state, follows the dependencies affected and reduces commitment before the group needs those dependencies all at once.

Degradation Has Signals

Degradation is visible when the Baseline remains specific.

Chapter 5 recorded ordinary Home through dated observations of system, Chain, infrastructure and work. Chapters 8 and 13 added owners and next checks. Those records allow a present difference to be named without relying on a general feeling that something is wrong.

The useful signal is bounded. A Service expected online is observed offline. A Structure expected in *Full Power* is observed in *Low Power*. A Shared Location expected online for a Character is no longer available. Usable reserve falls below its replacement trigger. An owner misses the check needed to support an open commitment.

These signals do not explain their own causes. Deliberate management action, insufficient support or another event can leave a Service offline. An access path may change because a role, Profile or Access List changed, or because the earlier test covered a different context. A reserve may thin through ordinary use. Cause should be observed and investigated by the person with the appropriate authority; the capability effect can be stated now.

Signals gain importance from what depends on them. An offline Service with no open or planned work may require maintenance but little immediate reduction. The same Service beneath an installed job and a promised replacement changes two commitments. A changed access path to surplus is different from a changed path to the only usable reserve. The field is read through consequence, not the size of the interface warning.

Sequence matters as much as severity. A missed observation check can leave a support condition Unknown. New work approved after that point adds commitment to uncertainty. An observed Service change then affects more material and more people than it would have affected earlier. The final visible pause may appear to be the failure, although the preventable growth occurred between the first missed check and the last new promise.

The record should therefore connect changes rather than collect isolated warnings. The missed Fuel check, later *Low Power* Observation and paused job form one dependency sequence. A changed Access List and failed reserve action form another. Each sequence can be reduced at its earliest still-open choice instead of waiting for a single dramatic event to explain everything.

A signal needs Source and time. “Structure failure” combines many possible states and gives the next person no test. “At 19:40, Structure management showed the required Service offline; the open job no

longer has confirmed support” separates evidence from consequence. It can be checked, owned and closed.

Missing signals matter too. A Fuel check without a report is not evidence that Fuel is absent. It is evidence that support is unconfirmed. The response may still be to pause new work because the promise required a current Observation. Unknown is an operational state when the next action depends on knowing.

In the opening Structure, the paused job is not the first failure. The missed check, unavailable Service and changed access were earlier points at which the supported scope could have been reduced. Crisis begins when such signals are allowed to accumulate under an unchanged promise.

Low Power Matters

Power State describes a specific relationship between a Structure and its Services.

An Upwell Structure with at least one online Service Module is in *Full Power*. Without an online Service Module, it is in *Low Power*. These terms do not grade the competence of the Corporation and do not describe every capability the Structure may still possess. They are bounded states with operational consequences.

The first reading of *Low Power* is therefore factual. Confirm the state from an appropriate Source and timestamp it. Identify which Service Modules were expected online and which work depended on them. Name the maintainer or administrator who can inspect the difference. Do not infer the entire cause from the Power State alone.

The second reading concerns promises. Docking, asset visibility or some actions may remain possible while the State is *Low Power*. Those remaining functions do not make the offline Services available. Plans should be reduced service by service. Stop new jobs that require unsup-

ported Industry functions, reclassify outputs that no longer have a continuous path, and tell users which specific capability has ended.

This precision avoids two bad conclusions. “Continued Structure presence” can encourage continued dependence on functions it no longer supplies. “Home is gone” can provoke unnecessary movement while useful access and time remain. The observed State supports neither statement by itself.

Prolonged lack of Fuel consumption can move an Upwell Structure beyond *Low Power* into *Abandoned*. That state removes additional abilities and changes the consequences attached to the Structure. An exact timer is unnecessary for this decision. Continued unsupported state is not static, and further delay can remove options that were present at the first *Low Power* Observation.

The recovery boundary established in Chapter 3 makes this progression especially important for stored value. An inventory still visible inside a degrading Structure is not a guaranteed later recovery. Reduce concentration while access, time and ownership remain available, not after the state has supplied a crisis label.

Observe *Abandoned* as its own bounded state. Do not infer who caused it or whether active hostile pressure exists. Link it to the functions and assets whose outcome changed, stop additional deposits and move the decision towards recovery or deliberate exit. Those actions follow the visible capability loss without entering defence doctrine.

Power State also changes the urgency of ownership. An unanswered Fuel check while Services remain online is already a support Unknown. Once no Service is online and the Structure is observed in *Low Power*, the difference is no longer only about a future threshold. Current functionality has changed. The owner must either restore and test the supported state or close dependent commitments.

The chapter does not set Fuel quantities or consumption schedules. Those values depend on fitted Services and current mechanics. The

operational record names which Service needs support, who observes it, what work it carries and when the next check occurs. A current specialised Source supplies any necessary values at the time of action.

For the pilot at the start, *Low Power* does not explain why the job paused. The State tells the group that its previous claim of maintained Services is no longer current. That is enough to stop adding dependency while authorised people inspect the cause.

Services Can Vanish

A fitted Service Module is not the same as an online Service.

Service Modules provide Structure functions and consume Fuel while online. A module can remain associated with the Structure while its function is not available. A glance at the fitting or memory of the Structure's usual purpose cannot replace observation of the Service state the work needs.

When a Service disappears from use, begin with dependent verbs. Identify jobs that cannot start and installed work that may be paused. Find output or access paths that expected the function. Revisit replacement deadlines that assumed uninterrupted support. This produces a smaller, clearer response than declaring all infrastructure failed.

Next separate users from maintainers. A user may be able to observe that a function is unavailable without possessing the right to online a module, inspect Fuel or change Structure configuration. Their report should not be discounted because they cannot repair the state. It supplies the user-path evidence. A maintainer or administrator then observes the underlying module and support state within their authority.

The handover joins the two observations. "User could not start the expected activity" describes effect. "Required Service observed offline" describes the infrastructure condition. "Fuel not yet confirmed" remains an Unknown until the appropriate person checks it. Keeping

these lines separate prevents a plausible cause from being reported as fact.

Jobs require their own state. Official Structure guidance distinguishes a Service going offline, which can pause associated work, from removal of the Service or destruction of the Structure, which can cancel it. The group records what the interface shows for the actual job. Do not describe a paused job as completed, cancelled or guaranteed to resume.

If the Service returns, users retest the complete path. Online state is necessary but may not resolve changed access, input location or output ownership. After restoration, the job owner confirms what resumed and revises the expected receipt. Restoration is evidence, not a command to restore every postponed commitment at once.

If support cannot be restored within the accepted period, reduction becomes closure. Cancel or defer plans only through authorised, current procedure; move uncommitted inputs back to an honest inventory state; mark the output unavailable; and choose an alternative replacement path if one exists. This is capability management, not repair doctrine.

Access Can Change

Access is a live relationship between person, ownership and configured rules.

Structure Profiles determine offered Services, while Access Lists help determine who may use them. Corporation roles govern other actions, including specific relationships to Corporation assets and Industry. A Character's success last week does not prove that all these relationships remain unchanged today.

The first signal of access degradation is often a failed verb. The pilot can see but not take. They can reach the Structure but not use a Service. They can open one Corporation division but not the location named in the job. Record the failed action and context before describing the person as generally lacking access.

Specificity matters because access rules can distinguish Characters, Corporations, Alliances and *Everyone*, with more specific entries taking precedence over more general ones. Multiple lists associated with a Service can combine. This means a broad statement such as “the Corporation is allowed” may not explain the result for a particular Character. The administrator checks the configured path; the user tests the intended action.

Access failure can reveal concentration. If one unaffected administrator can release every critical item, Home may continue for that person’s available period while appearing generally capable. The routine should name the temporary dependency and either restore a tested second path or reduce who the reserve is promised to support.

