

Exclusive From Enigma: WE FIGHT THE NEW KILRATHI CAPITAL SHIPS

# DESTINY'S WAY

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**SOPA**  
*Edition*

**SPECIAL EDITION**

Details After  
Page 58

**THE MIGHTY JALTHI**

Flying the Hunter!

**CONFED ASKS... THE NAVY DOES!**

All The New Developments from the Front



# Wing Works: Flying the *Hunter!*

BY 1ST LIEUTENANT JOSH "BAD PENNY" LEE MAJORS

**I**t worths every parsec to travel lightyears away from HQ, right on the edge of the war zone on a military transport crowded by a platoon of young marines singing war hymns, hungry to dive right into their next assignment no matter how impossible or suicidal it might be and all that just for an interview. A most important one, I must admit.

The location of my trip is of non importance, since the reason of my clearance on this top secret TC Research Facility is to take an exclusive interview from Major Christine "the Wand" Carpenter.

Major Carpenter is an experienced TCN fighter pilot with four tour of duty ribbons hanging from her flight jacket, more than 68 confirmed kills against capital ships and still the record holder of flying the most combat hours on a A-14 Raptor class attack heavy fighter than any other TCN pilot, reaching the number of almost 15 thousand hours.

Although her extraordinary military background, this interview has something even more interesting to reveal.

**DsW:** "Would you mind giving us a little inside information on the objective of this facility and your current assignment Major?"

**Major Carpenter:** "But of course my dear reporter. This facility holds the purpose of investigating and researching technologies that were not developed absolutely by Terran Confederation or that in any way TC is or was not affiliated with their RnD. My assignment here is temporary. My extended experience on attack fighters was found very handy by HQ. Therefore, I will be stated here for a year or more as a test pilot for a Kiltrhi fighter. More specifically a Jalthi class heavy fighter."

**DsW:** "How was ever possible for Terran Confederation to acquire such a major Kiltrathi asset?"

**Major Carpenter:** "Acquired is not the correct vocabulary to be used on this matter Lieutenant. I would suggest captured is a more suitable word."

**DsW:** "Captured? Isn't it true that the Kiltrathi have the habit to blow them selfs up together with their ship or even getting blown into pices by their copilots in order to prevent a successful capture from the enemy what so ever?"

**Major Carpenter:** "Right, quite right Lieutenant. On the current situation, a diversion of the rules has happened. One that ended mostly to our benefit. It has been reported more than once, a tactic that only Jalthi pilots are able to execute. These reports revealed different variations of the tactic and most of them with a lethal outcome. Many unexperienced TC pilots have come across the

situation to find a nearly floating dead Jalathi and a second one damaged in the near vicinity. The TC pilot runs for an easy and quick kill and the nearly dead Jalathi all of the sudden wakes up and becomes the hunter while fragments of a second ago was the prey. More specifically, the pilot of the Jalathi that stands behind me must have been served a mild breakfast in the morning or most likely his responsible preflight attendant because he was not able to perform a successful start up on his Jalathi. Everything made sense regarding his situation when his wing mate plotted an intercept course and attempted to open fire against him. The two TCN

overpowered internal APU (Auxiliary Power Unit) is capable to ignite their fusion reactor in dead cold space. "

**DsW:** "Major, you are implying that those beasts are designed to operate without the use of external APUs?"

**Major Carpenter:** "Actually the truth, Lieutenant, lies somewhere in the middle. You see it is equipped with an external APU socket. One of their own alien interface but it is there under the left wing tip. You see dear, those *beasts* as you have chosen to describe them, they hold some of their subsystems on a separated power source from their core power plant. Like AVIONICS, NavCom AI, self destruct mechanism and many more. But a sufficient explanation for an internal APU of that capacity is yet to be explained. One thing is for sure. That the pilot of this Jalathi managed to drain the internal APU of his ship while not being able to power up the fusion reactor."

**DsW:** "...and that explains why his ship didn't blow to pieces! But let's move further into a different subject, Major. How many hours have you flown so far with this bird of pray?"

**Major Carpenter:** "If I may.. *bird of pray* is a better term to describe it than the previous one since jalathis are in reality Kilrathi birds of pray usually located on the mountain forests of many known Kilrathi planets just like Hallas. Jalkehish and vacktoths are descendants of the same family tree. But our readers had enough of ornithology for today, hence I believe that I owe you an answer, aren't I? The official flying hours are going to be announced on the final report of this research but as far as I can tell, next month we reach *milestone alpha* which usually is a hundred flying hours."

