

SILVER ARROWS COMMAND



SILVER ARROWS LABATORIES



XENO-SPECIES AND VESSELS RECOGNITION REPORT AND FIELD MANUAL

FOR PUBLIC USE

COURTESY OF THE SILVER ARROW LABORATORIES(SAL), PLANET CAMBRIDGE, CAMBRIDGE SYSTEM
AND THE SILVER ARROWS COMMAND, PLANET MANHATTAN, NEW YORK SYSTEM



DATE: 30-09-3010 A.D.

SUBJECT: XENO-SPECIES AND VESSELS RECOGNITION REPORT AND FIELD MANUAL, FOR PUBLIC USE

RE: TO ALL SILVER ARROW PERSONNEL, SIRIUS SECTOR PILOTS AND COALITION/ALTAIR SECTOR PILOTS

FROM: CAPTAIN RYLEOUS ARKANE, callsign "ORION"

CC: SILVER ARROWS COMMAND(SAC) HEADQUARTERS, PLANET MANHATTAN, NEW YORK SYSTEM; SA OPERATIONS CENTER(SAOC), GMG HYPERGATE STATION, OMEGA-3 SYSTEM, SILVER ARROWS LABORATORIES(SAL), PLANET CAMBRIDGE, CAMBRIDGE SYSTEM

Greetings ladies and gentlemen of the Silver Arrows, all Sirius Sector pilots and Coalition/Altair Sector pilots!

The following xeno-species and vessels recognition report and field manual is a culmination of many years worth of research and hard work of our Silver Arrows Laboratories technicians, researchers, scientists and xeno-biologists at Planet Cambridge and of many, many risky, dangerous expeditions of our Silver Arrow deep space scout pilots(of which some paid the ultimate price, we shall always remember them!) in order to bring you this priceless information. Our new alien allies, the Daam-K'Vosh, have also added robust amounts of new information thanks to the ever deeping levels of cooperation and assistance in information, technology and intelligence as well. This field manual contains rare and vitally important intelligence regarding all known alien races within our explored areas of the galaxy. It will aid you all in your survival deep in space where you may encounter these alien races, upon where identifying these alien races and their space vessels can mean either life or death in most situations, as almost all of them are hostile to any outside races or their ships.

I hope you all find it useful! May we all fly safe and not become a statistic out there to our common alien foes, good journey and godspeed ladies and gentlemen.

Signed,

Captain Ryleous Arkane, callsign "ORION"

Director of Operations of the Silver Arrows

Silver Arrows Laboratories General Supervisor



FOREWARD AND BRIEFING OF HUMANITY'S FIRST CONTACT, THE NOMAD AND DAAM-K'VOSH ALIEN RACES

When life on Earth was still little more than a soup of single-celled organisms, the Daam-K'Vosh were already toying with the mysteries of time and space. An unimaginably old alien race, the Daam-K'Vosh spread through much of our galaxy and perhaps even beyond, before disappearing completely from the face of the universe. No one knows where they went to. Some say they were fleeing another race, one even more powerful than the Daam-K'Vosh and bent on their destruction. Others believe that they were a victim of their own creations. And a few speculate that the Daam-K'Vosh simply outgrew the spatial confines of our reality, moving beyond into the uncountable dimensions that lie beyond it or beneath it. No one knows for sure, and because of that, no one knows if they will return. All the scientists can say is that the Daam-K'Vosh have been gone for a very long time; but what is a "long time" to a race that could tunnel through the very fabric of space and travel between galaxies in the time between one breath and the next?

The first clue to the existence of the Daam-K'Vosh and to the fact that humanity was not alone, came with the discovery of an alien structure on Manhattan by the earliest Liberty settlers. Codenamed "Valhalla I" by the Liberty military, the structure was immediately put under government control and sealed under Omega Protocol. After a year of fruitless attempts to unseal the structure, it was finally opened by a brilliant physicist who determined that the aliens who had constructed it used sound and music as an integral part of their language. With this revelation, he was able to finally gain access to the structure and the secrets it contained. As it turned out, Valhalla I was similar to a vault or storage facility containing hundreds of artifacts that provided detailed information concerning the technology of the Daam-K'Vosh. It took centuries to translate and understand even the smallest fraction of what was contained within Valhalla I, but eventually Liberty scientists began to use what they had learned to create technological breakthroughs such as jump gates and trade lanes, though they concealed the source of their knowledge from the other houses and even their own people.

What the Liberty scientists failed to grasp, however, was that the Daam-K'Vosh had eventually pushed their technology as far as it could go and had then turned their attention to mastering the far more subtle techniques of life itself. The Sirius Sector was a laboratory for the life they created, and many of the planets in the sector still bear the marks of tinkering by the Daam-K'Vosh. They played with genetic material as easily as we might move words around on the page, sometimes as much for their own abstract and alien amusement as for any tangible purpose. One of these creations was the "Slomon-K'Hara" what would later erroneously be named the "Nomads" by human beings. The Nomads were specifically created with a high-degree of genetic adaptability. Possessing almost no fundamental genetic structure of their own, the Nomads were able to absorb and decode the genetic structure of other organisms; they were in effect living machines, crawling analysis tools that supervised the many different experiments of the Daam-K'Vosh. In some ways, the Daam-K'Vosh were surprised and even delighted by their creations (if such emotions can be applied to anything so alien), and gifted the Nomads with both increasingly sophisticated intelligence and a larger degree of autonomy. But at some point the Daam-K'Vosh departed Sirius and the Nomads were suspended, frozen in time. Perhaps the Nomads attempted a rebellion against the Daam-K'Vosh, or perhaps the Daam-K'Vosh realized that the Nomads had matured to the point where they were ill-served by the meddling of their makers. Perhaps... In some ways, this seems the most likely explanation, that both events occurred. The Daam-K'Vosh could not blame their children for desiring their independence: it was a natural if unexpected outgrowth of their origins. In engineering, it is called "exceeding the design specifications"; in life, it is called evolution.