Do not solve every access problem by expanding authority. First identify the minimum verb the responsibility needs. Correct the narrow Role, Profile, Access List or ownership path through an authorised person, then test with an unimportant action. Broad permission can hide the original design error and increase the consequence of future change.

Access closure includes people who should no longer retain it. A transfer, departure or ended guest relationship should trigger review of the relevant list and shared information. Leaving old access in place because it does not currently block work preserves an unowned dependency. Chapter 15 will close these paths during deliberate exit; routine should close them whenever their purpose ends.

The failed storage action at the start is neither proof that the item vanished nor proof that every Corporation role is wrong. This remains a bounded failure of the tested path. The group protects the reserve from further commitment until that path is restored, or a smaller promise replaces it.

Reserves Reveal Fragility

Reserve is where several slow failures become visible together.

A Service pause delays output. An access change makes existing stock unusable. An ageing route delays imported replacement. A missing owner delays the next check. Each dependency may appear tolerable alone. When usable reserve reaches the agreed trigger, their combined effect becomes a capability gap with fewer easy choices.

The reserve record from Chapter 12 distinguishes usable, reserved, incoming, in-progress and unverified states. Degradation moves stock between those states before quantity reaches zero. An item behind failed access becomes unverified for the intended user. A promised output in a paused job remains in progress, not usable. Cargo waiting beyond an unsupported route remains incoming, not local reserve.

These state changes should reduce the reported capability immediately. The physical item may still exist, and the job may later resume. Neither possibility can answer today's need. Honest reserve describes what the current people and paths can release.

Replacement horizon exposes the urgency. The next usable item may depend on a restored Service, changed permissions and a route that has not been renewed. The slowest credible path may then exceed the useful horizon of the remaining stock. The trigger has been reached even if one final item remains.

Fragility also appears when all alternatives share one condition. Several replacement jobs in the same Structure are not independent if the same Service supports them. Stock across several Corporation divisions may still depend on one Role holder. Cargo on different ships may still depend on the same ageing Connection. Count independent paths, not only separate objects.

The response begins by protecting what remains. Stop optional consumption or movement that draws on the same reserve. Confirm who can release current stock. Prioritise the capability that preserves observation, return or the ability to reduce other commitments. Begin the credible replacement path while the final usable item still allows time.

Hoarding everything is unnecessary. Surplus without a purpose can deepen Structure concentration and complicate an eventual exit. Reserve exists to support named capability through an accepted period. Material outside that purpose should be distributed, moved or released according to the group's plan, not counted as vague reassurance.

Test the reserve during ordinary routine, not by consuming the critical item. An authorised user can confirm visibility and retrieval with an unimportant object in the same path. The owner verifies that the record points to the correct ownership context and that the replacement trigger still has a current next check. This small rehearsal exposes access and handover failure while the real reserve remains intact. It also shows whether the claimed alternative is independent or quietly depends on the same person and permission.

Reduce Before Crisis

Reduction is the decision to stop making the field harder to recover.

When signals accumulate, the tempting response is to repair everything while normal work continues. That preserves appearances and divides attention. A controlled reduction first prevents new dependencies, then closes or supports the commitments already open.

Stop new jobs under an unconfirmed Service. Keep new cargo inside an unsupported return branch. Withdraw reserve promises that rely on an untested access path. Return working ships whose purpose is no longer more important than their release. These actions preserve optionality without claiming that the underlying cause is hostile or permanent.

Next account for people and assets already committed. Who remains outside? What job is paused? Which output is expected, and which stock is inaccessible? Who can observe each condition and who can act? Assign a next check or explicitly end the promise.

Reduction follows consequence rather than convenience. Preserve the capability to observe the Chain, communicate current state, access es-

sential reserve and close work. Optional production, surplus movement and expansion wait. The exact order belongs to the group's purpose, but the reason for each retained function must be visible.

The smaller state needs its own Baseline. Record which Services remain available, which users have tested access, what reserve is usable and which Connections support outstanding return. Remove inactive promises from the current handover. Otherwise, the next shift may restart work from the appearance of ordinary Home rather than from the reduced reality.

If capability returns, expansion occurs one dependency at a time. Observe the Service, test the user path, confirm reserve and assign owners before opening new work. Restoration of one signal does not erase the other Unknowns that accumulated alongside it.

If capability continues to shrink, the reduction prepares the next decision. Home may need to close Services, move value or end the commitment entirely. Those are planned choices while access and time remain. Chapter 15 will follow that path. It is not a tactical evacuation under attack; it is the deliberate ending made possible by noticing failure early.

No dramatic appearance was needed in the opening scene. The combination of a paused job, *Low Power* state, changed access and ageing support record was enough. The group stops new work, accounts for open commitments and restores a smaller Baseline. It has prevented degraded capability from borrowing the name of Home.

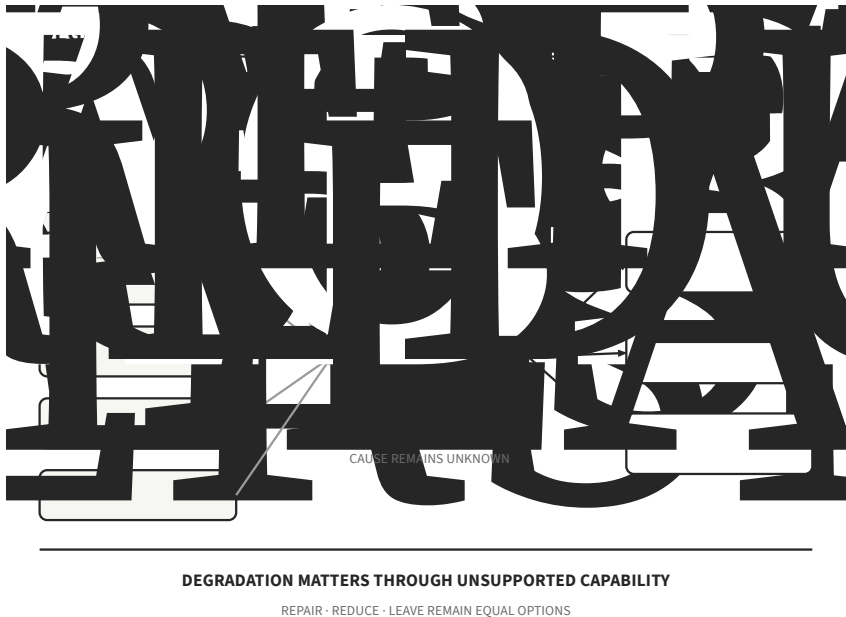


Figure AFH-B2-FIG-014 — Degradation is bounded by supported capability. Degradation matters through the capability it no longer supports, not through an invented cause.

Field Principle

Read failure as a change in supported capability.

Observe Power State, Service state, access paths, reserve states and ownership without inventing their cause. *Full Power*, *Low Power* and *Abandoned* are bounded Structure states, not general verdicts. A fitted module is not an online Service, and an existing item is not usable reserve when access has failed.

Connect every signal to the work it affects. Stop new commitment, account for what is already open, preserve observation and release paths, and establish a smaller current Baseline. Restore scope only from fresh evidence and tested access.

The calm Structure at the start had already diverged from its promises. Noticing the divergence before active hostile pressure preserved the

choice to repair, reduce or leave. The next chapter takes the final option seriously and shows how Home can end without becoming an improvisation.

Early reduction does not solve every dependency. It prevents new work from claiming support that no longer exists, keeps remaining capability legible and gives authorised owners time to choose the next bounded state. That interval is the practical difference between degradation managed as evidence and failure encountered as crisis.

Chapter 15 - Leave Deliberately

Departure was chosen on an ordinary day.