**DsW:** "What else has this experience of yours revealed that you are allowed to share with us, Major?"

**Major Carpenter:** "Great many of things, dear. Which section is of the most interest to our readers?"

**DsW:** "Flight dynamics would be great for starts."

**Major Carpenter:** "From the very first moment inside the cockpit of a Jalathi the message about its

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pilots managed to destroy the interceptor on time. The ship was later captured by SAR."

**DsW:** "Major, isn't it strange? Since the Kilrathi have such strong feelings against being captured, both them and their technology, their ships should be equipped with self destruct mechanisms.

**Major Carpenter:** "Indeed they are, dear. It is magnificent the amount of information that one could gather for his enemy by researching his technology. It appears that a Jalathi's great size gives it an operational advantage that the Kilrathi pilots have been exploiting as an offensive tactic. Their

purpose is clear; *convoy hunter*! It has double speed and better acceleration from every known corvette but it is incapable to dogfight an enemy fighter of the same class. That, however, is something that we already knew. What we didn't know is that we had a totally wrong assumption of its flight envelope. On Joan's Fighting Spacecraft 2653 supplement it is clearly stated that a Jalthi has the turning ratio of 50dps(degrees per second). Our research on the other hand revealed that it is capable of 70dps and since it has a considerable lack of acceleration, the benefit to turn like a Scimitar, which is a lighter ship as you may know, is usually voidable during an encounter against it and that is factor *a* for a TC pilot to lose the fight."

**DsW:** "Is there factor *b* or *c* or whatever?"

honest for a moment... no one made it alive after a direct confrontation against a quad of lasers and a pair of neutrons."

**DsW:** "Did you just say four lasers and two neutrons?"

**Major Carpenter:** "There is nothing wrong with your sense of hearing Lieutenant. It is evident that none of our TC pilots had managed to actually see a Jalthi from up close and live to share his experience with us. Still, our research team is trying to figure out the source of this nonsense regarding the three neutrons."

**DsW:** "Major, what's your explanation behind the idea that this hunter only holds three missiles, regardless of its huge size?"



FLIGHT TESTING OF THE JALTHI AT AN UNNAMED STAR SYSTEM

**Major Carpenter:** "It's offensive capabilities, dear!"

**DsW:** "A nice transition to my next question, then. Weaponry. Has the research revealed anything interesting about this aspect?"

**Major Carpenter:** "Up until we capture this Jalthi, all the information was gathered from flying recordings and pilot testimonials. But let's just be

**Major Carpenter:** "You wouldn't mind if I correct you on this one dear. The missile hardpoints are only two. There are various explanations that a heavy platform of that magnitude is so poorly armed regarding its missile load-out and there is a strange Kilrathi philosophy behind it too. The latest combat tactics analysis proposes that the Kilrathi pilots show a preference on close combat than fighting BVR (beyond visual range). Based on that

logic the architect used the available space with generosity to cover the needs of the six cannons in capacitors and the over sized fuel tanks for increased afterburner autonomy. In addition to that the two missiles are stored internally separated by their warheads. During the time of a missile launch sequence there is a sophisticated mechanism that assembles the missile with its warhead."

**DsW:** "Any particular reasons for such a complex mechanism?"

**Major Carpenter:** "One... Safety."

**DsW:** "Safety? There is not a single report of an ejected Kilrathi. Since when they do care about the safety of their pilots?"

**Major Carpenter:** "Lieutenant, not the Kilrathi nor TC or anybody else cares about the safety of their pilots and no matter how heartbreaking this might sound; safety solves the problem of a rather irrelevant matter. The financial one. The loss of any pilot costs in money and time. The loss of an experienced pilot? Jalathi is a safe ship. Consider only that the frontal section of this ship is armoured with composite materials equivalent to our 200mm."

**DsW:** "In other words this is not a heavy fighter for TC standards but a one manned small corvette."

**Major Carpenter:** "Your description is most accurate dear. It's shields and armours are at least twice the size of a TC heavy fighter. There is though the *Achilles heel*. There is always one."

