OMEGA FURY

In the year 2010, the Omegan System expanded its star colonies too far. They encroached upon the borders of the Thargoid Territory -- a civilization with advanced defensive prowess and relentless fire power. And the Thargoids have their own expansion plans, which does not include any Omegans . . . . .

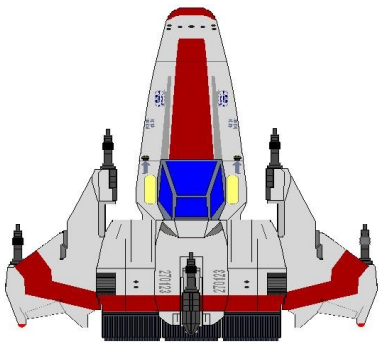
That conclusion was confirmed by the last scouting reports. Its tactical data revealed the Thargoid threat on the Omegan outreach is not going to end there -- an invasion force is massing to strike as deep as their hull plating and might can endure . . . . .

The twin city Ramok has developed a new star fighter to combat the Thargoids. Pilot training and missions have been ordered to prove the lighter ship in battle conditions.

Its superior speed & agility comes at the expense of a smaller weapon energizer -- energy bolts dispensed before fully charged have a lesser effect, placing a premium on accurate, first shots.

Seven years of command and respect from all throughout the galaxies is challenged once again.

The warriors tasked to protect this honor are calling their new star fighter . . . . .



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OBJECTIVE:

To defend Omegan star portals and ships to achieve our systems' space exploration and expansion plans.

STATUS:

Expansion into the Thargoid Territory has been negated by their defensive prowess and relentless firepower.

OUTCOME:

We must improve our counter measures to defend against this resistance, or Thargoid boldness and aggression will turn onto our own system.

PROPOSAL:

Add a new star fighter SF-2010 per Omegan Objective, specifically, our star portals and star crafts designated for the Thargoid Territory. The SF-2010 technology is reliant upon pilot skills and experience, so each Objective will be assigned the following pilot class:

F1 – Academy	Trainee
F3 – Star portal	Scout
F5 – Cargo craft	Defender
F7 – Medical supplies	Warrior
Weapon transport	Centurion
Omegan colonists	Protector

TACTICAL:

The latest intelligence from our encounters with the Thargoids demonstrates their starcraft weaponry not only delivers a punch much like a short particle beam burst, but also the cutting power of a laser, which easily penetrates hull plating. We translated their word for this weapon as a "phaser".

Clearly, the potency of their phasers alone are a singular threat to our fleet shielding technology and hull plating. But Thargoid craft are not singularly armed – they are often carrying mines that offer differing disruptive forces to ship hulls and navigation. We have identified the following four mine types to be wary of:

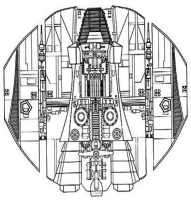
- Their **grenade mine** is their most common type and delivers the most damage, but only if a ship comes in direct contact with it. Thus, it is a stationary target and can be neutralized by any energy bolt at any distance.

- A less powerful mine is their **hull blaster**, however, this devious device has a short-ranged proximity sensor to trigger its blast on nearby vessels. It, too, can be safely neutralized by any energy bolt, but at a safer distance.

- The first of the known smart devices is their **sonic boomer**. This mine is equipped with a *focused* proximity sensor that will initiate its emitter of intense resonance pulses that renders a trespassing ship's navigational instruments useless. Fortunately, the new SF-2010 fighter is equipped with a new protective core, but it requires a cold-start of the navigation sub-system if it is so victimized – during which the fighter will spin aimlessly before returning control back to its pilot. We are working on improving the deflection of those alien waves.

- Our largest concern is another smart mine, which is being called a **heart-stopper**, because of its rhythmic probing for a deadly detonation. Stay clear of these at all costs – but if chance allows, it can be neutralized by a maximum energy bolt.

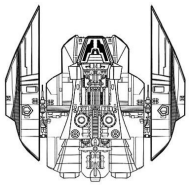
We have only a few details of the Thargoid spacecrafts, because our encounters with them have been too brief to capture full sensory data. What we have collected has given us at least their ship configurations to place them in this following classification guide:



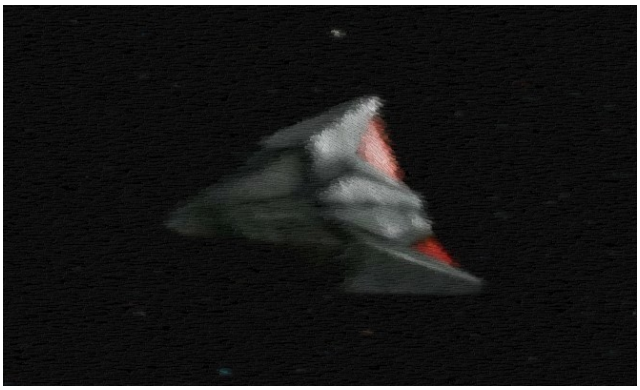
- A Thargoid **Scout** ship has been salvaged from the one victory we are claiming. We have been able to replicate working droids of this type at the Academy Training Center, to give new pilots an opportunity to see a moving version of it as target practice. We believe its purpose is to collect sensory data and transmit any

tactical information back to its homeland. Upon closer inspection of its cargo bay, it is apparent that data is not the only thing they mine – they are adept at dropping their payload of mines after a sensor sweep. They are slow-moving, but have standard Thargoid hull plating, which can require more than one energy bolt to neutralize.

- Their **Cruiser** class is considered their most common type – but there is nothing common about its abilities. Equipped with deadly phasers, it moves more swiftly than the scout and also carries a few mines to drop-off in the paths of pursuing aggressors. Be watchful of their cunning.



- We had one sighting of what can only be described as a Thargoid **Destroyer**, because it does just that. See artist drawing from that eye-witness account:



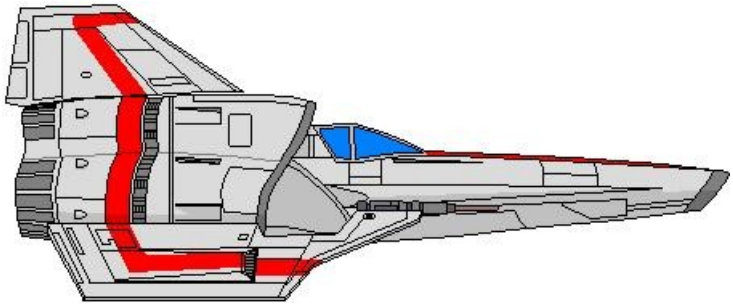
This lethal machine is swift and decisive on its attacks, and has employed tactical evasiveness and retreats against aggressors. It has multiple phaser banks, capable of firing a spread volley. It is merciless in its attacks against our starcrafts.

We believe these ships have at best middle-ranged capability in covering distance. If that is true, these ships are most likely not launching from their homeland, but from a remote base or space **carrier** of some sort. Before the destruction of Omega Star Colony 3583, its final report from a routine sensor sweep contained a 7-second recording of a large hexagon-shaped vessel emerging from its event horizon – and from it launched a **neutron bomb** that annihilated all the souls living there. A memorial beacon has been constructed to occupy the emptied orbit.

FLIGHT OPERATIONS MANUAL

for the RAMOK Star Fighter

Model SF-2010



CODENAME: Omega Fury

The SF-2010 ("Omega Fury") is fitted with a smaller energizer that is fueled by an energy field emanated by the star craft or star portal it is assigned to defend. To insure the craft does not stray too far from its energy source, its flight control is governed by a proximity sensor to assure the craft is within fuel-transfer specification.

It is because of this lightweight design that the SF-2010 achieves superior speed and agility over Thargoid starcraft. However, to maximize on its deficient firepower, it is reliant upon pilot adeptness at dog-fighting. Thus, a yesteryear pilot navigational control mechanism was integrated into its cockpit. This control maximizes the reflex-to-action pilot-to-ship ratio without draining additional resources from its smaller main energizer. This is achieved by a low-powered 6502 microprocessor that monitors and administers both the spacecraft's thrusters and inertia dampeners, all of which is comfortably housed within the pilots flight control stick. This integrated design also removes the need for any other complex coordinated motions from the pilot, so there is no need for typical foot pedal controls.

This retro flight control is called the **chuck peddle**. The chuck peddle operates the Omega Fury as follows:

Push forward to increase acceleration in the current pointing direction, allowing for any inertia dampening to keep the pilot and hull stress within safety limits.

Pull back to apply braking thrusters until spacecraft is at station-keeping position with the energy field, which continuously supplies its fuel.

Nudge it left or right to rotate the ship in the same direction.

Note that automatic inertia dampeners are in effect when accelerating and turning, so that the craft's hull and pilot are not stressed beyond safety limits. Maximum

forward speed can only be achieved once the craft is traveling in the same direction it is pointing.

Its trigger dispenses a light energy bolt in the pointing direction of the ship. Since there is no mass to its weapon discharge, such as a missile, inertia will not affect its flight. Thus, the pilot is free to react when a target enters his line-of-sight, rather than arming a limited number of smart weapons with its own propulsion and guidance tracking systems. If the energizer is more than 60% charged, a fiery red bolt with maximum disruptive power is discharged. If the energizer is below that requirement, there are two lesser settings that are automatically enabled, as depicted by the energizer's display gauge.