The Chain had been observed. The Structure remained accessible, its supported Services were known, and no active hostile pressure forced the timetable. Pilots could still choose which ships moved first, which jobs ended and which records stayed available until the last handover.

That calm made departure feel premature.

Home was still functioning, but the group could no longer maintain its promised scope across the coming period. Fewer people had accepted routine ownership. Replacement relied on a Service whose support had narrowed. Too much value had accumulated in one Structure for a purpose the group no longer intended to continue. Remaining would convert a known decline into a later emergency.

A deliberate exit begins before leaving is the only possible response. It ends new commitments, separates what must move from what may remain, closes jobs and access, and verifies the result. If the Structure is decommissioned, that action becomes one exposed part of the exit rather than a button that performs the whole departure.

Exit Starts Early

The first exit decision is not when to begin decommissioning. It is what Home will stop promising now.

An operation can leave while ships, Services and storage still work. That remaining capability is the resource that makes order possible. Pilots can move value in consequences rather than in one improvised concentration. Industry owners can close or decline jobs before more inputs become committed. Administrators can test access while both the old and receiving owners are available. Chain observations can support planned movements without being asked to guarantee them.

The decision needs a bounded reason. “We may leave someday” cannot stop the next job. “The group will end this Home because it cannot sustain the accepted Service, handover and reserve obligations after the named period” connects the departure to current capability. It also prevents every temporary inconvenience from reopening the larger question.

Set an end state before choosing individual movements. Will the Corporation retain the Structure under a smaller purpose, transfer responsibility through an authorised process or decommission it? Which people and assets should no longer depend on this Home? Which records must remain available after the last ship moves? The answers determine whether a task closes, transfers or remains.

The exit also has a boundary. This chapter covers planned departure while the group can still observe, choose and hand over. Tactical evacuation, Structure defence and response to eviction remain outside its scope. Active hostile pressure changes timing, information and priorities and belongs to *Survivor*. Calling a crisis “a faster planned exit” would conceal that difference.

Early departure can feel wasteful because functioning capacity remains. That capacity is not wasted. It is spent on clean closure. The ability to choose a route, release permissions and receive cargo is exactly what late departure loses first.

Name an exit owner and owners for each dependency stream. One person maintains the overall end state. Others can own people and ships, Industry work, stored assets, shared information, Structure Services and access closure. Several functions may rest with one Character, but none should disappear inside the general phrase “we are moving out.”

The opening day becomes the first day of exit not because something dramatic happened, but because the group chose to preserve the options still visible.

An exit plan should show its irreversible points. Announcing departure can change whether people bring assets in. Cancelling a job can change the material state. Moving the last local scanner can remove an observation capability. Starting decommissioning exposes a Structure process whose completion still requires collection. Place a review immediately before each of these changes, while the previous state can still be retained.

Reversibility does not mean indecision. The group approves the end state once, then checks whether current evidence still supports each step towards it. A changed Chain may alter movement order without reopening the reason to leave. A missing receiver may delay one asset class without permitting new production. This separation keeps the plan responsive without letting convenience dissolve its boundary.

Stop New Commitments

Departure fails when incoming obligation outruns outgoing capacity.

Stop adding work whose closure extends beyond the exit plan. Resource operations may create cargo that still needs transport and storage. Additional Industry jobs may commit materials to a Service scheduled to end. Granting guest access creates another path administrators must later remove. Ships arriving at Home add more hulls and pilots to the return account.

Stopping does not require ending every current action immediately. It marks the point after which each new commitment needs explicit proof that it closes within the end state. A small task needed to complete departure may continue. Optional production or accumulation does not inherit permission merely because the Structure remains online.

Create an open-commitment record. Begin with ships and people outside, then add installed or prepared jobs and material in transit. Record Services with dependent work. Include guest access, shared folders, containers and unresolved ownership paths. For each, name the closure

condition, owner and next check. The record is not a complete asset inventory; it captures the promises that can keep the exit open.

Then prevent silent additions. The people who approve jobs, move shared assets or grant access need to know that the state has changed. A note visible only to the exit owner cannot govern actions elsewhere. The announcement states which new commitments have stopped and how a necessary exception is approved.

Exceptions should reduce the exit rather than create a new Home inside it. A job that produces a tool required for final movement may be justified if its Service support, receipt and closure fit the plan. A profitable job with no role in departure adds time and material consequence even if it could finish. The distinction is purpose, not yield.

Existing jobs need factual states. Some may complete before Services close. Some may be paused and require a decision. Removal of an appropriate Service or destruction of the Structure can cancel affected work; do not assume an open job will quietly become output during decommissioning. The authorised owner checks the current job and chooses completion, cancellation where appropriate or another supported path. As the influx stops, the exit account becomes smaller. Every closed job, received ship and removed access path is one less condition the last day must carry.

The record needs states that cannot be confused with progress percentages. An entry is open, held, transferred, closed or accepted as remaining. “Nearly done” can conceal the single permission or receiver that still keeps a whole dependency alive. A held entry states why no action proceeds and what evidence will release it. Closed means the final user or owner has confirmed the result, not that a movement was merely attempted.

Review the account before approving each exception. If a proposed action adds another open entry without closing a more consequential one, the exit is growing. That may occasionally be necessary, but it re-

quires an explicit owner and ending rather than borrowing the general authority of departure.

Separate Asset Classes

Assets leave according to consequence, ownership and intended end state.

A single inventory total cannot provide that order. First separate usable reserves, personal property and Corporation property. Distinguish Industry inputs from completed outputs. Record installed or Structure-bound components, expendable surplus and records. Add the people and ships whose location remains part of the account.

Personal assets belong to their owners' decisions, but the exit cannot silently promise to move them. Inform owners of the end state and the boundary after which the current storage path is no longer supported. Record only the operational consequence of anything that remains; do not turn the shared exit into surveillance of private inventory.

Corporation assets need an authorised owner and destination. The destination must include usable access, not merely another Structure name. Test receiving hangars and containers with unimportant items before critical stock moves. Preserve the ownership context needed by the people expected to use the result.

Replacement-critical assets move in a sequence that keeps the exit capable. Scanning, route observation, transport, access and closure may depend on local ships or tools until late in the plan. Moving every essential item first can leave a depleted Home unable to complete the remaining departure. Leaving every essential item until last concentrates consequence. Identify a working set and a recovered set so that capability exists on both sides of the movement.

Industry assets require the job path to be closed. Inputs reserved but not installed can return to an accessible inventory state. Installed work needs a current decision from its job owner. Completed output must be

received and assigned a destination. A Blueprint should not be counted as free merely because the output is still waiting.

Surplus should not borrow priority from quantity. Material without a continuing purpose may move when capacity and route evidence permit, transfer through an authorised decision or remain as an accepted loss. The exit plan names that choice. Optional volume cannot be allowed to delay people, critical reserve or access closure.

That recovery boundary also governs assets left behind. “Leave it for Asset Safety” is not a general exit destination here. Explicit acceptance is required for every asset class left attached to the Structure.

The movement record follows Chapter 11. It limits concurrent consequence, accounts for Connection mass and lifetime signals, confirms receipt and updates both source and destination inventories. The fact that departure has been announced does not reserve the Chain.

Each class needs a point after which its old location is no longer considered supported. Until that point, the owner maintains access and state. Afterwards, anything remaining carries an explicit outcome: later collection under a new plan, authorised transfer, or accepted residue. This prevents the last few objects from keeping the entire Home conceptually open after its operational purpose has ended.

Do not let easy cargo displace consequential cargo merely because it can be moved quickly. Sequence first protects people and the tools needed to continue the exit, then restores capability at the destination, and only then spends remaining route capacity on optional volume. Changes in the current Chain can alter that order, but every change should preserve the functions required for closure.