**DsW:** "So you are saying that the beast can be killed after all."

**Major Carpenter:** "Well educated indeed Lieutenant. If one gives a thorough look between those two over sized exhausts he will discover that the armour there is very thin and that explains the constant reports of the pilots... *"Aim from behind"*. That however needs patience and accuracy. First the rear shields must be drained which is not easy since the Kilrathi excel with their current shield technology. Additionally, the recharge rate that the reactor provides it with, gives striking results."

**DsW:** "I had a sneak peek of the latest flying recordings and I must admit, I am impressed. What

could you tell us about the procedures of your assignment so far Major?"

**Major Carpenter:** "At the moment Lieutenant my assignment on this position is one of the most demanding ever given to a TC pilot so far. The schedule is very tight since my daily program involves six to seven hours of ground school and at least eight hours of official logged flight time. So far we have only simulated 1 vs 1 and 1 vs 2 combat situations against various types of TC fighters and the program will eventually end to the point of simulating convoy strikes."

**DsW:** "Did Raptor had a place on that *"various types"* that you mentioned previously Major?"

**Major Carpenter:** "But of course it did, dear. It is after all the most capable adversary that TC has to offer. Isn't it?"

**DsW:** "Is too much to ask... How did it do?"

**Major Carpenter:** "Less than adequate is the most proper answer I could give at the moment but let us not make premature assumptions yet dear; it is too early."

**DsW:** "*Less than adequate*, is the only thing you can give to us Major? Don't you have something more perceptible to share with us?"

**Major Carpenter:** As I have already stated Lieutenant this is very premature but up until today the reports say that a Raptor against a Jalathi on a 1 vs 1 direct confrontation, which is highly unlikely to happen on a real combat environment, has only 25% possibility to survive the engagement. A note to our readers... Keep in mind that what makes TC pilots superior to the Kilrathi is not technology but skills, tactics and most of all their unbendable morale.

**DsW:** "That is a major truth all the rest are only numbers. Before we close and thank you for your invitation, do you have any good suggestion for our readers?"

**Major Carpenter:** "Watch out your frontal confrontations! The pleasure was all mine Lieutenant. "





# **"KEEP 'EM FLYING"**

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# Classics are Never out of Date

BY 2ND LIEUTENANT MICHAEL "MACE" JANSEN

**T**here are many things said about engaging an enemy, but people have been enemies for a long time, so there is mix and match to work around with and you might be best off with working the old-fashioned way while coming up with tricks of your own.

## What are you up against?

It's easy to just go in guns blazing, and sometimes it actually works, most likely you end up blown to dust.. not every engagement is winnable, some you simply can't lose, but most outcomes are influenced by strategy... Location of the battle, your ship, theirs and the condition you are both in. One-on-one, you might get lucky in the long run by trading blows over and over. But it's smarts and

endurance that gets the win. You'll only learn that if you live long enough though.

## Where are you fighting?

Engaging bombers with fighters would work better in an asteroid field, since they are too slow and big to pull maneuvers in it, and the debris keeps their turrets from getting a clean shot. In a nebula sensors are pretty much useless, no missile locks so the stealthy one with visual lineup and charged guns or dumbfires takes the win every time. Open space is a free-for-all, minefield should be avoided to fight a conflict in, you might strike a path through if you running from the enemy, if you do, keep your course and pace through... never turn around to fight them inside one.. The enemy can simply blow up everything with you in the middle, and should you somehow survive that, they get a clear shot.

## Angle of attack...

One of the first things history taught us is engaging the enemy with the sun behind you, shrouding you. In those days the sun was up.. translate it to now,





find the way to be above your enemy and get rewarded with a big bullseye..

confrontation, let the enemy waste his.

### Afterburners...

Looks great and intimidating and all, going in full burst with an ion trail behind you.. but your fuel is limited, always save some for emergencies.. in a direct

### Guns or missiles...

Your guns recharge, your missiles do not.. but missiles can get you out of tricky situations or give you the upper hand engaging multiple enemies instead of just a quick kill. Keep

an eye on your missiles, your opponent will try to line you up between himself and your missile, using you as countermeasure.

### Tailing and painting your target.

So you have made contact and you are on his tail. He is evading you.. he'll speed up, shake, rattle and roll maybe even try a cobra... best to keep him in your sights is somewhat like fishing, you give him a little leverage(distance) so you can keep firing on him, eating through his shields and armor until he goes pop. Do watch your shields and surroundings though. He might have some friends out there or left you a present in the form of a FF missile or mine.

**Until you find your own moves, classics are never out of date.**

