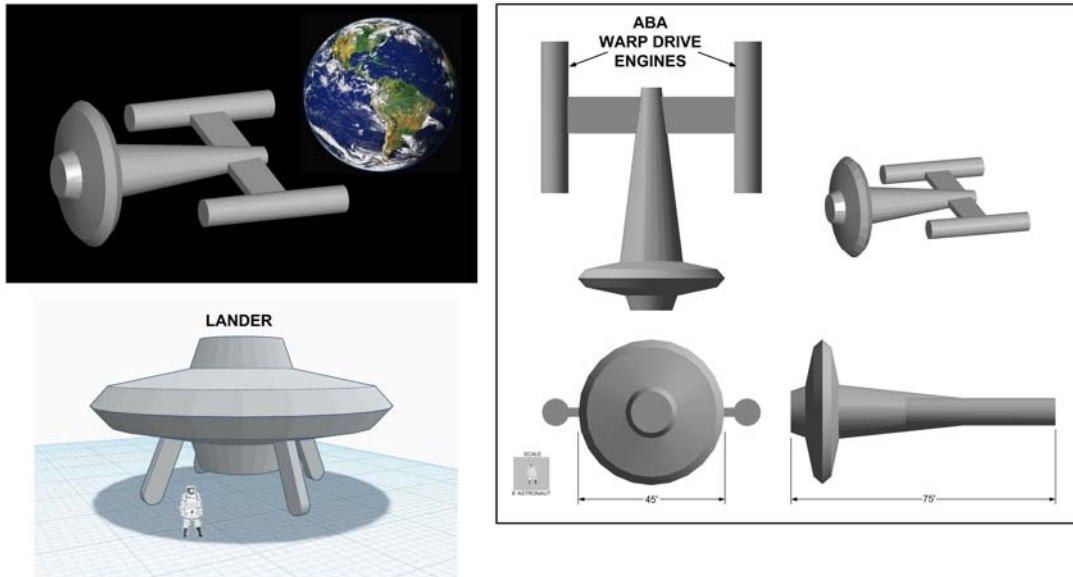


## “An Introduction to FTL Starship Design”

### STARSHIP PHOENIX

INCLUDES CREW OF THREE, LANDER WITH MASS NULLIFICATION AND DUAL ABA WARP DRIVE ENGINES



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**ABSTRACT:** There are two design concepts that must be understood to accomplish Faster Than Light (FTL) interstellar space travel. The first design concept is mass nullification of the crew compartment and the second is a propulsion technology applied to the crew compartment. It is understood there is an upper speed limit to space travel, which is the speed of light. According to Einstein’s Special Relativity (1905), no object with mass can approach this upper speed limit without expending a huge amount of energy. However, if the mass of the object were reduced to zero, or mass nullified, the object is therefore not subject to limitation of Special Relativity. In relation to Mach’s Principle, the inertia of the object without mass is considered *disentangled* from the universe, and is free to move in any direction at any speed including far beyond light-speed barrier.

Mass nullification of the object is not a propulsion technology. Therefore, the second design concept requires a propulsion technology applied to a mass-nullified object. A preferred method of propulsion is the inertialess Warp Drive Engine technology.

Asymmetric Vacuum Polarization of the Lorentz Electromagnetic Aether is key towards understanding how to design and develop inertialess Warp Drive Engine propulsion technology. The Aether, which is balanced in a sea of Dirac Positive and Negative Energy around Zero-Point, is understood to be made of energetic massless non-stationary macro-particles called electron-positron pairs or *epos*. These electromagnetic macro-particles form long polarized mass-energy chains or lines of flux when influenced by either electric or magnetic forces, or a combination of both forces between *entangled* charged particles. Since the incredibly huge stiffness of spacetime is estimated at  $10^{42}$ N of force, electromagnetic forces are capable of modifying the gravitational strength or



Newton's Gravitational Constant, Big G. This method of *engineering* the Vacuum uses these forces to cause compression of the Aether producing a negative space-time curvature in the front portion of the engine and rarefaction of the Aether producing a positive space-time curvature in the back portion of the same engine. Thus, giving the engine a linear direction of motion. This method creates what is known as an Alcubierre Warp Field Signature (1994) for inertialess propulsion applications.

These essential concepts are the critical first step towards understanding Faster-Than-Light (FTL) interstellar space travel and shall be explored in this lecture.

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