Unanchor Is Exposure

Decommissioning is not disappearance.

Current Upwell procedure restricts the decommissioning action to the owning Corporation’s CEO or a Director. The process is announced over

time rather than resolving immediately. It can be cancelled before completion, which resets the process. These facts make authority, timing and confirmation part of the exit plan.

The authorised Character should not begin the process merely because “most things are gone.” Confirm the asset-class decisions, open jobs, remaining people, receiving access and the owner of the final result. Record who can cancel or complete the decision and what evidence would justify doing so.

During decommissioning, the Structure and anything still dependent on it remain exposed to changing conditions. Access can change. Routes can close. The Structure can become unavailable through events outside the planned process. Defence during that period is not taught here. The exposed interval supplies another reason to reduce dependence before activation.

Completion also leaves work in space. Official procedure leaves the Structure itself available to be scooped, and a container can hold items such as modules, charges, the Quantum Core and fighters for collection. Rigs do not return in the same way. The exact current result must be checked before action; the essential planning fact is that somebody needs a ship, access, time and a route to receive what the process leaves. The same Asset Safety exception applies alongside this outcome. Decommissioning does not turn unresolved storage into guaranteed private delivery.

Assign the collection as an operation of its own. Name the authorised decision owner, observer, receiving pilot, destination and confirmation. Define what the group will do if the intended route or receiver is not available at completion. Do not place the only copy of the record, required access or receiving capability inside the Structure being ended. Avoid exact timers in the enduring manuscript when they are not needed for the lesson. The person performing the current action uses the current official procedure and visible client state. The book

preserves the dependencies: authority, announced process, exposed interval, collection and Wormhole asset outcome.

Decommissioning is therefore late in the exit. It ends one Structure object after the group has already ended most of the commitments that made that object Home.

At each review, compare the process with the end state. Confirm that no new job or access promise has appeared, collection remains owned and receiving storage still works. If those conditions fail, the authorised decision owner chooses whether to correct the surrounding plan or cancel the process while cancellation remains possible. Momentum is not evidence that completion is still the best supported action.

The final collection should have a read-back like any other handover. The receiving pilot identifies what can be collected, the destination and the condition that ends responsibility. The exit owner records what was actually received and what remained. This keeps the visible disappearance of the Structure from substituting for an asset report.

Close Shared Access

An exit moves information and permission as well as assets.

Routes, tactical locations, working Sites and historical observations may remain in Shared Location Folders. Structure access may be granted through Profiles and Access Lists. Corporation roles may allow asset or Industry actions. Guest relationships may depend on rules whose original owner is no longer present.

Begin by classifying the purpose that remains. Preserve information needed by people still returning or collecting the final result. Transfer continuing records to their next group or reference. Expired working information should close. Removing everything at the announcement would blind the exit; leaving everything indefinitely would preserve access without purpose.

Each shared item or access path needs a last user and an ending condition. The return folder remains online until every named pilot is accounted for. The receiving record becomes authoritative before the old one closes. Temporary guest access ends after the accepted movement and confirmation. A role used for final collection is reviewed after receipt.

Closure follows specificity. Access Lists can combine broad and specific entries, and more specific entries can override general ones. Removing one name does not prove the whole user path is closed if Corporation, Alliance or *Everyone* entries still grant a relevant relationship. An authorised administrator reviews the configured result, while a test Character confirms the intended loss or retention of access where appropriate.

Do not delete evidence that the group still needs to explain decisions. A historical route record can remain in the Shared Map without presenting itself as a current Chain. An inventory can preserve what was accepted as remaining without claiming it is recoverable. The exit report distinguishes archived history from live instruction.

Ownership of tools matters. A personal document or account can vanish from the group when its owner leaves, even if access remained open during the exit. Move the required record into an authorised continuing context before closing the old path. The field manual does not prescribe which tool should hold it; it requires the next owner to confirm availability.

Finally, remove temporary permissions and mark the date and scope of closure. Do not retain broad rights as an undocumented fallback. If later access is needed, it should begin as a new explicit purpose under the state that exists then.

Order closure from the outside inward. End optional guest and working access once its last action is confirmed. Preserve the narrow paths required for return, receipt and Structure collection until their owners close them. Transfer the authoritative record before the old editing path

disappears. This order keeps the exit observable without leaving every historical permission active until the last minute.

After removal, verify the result from both sides where possible. An administrator sees the configured state; the former user confirms that the old path no longer works or that the retained path still serves its purpose. A configuration change without a user-path test is an action, not yet closure.

Verify the End

Departure ends when no hidden promise still points towards the old Home.

Verification begins with people. Account for the pilots and ships the exit record named. Confirm whether each arrived at its destination, transferred to a new owner or remains an accepted open exception. “Everyone should be out” is not evidence.

Next follow work. No job should remain counted as expected output without an owner and supported receipt. Services no longer promised are recorded as closed. Inputs and outputs have a final ownership state. The replacement record describes the continuing capability outside the old Structure.

Then follow assets by class. Corporation stock reached tested access or was accepted as remaining. Personal owners received the boundary and no shared plan silently guarantees their property. Installed components and the result of any decommissioning have named collection outcomes. Source and destination inventories agree on the movement that occurred.

Information follows. Live Shared Locations needed for return have been closed or handed over after their last user. Historical records no longer present old Connections as current. Profiles, Access Lists, guest entries and temporary Corporation roles have been reviewed by authorised people. Continuing owners have confirmed the records they inherit.

Treat the Structure as the final object, not the only object. A retained Structure receives a new Baseline naming its Services, access, assets, owners and next ending review. An authorised transfer ends when the new owner confirms responsibility. After decommissioning, collection and Wormhole asset outcomes are recorded from observation rather than expectation.

Verification should include accepted residue. A clean exit does not require pretending that every item was worth moving. A clean exit requires knowledge of what was deliberately left, in which ownership context and with what expected consequence. Unverified residue remains an Unknown and keeps the corresponding part of the exit open.

Close the exit owner's responsibility with a final statement: the former Home supports no unlisted people, work, assets, access or records. Any remaining exception has its own owner outside the closed plan. The statement is bounded by its Sources and time; it is not a guarantee about the future of the system.

A second reader should be able to follow the final statement back to evidence. They do not need to repeat every movement. They check that open entries have owners, closed entries have confirmation and accepted residue is named. Any condition that depends only on the exit owner's memory returns to the account before the exit is signed off.

The ordinary day closes without drama. The group used working capability to close dependency, not to postpone the decision. By the time the Structure ceased to be Home, most of Home had already been moved, ended or honestly left behind.

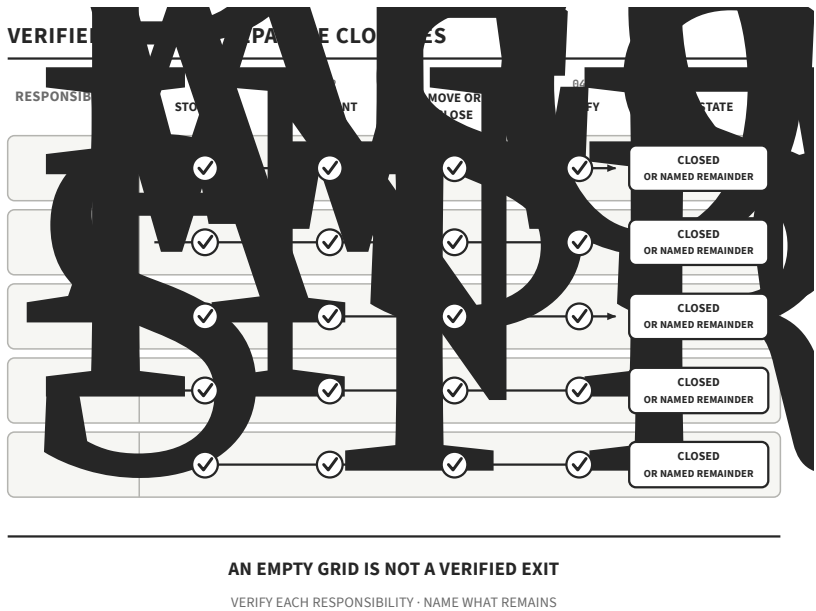


Figure AFH-B2-FIG-015 — A verified Exit closes separate responsibilities. A deliberate Exit closes people, Work, Assets, Information and Structure as separate responsibilities.

Field Principle

Leave while departure is still a sequence of choices.

Stop new commitments, account for open work and separate assets by ownership, purpose and consequence. Preserve the capabilities needed to observe, move, receive and close. Treat decommissioning as an authorised, announced and exposed operation whose results still require collection.

Close Shared Locations, Profiles, Access Lists, Roles and guest paths according to their last valid purpose. Verify people, work, assets, information and the Structure separately. Name what remains instead of calling absence of evidence a clean exit.

The decision at the start arrived before crisis and therefore preserved control. That boundary completes Explorer’s teaching about maintained

Home. Chapter 16 returns to the pilot's second night and asks what capability remains when the next pressure is no longer ordinary degradation but deliberate action by someone else.

Chapter 16 - Ready for Survivor

The same system receives the pilot again on the second night.

The Structure remains where the previous flight ended. Inside waits the scanning ship. Visible too is the old Chain, and the message beside one Connection still says *quiet when checked*.

Nothing in that picture is necessarily wrong.

This time, the pilot does not ask the picture to be current merely because it is familiar. That scanning ship has an ownership context, an access path, a purpose and a replacement state. The Structure has Services, maintainers and observed conditions rather than one general quality called available. The Chain has Sources, timestamps, owners and Unknowns. The message has a reporter and a boundary. Each commitment has some intended way to end.

The field has not become certain. It has become readable.

That difference is the capability *Explorer* was built to create. Before the reader studies active hostile pressure, they must be able to distinguish what Home supports, what has degraded, what remains Unknown and what the group has chosen to stop. Otherwise, every interruption will look like an enemy and every familiar object will look like safety.

Capability Before Conflict

Conflict does not simplify the dependencies of Home. It places additional pressure upon them.

A group that cannot say which route supports a return will not know what an unexpected route change has altered. A group that combines ownership, access and ability will not know whether a failed action comes from configuration, absence or outside interference. A group that counts promised output as reserve will meet pressure with capability it never possessed.

Operational clarity must therefore exist before conflict becomes the subject. It begins with commitment. A purpose is narrow enough to end. Someone has accepted responsibility. Current condition is visible to the people expected to act. The first consequence of failure is known, and a prepared ending prevents habit from becoming permanent obligation. Home itself is read as a set of relationships. System selection reflects purpose rather than a universal rank. Assets are grouped by the capability they create and the concentration they impose. Shared state has stewardship. A Baseline separates expected condition from present Observation without claiming that expected means safe.

Treat the Chain as a dated model. Connections receive Sources, timestamps and purpose. Direct Observation remains distinct from Reported information. Unknown is preserved where neither supports the current decision. Several people can use the Shared Map to work from the same bounded claims, but it does not turn those claims into lasting roads.

Infrastructure is followed through dependency. A Structure, Service Module, Fuel support, Power State, access rule and dependent job are related but not interchangeable. A visible hull does not prove a Service. *Full Power* does not prove every user path. Ownership does not prove a Character can act. The group tests the verb its plan requires.

Work begins with exposure rather than yield. Purpose decides whether an opportunity becomes an operation. Ships, attention, time, route, inventory and people receive stop conditions. The operation ends only after return, storage and report. Movement limits concurrent consequence, and replacement is counted only when the intended user can reach it.

Across time, routine hands these relationships to the next person. An open entry retains Observation, Source and timestamp. It also states meaning, Unknown, owner and next check. Exceptions close. Unsupported scope degrades visibly. When the group no longer intends to

carry Home, departure begins early enough to stop work, separate assets, close access and verify the end.

These are not conflict tactics. They are the abilities that make any later tactic accountable. Without them, an action can succeed on its Grid while the group loses the capability it meant to preserve.

The pilot on the second night now possesses a way to ask what is true before asking what might oppose it.

Readiness can be tested through decisions rather than declarations. Give the pilot an old route report and a valuable movement: do they renew the relevant Observation before commitment? Give the group a visible replacement behind an untested permission: do they count the item or test the user path? Let a Service lose confirmed support: do they add work, restore evidence or reduce scope? Present an orderly chance to leave: can they close dependencies without waiting for panic?

No answer guarantees survival. Each answer shows whether the group can preserve the difference between object and capability, report and Observation, presence and support. That distinction is the instrument *Survivor* will need when the field becomes deliberately misleading.

Name Remaining Exposure

Readability does not remove exposure. It prevents exposure from hiding inside confidence.

Useful Sources may remain in the old Chain while tonight's movement still requires fresh Observation. Access to the scanning ship may exist while it remains still be the only local replacement for its function. The Structure may provide current Services while too few accepted maintainers own their future support. An orderly inventory may still concentrate value under the Wormhole asset outcome.

Name these conditions without turning them into verdicts. "Only one tested scanning path remains at Home" describes capability and concentration. "The return branch is Reported from the previous shift

and unconfirmed for this movement” describes evidence and purpose. “Online Service observed; next support check lacks an accepted owner” describes present function and future Unknown.

Remaining exposure also includes people. A named owner may hold several critical checks. A receiver may be available only during part of the movement. A personal record may carry shared operational knowledge. The report need not explain private schedules. It states where a promise lacks a confirmed person and reduces scope accordingly.

Some exposure is accepted. Knowingly retaining one Structure, using one route or commit one specialised ship because the purpose justifies it. Explorer does not make acceptance suspect. Acceptance must show what would become unavailable and what prepared action remains.

Some exposure should end. Surplus can leave before it deepens concentration. A Service with no supported purpose can close. A guest path can expire after its last movement. An old Chain branch can become historical instead of remaining visually current. Ending is a capability because it releases attention and reduces what later pressure can reach.

The final exposure record should stay small. It names open dependencies, their owners and the next decision. The record avoids listing every possible loss or imagining every future actor. Speculation can grow without bound; the present field cannot. Begin with what a current purpose actually asks Home to carry.

Each line should end in one of three directions. Accept means the purpose still justifies the observed exposure and an owner has accepted the next check. Reduce means the group keeps a smaller capability while an Unknown or missing owner remains. Close means the purpose has ended, and the dependency is released or transferred. A line with no direction is description, not yet an operational decision.

This small discipline prevents review from becoming an inventory of anxieties. Exposure is not collected for its own sake. It is connected to a choice the group can make while present evidence still supports action.

On the second night, the pilot identifies the return branch as the first open dependency. The old message remains useful as a Reported Source, but it cannot close tonight's Unknown. Observation can be restored with the scanning ship, and the movement waits until that work is complete. Nothing has failed. Exposure has simply received an owner and an order.

Know the Boundary

Failure and threat are not synonyms.

Failure is the loss or degradation of a condition the purpose required. A Service goes offline. An access path no longer permits the intended action. A reserve cannot be released. A route claim ages beyond the movement it was meant to support. The operational effect can be observed whether the cause is error, neglect, ordinary change or something not yet known.

Threat introduces intention and capability outside the maintained plan. Another actor may seek to observe, influence, deny or exploit conditions the group depends on. Establishing that relationship requires evidence and a different set of questions. *Survivor* will take up those questions. *Explorer* stops before classifying actors, teaching countermeasures or prescribing combat response.

The boundary protects judgement in both directions. If every offline Service is called hostile action, the group replaces diagnosis with alarm and may overlook its own maintenance failure. If every change is assumed ordinary, the group can ignore evidence that another actor is deliberately shaping the field. Honest Observation allows neither conclusion to arrive before its Source.

Operational response can begin before cause is settled. When a route Observation no longer supports a valuable movement, stop the movement and restore evidence. Failed access to critical reserve calls for a halt to additional dependence and a test of the path. An unsupported

Service requires the open job state to be recorded and its promise reduced. These actions preserve capability under many causes. They do not claim to answer whether a threat exists.

Once evidence of deliberate pressure matters to the next decision, the learning problem has changed. The new problem concerns what another actor can know, want and alter; how the group's behaviour becomes observable; and which response changes the field. Those are not larger versions of Fuel checks or access tests. They are the opening questions of another volume.

The pilot should be able to state the boundary aloud. "The Connection has not been freshly observed for this movement" is current fact. "Someone closed it to trap us" is an explanation requiring evidence. "The movement waits while we restore the Chain" is an operational response. Separating the three preserves both calm and curiosity.

This boundary does not promise that the group will recognise every hostile act in time. It ensures that ordinary state is legible enough for a meaningful difference to be noticed.

Preserve the Record

A finished volume should leave the field easier to enter again.

The record at the end of *Explorer* is not a frozen description of Home. It is a controlled set of Sources, current Observations, accepted Unknowns, owners and endings. From the record, the next pilot learns what evidence supports action and which claim must be renewed.

Preserve the Baseline separately from current deviation. The Baseline says what the group intends Home to support during the accepted period. Current entries say which parts have been observed, reduced or closed. Historical reports explain sequence without presenting old state as instruction.

Preserve vocabulary as well. *Home* is the system and commitment the group asks to support continuing purpose. Temporary Connections

form the current *Chain* model. A *Grid* is the local field in which objects and actions are observed. A *Source* identifies where a claim came from. An *Observation* is a bounded statement tied to that Source and time. An *Unknown* is a gap retained because the decision cannot honestly fill it.

These terms prevent convenient substitutions. Home is not the Structure alone. No Chain is a permanent route. A Grid is not the whole system. A report is not direct Observation merely because it is trusted. Unknown is not danger, and lack of proof is not proof that nothing changed.

Preserve ownership and access paths at the level people use them. Corporation ownership, personal ownership, Structure Profiles, Access Lists, Corporation roles and tested user actions answer different questions. The continuing record need not reproduce every configuration. It must let the authorised owner find and test the path on which a current capability depends.

Preserve closure. Completed work follows result, return, storage and report. Expired locations and old Connections become historical or leave the current view. Ended access retains its last purpose and confirmation. Accepted residue stays named so that it cannot return as an unexplained inventory failure.

A release review protects the record from becoming another permanent commitment. Close owners whose actions ended, archive Sources that explain only history and set the next review for the few claims still supporting current work. The record remains maintainable because finishing an obligation removes its routine cost as well as its operational exposure.

Another pilot should be able to challenge a claim without challenging the person who made it. Source and timestamp show where to look; meaning shows why freshness matters; Unknown shows what the report refuses to assume. This makes correction part of ordinary stewardship rather than evidence that trust failed.

Finally, preserve the source boundary of the book itself. EVE mechanics change. The manuscript uses current official Sources for the limited claims it needs and avoids tables or values whose maintenance would become the reader's hidden risk. When a live action depends on current detail, the responsible person checks the current official procedure rather than treating this volume as a client mirror.

This record can now survive its author. Another pilot sees what was observed, why it matters, what remains Unknown and who owns the next check. If that owner does not accept, the supported movement shrinks. The record has become part of capability rather than a monument to past work.

Hand Off Forward

Again, the pilot undocks in the scanning ship.

This time, the flight does not repeat the first night blindly. The pilot names the movement the Chain must support, checks access to the ship, accepts stewardship of the relevant branch and observes the Sources needed for the next decision. Old records guide where to look. They do not decide what is there.

The result may be ordinary. The Connection remains, the current information supports the intended movement and the shared record receives a fresh timestamp. The pilot can return, release the scanning ship and close the temporary responsibility.

The result may instead reveal degradation. A Connection is gone, the route must be rebuilt and the movement waits. No enemy is required to explain the operational state. The group follows the failure path it already understands: preserve people, reduce new commitment, assign observation and decide whether the purpose still justifies the work.

There is a third possibility, but *Explorer* does not unfold it. Evidence may show that another actor is not merely present but is deliberately changing the conditions on which Home depends. More than a maintained

Baseline is then needed. Understanding must extend to observation by others, intent, pressure, deception, response and survival without losing the discipline learned here.

Here *Explorer* hands the field to *Survivor*.

The next volume will not replace dependency with combat. It will ask what happens when someone else can read those dependencies too. A commitment may become a signal, and routine may reveal timing. Failure may be induced or exploited. How does a group preserve judgment when the field contains an actor trying to shape it?

Those questions can now be asked without collapsing every Unknown into fear. The reader has a Home to compare and a Chain whose age is visible. Access paths can be tested, while reserves distinguish promise from capability. An exit can begin before choice disappears.

This second night ends where the first volume of residence needed it to end. Certainty, permanence and victory are absent. What remains is a field that can be read by someone other than the person who last touched it.

Field Principle

An honest Home is the foundation of survival.

Name commitments before pressure names them for you. Keep Observation attached to Source, time and purpose. Separate ownership, access, responsibility and actual capability. Close work after return and receipt. Reduce unsupported scope before failure becomes crisis, and leave while departure can still be verified.

Failure tells you that a required condition no longer supports the purpose. Threat asks whether another actor intends and is able to shape that condition. Do not answer the second question by inventing evidence the first one does not contain.

The pilot who returned on the second night has not made Anoikis safe. The pilot has learned to see what staying asks of ships, people, information, infrastructure, work and time. What remains uncertain is visible. Open work has an owner or a reduction. Ended work can be closed.

The Explorer loop is complete.

Survivor begins when the field starts looking back.

Glossary and Index

This combined register defines the controlled language of *Explorer* and points to the sections where each idea is established or applied. References select useful explanations rather than every occurrence. The cited Chapters and sections remain valid across editions; final print layouts may add page numbers.

Abandoned

An Upwell Structure state reached after sustained absence of Fuel consumption by Service Modules. It removes additional capabilities and is distinct from both *Full Power* and *Low Power*. *See*: Chapter 8, *Power Has Meaning*; Chapter 14, *Low Power Matters*.

Access

The present ability of a particular Character to reach or use a location, asset, Service, record or action. Access does not by itself prove ownership, administrative authority or continuing capability. *See*: Chapter 4, *Access Is Conditional*; Chapter 7, *Four Separate Questions*; *Test the Path*.

Access List

A list assigned through a Structure Profile to help determine which Characters can use a particular Service. Its effect depends on the relevant entries, the other assigned lists and the Character being tested. *See*: Chapter 7, *Profiles Expose Services*; *Lists Select People*; Chapter 14, *Access Can Change*.

Asset Safety

The recovery mechanic used for eligible assets in many Upwell Structures. Upwell Structures in Wormhole Space do not produce the ordinary Asset Safety outcome; affected assets can instead be ejected into space. *See*: Chapter 3, *Recovery Is Different*; Chapter 12, *Storage Is Risk*; Chapter 15, *Separate Asset Classes*.

Baseline

A dated, sourced account of the ordinary conditions expected to support

a defined purpose in Home. A Baseline makes change comparable; it does not make the recorded condition permanent. *See: Chapter 4, Define the Baseline; Chapter 5, Ordinary Is Evidence; Changes Need Meaning.*

Bookmark

A saved position whose usefulness depends on its label, access, freshness and current purpose. In *Explorer*, Bookmarks also become maintained shared assets whose meaning can expire before the record is removed. *See: Introduction, Presence Becomes System; Chapter 6, Handover Preserves Doubt; Chapter 15, Close Shared Access.*

Capability

Capability combines usable people, knowledge, ships and assets. Access, Services and routes must also support the stated purpose now. Possession without a workable dependency path does not establish capability. *See: Introduction, The Working Rhythm; Chapter 13, Routine Must Degrade; Chapter 16, Capability Before Conflict.*

Chain

The currently supported shape of access through Wormhole Connections. In *Explorer*, the Chain is also a maintained dependency of Home, work, transport and return across shifts. *See: Introduction, Presence Becomes System; Chapter 6, Maps Grow Stale; Chapter 11, Time Is Shared.*

Commitment

A person, asset, promise, task or dependency whose consequence continues after the immediate action. Commitment adds weight when recovery, replacement or closure requires later work. *See: Introduction, Begin With Weight; Chapter 1, Name the Commitment; Chapter 3, What Stays Behind.*

Connection

One current Wormhole relationship between two locations. Its lifetime, mass, endpoints and operational meaning remain bounded to that Connection rather than to the Chain as a whole. *See: Chapter 2, Read the Connections; Chapter 6, Time Changes Routes; Chapter 11, Mass Is Shared.*

Corporation Role

A granted Corporation ability that permits particular actions. Roles are not interchangeable with asset ownership, Profile administration, Access List management or tested user access. *See:* Chapter 7, *Roles Enable Action*; Chapter 14, *Access Can Change*; Chapter 15, *Close Shared Access*.

Degradation

A visible reduction in the support for a purpose before complete failure. Degradation may appear as ageing knowledge, narrower access, reduced reserves, paused work or a missing Service. *See:* Chapter 13, *Routine Must Degrade*; Chapter 14, *Degradation Has Signals*; *Reduce Before Crisis*.

Dependency

A condition, resource, person, permission or preceding action required for a capability or commitment to continue. Dependencies are followed as paths so that one missing condition does not hide behind a visible result. *See:* Chapter 8, *Failure Spreads Outward*; *Assign Every Dependency*; Chapter 14, *Reduce Before Crisis*.

Exit

The defined path and conditions by which a bounded activity or commitment can end while recovery remains possible. An Exit belongs to the plan before the need to use it becomes urgent. *See:* Chapter 10, *Prepare the Exit*; *Stop on Evidence*; Chapter 15, *Exit Starts Early*.

Explorer

The operational role developed in this volume: a pilot who can establish, maintain, use, reduce and deliberately end a purpose in Wormhole Space without turning uncertainty into certainty or threat. *See:* Introduction, *Explorer's Boundary*; Chapter 16, *Know the Boundary*; *Hand Off Forward*.

Exposure

The consequence placed within reach of change or loss while attention,

ships, assets, time or routes are committed. Exposure can be limited even when it cannot be removed. *See: Chapter 3, Concentration Changes Loss; Chapter 9, Work Has Footprint; Chapter 11, Split the Exposure.*

Failure

The condition in which a required part no longer supports its stated purpose. Failure does not by itself provide evidence of another actor's intention or capability. *See: Chapter 14, Degradation Has Signals; Reduce Before Crisis; Chapter 16, Know the Boundary.*

Full Power

The Upwell Structure state established when at least one Service Module is online. This state does not prove that every intended Service is available. *See: Chapter 8, Power Has Meaning; Chapter 14, Low Power Matters.*

Grid

The immediate field in which the client presents nearby objects and actions. A clear Grid is one bounded Observation, not proof of an unchanged system, Chain or support path. *See: Chapter 5, Layers of Home; Chapter 9, Work Has Footprint; Chapter 16, Know the Boundary.*

Handover

The accepted transfer of current evidence, meaning, Unknowns, ownership and next action between people or shifts. Sending a message or assigning a name is not enough until the receiving side can use the record. *See: Chapter 4, Handover Without Assumption; Chapter 6, Handover Preserves Doubt; Chapter 13, Every Shift Inherits.*

Home

The chosen operational base whose systems, Connections, assets, people and infrastructure support a defined purpose. Home is maintained and conditional; it is neither permanence nor guaranteed return. *See: Introduction, Presence Becomes System; Chapter 2, Purpose Before Class; Chapter 15, Verify the End.*

Industry Job

A defined Industry activity that binds a Blueprint, inputs, Facility, output

and responsible owner across time. Its continuity depends on usable access and the relevant Service as well as on the material itself. *See*: Chapter 8, *Failure Spreads Outward*; Chapter 12, *Industry Needs Continuity*; Chapter 15, *Separate Asset Classes*.

Low Power

The Upwell Structure state in which no Service Module is installed or online. It identifies a bounded infrastructure condition, not its cause or the status of every other capability. *See*: Chapter 8, *Power Has Meaning*; Chapter 14, *Low Power Matters*.

Observation

A bounded statement of evidence tied to the Source, time and conditions that produced it. Its operational reach ends where those conditions no longer support the current decision. *See*: Introduction, *The Working Rhythm*; Chapter 5, *Age Every Observation*; Chapter 13, *Time Ages Knowledge*.

Observed

The information state used when a claim is established directly through a named current Observation. It remains limited by that Observation's Source, time and reach. *See*: Chapter 4, *Define the Baseline*; Chapter 6, *Handover Preserves Doubt*; Chapter 16, *Capability Before Conflict*.

Owner

The named person or role responsible for the next check, decision, action or closure. This responsibility does not necessarily confer ownership of the asset or authority over the system involved. *See*: Chapter 4, *Assign the Steward*; Chapter 13, *Reports Need Owners*; Chapter 14, *Reduce Before Crisis*.

Ownership

The relationship that determines whose asset, record, decision or continuing responsibility is involved. Ownership remains separate from current access and the ability to perform a required action. *See*: Chapter

3, *What Stays Behind*; Chapter 7, *Four Separate Questions*; Chapter 12, *Ownership Shapes Access*.

Profile

The Structure configuration that defines which Services are offered to other players and links those Services to assigned Access Lists. A Profile can be shared by more than one Structure, so a change can have wider reach. *See*: Chapter 2, *Existing Infrastructure*; Chapter 7, *Profiles Expose Services*; Chapter 14, *Access Can Change*.

Replacement

The restoration of usable capability after consumption, loss or commitment. Replacement includes acquisition, movement, access and readiness rather than ending when an item merely exists elsewhere. *See*: Chapter 3, *Replacement Has Distance*; Chapter 12, *Replace Before Empty*; Chapter 14, *Reserves Reveal Fragility*.

Report

A communicated account that keeps its Observation, Source and timestamp visible. It also names the operational meaning, remaining Unknown, owner and next check. A Report does not renew the evidence it describes. *See*: Chapter 13, *Reports Need Owners*; Chapter 16, *Preserve the Record*.

Reported

The information state used when a claim comes from another pilot, tool or record and has not been established as the receiving pilot's own current Observation. *See*: Chapter 1, *The Second Night*; Chapter 6, *Handover Preserves Doubt*; Chapter 16, *Capability Before Conflict*.

Reserve

Accessible capacity held for a defined future need. A reserve must remain distinguishable from material already consumed, committed, promised or waiting somewhere without a usable access path. *See*: Chapter 3, *Set Exposure Limits*; Chapter 12, *Replace Before Empty*; Chapter 14, *Reserves Reveal Fragility*.

Service

A function made available through infrastructure to support actions such as docking or Industry. An offered Service is not necessarily operational for a particular Character at the moment it is needed. *See: Chapter 7, Profiles Expose Services; Chapter 8, Services Need Inputs; Chapter 14, Services Can Vanish.*

Service Module

The fitted Upwell Structure module that provides a corresponding Service and consumes Fuel while online. Its presence does not prove that it is online, fuelled or accessible to the intended user. *See: Chapter 8, Services Need Inputs; Power Has Meaning; Chapter 14, Services Can Vanish.*

Shared Location

A location published through a Shared Location Folder with its own access, online state and possible expiry. Sharing extends availability; it does not make the underlying position or meaning current forever. *See: Chapter 4, Access Is Conditional; Chapter 5, Age Every Observation; Chapter 13, Time Ages Knowledge.*

Shared Map

A group publication of systems, Connections and their current claims. It supports common work only while Source, timestamp, state and unresolved doubt remain visible. *See: Chapter 6, Maps Grow Stale; Handover Preserves Doubt; Chapter 16, Preserve the Record.*

Source

The origin and observation path of a claim, including the interface, person, tool or record through which it was obtained. Authority does not remove the need to name a Source. *See: Chapter 5, Age Every Observation; Chapter 13, Time Ages Knowledge; Chapter 16, Name Remaining Exposure.*

Steward

The person who tends one bounded piece of shared state until it is confirmed, handed over, returned to the group or closed. A Steward may coordinate the work without performing every action personally. *See:*

Chapter 4, *Assign the Steward; Handover Without Assumption*; Chapter 5, *Build the Watch*.

Structure

An Upwell installation treated in this volume as one element of Home. Its hull, Profile, Access Lists and Service Modules remain separate. Fuel, asset access and dependent work complete its operational condition. *See:* Chapter 2, *Existing Infrastructure*; Chapter 8, *Services Need Inputs*; Chapter 15.

Structure Browser

The EVE Online interface that shows accessible Structures and offered Services. Authorised Corporation roles can see additional management information for their Structures. *See:* Chapter 5, *Layers of Home*; Chapter 8, *State Is Visible*; Chapter 14, *Low Power Matters*.

Timestamp

The time attached to an Observation, claim or change. Editing or forwarding a record does not refresh a Timestamp unless the underlying condition is observed again. *See:* Chapter 5, *Age Every Observation*; Chapter 6, *Maps Grow Stale*; Chapter 13, *Time Ages Knowledge*.

Unknown

Information not established at the level required by the current decision. Unknown is neither absence nor danger; it is a visible boundary on what the available evidence can support. *See:* Chapter 4, *Define the Baseline*; Chapter 6, *Handover Preserves Doubt*; Chapter 16, *Know the Boundary*.

Work

A purposeful activity that binds attention and capability across preparation, execution, storage, return and closure. Work begins before the first visible action on its Grid and ends after its consequences are accounted for. *See:* Chapter 9, *Work Has Footprint*; Chapter 10, *Choose the Purpose*; Chapter 12, *Storage Is Risk*.

Wormhole Space

The persistent solar systems reached through temporary Wormhole Connections rather than a permanent Stargate route. In this volume, it is the environment in which Home and its continuing commitments are maintained. *See*: Introduction, *Presence Becomes System*; Chapter 2, *Purpose Before Class*; Chapter 15, *Leave Deliberately*.

Further Reading

EVE Online continues to change. These sources extend the concepts in this volume, but the live client and current official documentation remain authoritative. The sources below were checked again on 20 August 2026. They guide further investigation; they do not replace the Source and Timestamp discipline used throughout *Explorer*.

Wormhole Foundations

- *Wormholes*, EVE Online Support — temporary Connections, discovery and the approximate lifetime and mass information available to a pilot.
- *EVE Academy - Wormhole Basics*, EVE Online — an official introduction to Wormhole Space and the ordinary C1-C6 context.
- *Scanning*, EVE Online Support — Sensor Overlay, Probe Scanner, Cosmic Anomalies, Cosmic Signatures and scan-result management.
- *Patch Notes - Version 23.02*, EVE Online — the introduction and meaning of Reliable Lifetime and Expired. Check later Patch Notes before treating those labels as unchanged.

Infrastructure and Access

- *Structure Management*, EVE Online Support — Structure Browser, accessible Services, management information and Structure Power State.
- *Profiles*, EVE Online Support — the relationship between a Structure, offered Services and assigned Access Lists.
- *Access Lists*, EVE Online Support — membership, administration and the granular entries used to determine access.
- *Service Modules*, EVE Online Support — the modules that provide Structure functions and require Fuel while online.

- *Roles Listing*, EVE Online Support — the separate Corporation abilities behind Structure management, Industry and hangar access.
- *Asset Safety*, EVE Online Support — ordinary asset recovery and the different outcome for Upwell Structures in Wormhole Space.
- *Upwell Structure Deployment and Unanchoring*, EVE Online Support — deployment authority, location limits, decommissioning and collection.
- *Upwell Structures Vulnerability States and Upwell Structures - Abandoned State*, EVE Online Support — the distinctions among *Full Power*, *Low Power*, *Abandoned* and other Structure states. *Explorer* uses these pages to understand capability, not to teach Structure defence.

Work and Records

- *EVE Academy - Ships and Career Paths*, EVE Online — orientation across Exploration, Resource Acquisition, Industry and Transport without treating one activity as a universal answer.
- *Manufacturing*, EVE Online Support — the basic relationship among a Blueprint, materials, a suitable Facility and output.
- *Activities and Job Types*, EVE Online Support — the different activities and job categories collected under Industry.
- *Industry User Interface*, EVE Online Support — the visible relationship among inputs, Blueprint, Facility, output, duration and cost.
- *Shareable Bookmarks: Alliance Bookmarks and More!*, EVE Online — the official introduction to Personal and Shared Location Folders, access levels, online state and expiry. It is a historical feature introduction; current client behaviour still requires current confirmation.

Data and Change

- *Static Data and Using Static Data*, EVE Developer Documentation — the maintained data packages and the limits of what Wormhole Class and Effect data can establish.

- The current EVE Online Patch Notes — changes to labels, mechanics and client behaviour after the sources named above.

Publication dates, client labels and data builds belong to every precise claim. A familiar page title does not make an older statement current, and a community tool does not become a primary Source merely because the group uses it every day.

Acknowledgements

Every Home in Anoikis is partly made by someone who was there earlier.

Someone named a route, replaced the probes, checked whether a Fuel report was still current or said plainly that an old map could no longer carry the next decision. Most of this work produces no dramatic story. It gives someone else the chance to have one.

The author thanks the Capsuleers who keep shared records honest and hand over unfinished work without hiding doubt. They explain failure without inventing a villain and teach new pilots why a condition matters before telling them which button to press. *Explorer* owes its shape to that quiet form of competence.

Thanks also to the writers and maintainers of official EVE Online support, developer documentation and Patch Notes. Their work allowed changing mechanics and labels to be checked against a visible Source rather than remembered as folklore. The responsibility for selecting, limiting and interpreting those sources remains with this book.

The Anoikis Field Manual is written for readers willing to pause over consequence, preserve an uncomfortable Unknown and leave the next person a record they can actually use. This volume is offered in the same spirit: not as the final word on living in Wormhole Space, but as a careful account that can be questioned when the field changes.

Any remaining error belongs to the author and publisher. Every correction should begin where the fieldwork begins: show the Source, name the condition and check again.

About the Publisher

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Unsettling Whisper publishes *The Anoikis Field Manual* as an unofficial, fan-created and non-commercial series for the EVE Online community.

The series is written by Irdyna Ferydo and follows increasing operational commitment across *Pathfinder*, *Explorer*, *Survivor*, *Navigator* and *Commander*. Each volume is completed before work begins on the next.

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