Whatever the case, the Nomads were placed into hibernation and the Daam-K'Vosh left the Sirius Sector.... But before they did, they created an incubator, a cradle in which their nascent successors could awake, grow, and learn, away from the shadow of their creators. The Sirius Sector was intended as an elaborate school for the Nomads, and the Daam-K'Vosh had left gifts scattered around it like toys, the cardamine grass on Ishmael with its life-prolonging genetic code (and unexpected narcotic dependence when absorbed by human beings), the terraforming bacteria intended to open vast numbers of worlds to the Nomads, and at the center of the sector, Valhalla I, a library from which the Nomads could receive the wisdom of their creators when they had grown advanced enough to unseal it. What humanity has never realized is that in colonizing the Sirius Sector they had stumbled onto the playpen of an alien lifeform with a dangerous combination of advanced intelligence and emotional immaturity. It was our mistake to think that the Nomads came from elsewhere, when in fact, they had been there first. Our relentless expansion throughout the Sirius Sector disturbed the Nomads from their long sleep and they awoke early to find the Daam-K'Vosh gone, their worlds overrun, their birthright stolen. Rage coursed through the Nomads, they had been abandoned, worse, they had been left to the mercy of these aliens and they wailed like petulant children screaming to hide their anguish.

But the Nomads were not children in any human sense of the word: they were intelligent and devious. They had once waged war against the very beings that created them, and they had learned to bide their time. In their native form, the Nomads resemble nothing so much as amorphous, wormlike entities, but their inbred talent for genetic adaptability allows them to merge with the physiology of higher lifeforms. Miners who stumbled across Nomad enclaves provided new source material and it wasn't very long before the Nomads determined that humans were no different; in particular, the neurological functions of humans were relatively easy to access and then supercede (though fine-tuning the process damaged more than a few test cases, who were then discarded). In the process the Nomads learned quite a bit about humanity and began to understand how we had appropriated the knowledge that the Daam-K'Vosh had intended for them. They also realized that our own civilization was technologically more advanced than their own, but much as humanity had taken the remnants of the Daam-K'Vosh civilization and made it their own, so the Nomads decided that they would take our civilization and rebuild it in their own image. We had already unlocked secrets of the Daam-K'Vosh that it would have taken them millennia to uncover.

Besides, human bodies were warm, their senses exquisite, and they reproduced so quickly as to make any one body expendable. The Nomads thought that, yes, they could grow quite accustomed to making their homes inside of us... But the Nomads were not strong enough to directly wage war on humanity, nor were their numbers large enough to take over en masse. They had to be slow, careful, and discreet, working through subterfuge and misdirection. But as they learned more about us and our politics, they realized that they wouldn't need to fight us: we would do all the fighting for them. All they had to do was apply pressure in a few critical places and humans would surrender to their natural violent instincts. Once we had expended ourselves in a futile fight waged against phantom aggressors, the Nomads would easily be able to assume control and use humans as a vehicle to expand throughout the galaxy. The Nomads spread like a virus, hopping from one individual to another and leaving a string of damaged psyches behind them that spouted impossible stories of faceless monsters and giant worms. They moved intentionally, with a goal, always departing one host for another that was more highly placed in government or industry. They ignored the minor factions... The Outcasts, Corsairs, GMG, freelancers and concentrated instead on the major houses.

After years of moving from body to body, they succeeded in occupying the most important public positions in Rheinland. Already reeling from the Eighty Years War and the ensuing economic crash, the political turmoil of the Rheinland Republic proved a fertile ground for hatching their schemes. The Nomads initiated a secret military program to rebuild the Rheinland Navy and moved to quietly suppress those political factions who might object to their new policy of Rheinland nationalism. Ever so carefully, the Nomads have pushed Rheinland closer and closer to the brink of war, even as they move like a shadow through the upper reaches of government in the other houses.

(CONTINUED)



FOREWARD AND BRIEFING OF HUMANITY'S FIRST CONTACT, THE NOMAD AND DAAM-K'VOSH ALIEN RACES(cont.)

Today the entire sector stands in peril as the Nomad's plans have nearly reached fruition. But there is one thing that can stop their relentless and silent infection. The Daam-K'Vosh had long since discarded such limited technologies as jump gates by the time they created the Nomads, and instead traveled about using a complex network of "hypergates" that could instantly connect any two places in the universe without restriction. The hypergates, along with most other pieces of Daam-K'Vosh technology, were powered by an underlying system that harnessed minute fluctuations in the quantum fabric of space. When the Daam-K'Vosh left, they closed the hypergates behind them (shutting the door, so to speak) and that energy has remained untapped for all this time. However, the Nomads, no matter how much they may resemble natural lifeforms, are still biological machines designed and shaped by their creators, and they utilize that energy field the same as any other piece of Daam-K'Vosh machinery. Within Valhalla I lies the secrets that would have allowed the Nomads to disengage themselves from this field, to "mature" and become entities completely independent of the Daam-K'Vosh for the very first time in their history. The Daam-K'Vosh had intended this to be their penultimate lesson, allowing their children to then open the hypergates and go forth to explore the universe, but neither humanity nor the Nomads are aware of this.

While humanity may lack a full understanding of the history behind the Nomads and the Daam-K'Vosh, a few daring researchers have begun to piece together the relationship between the hypergates, the energy field, and the Nomads, and have suggested a daring but risky plan: open the hypergates. If the hypergates are opened before the Nomads can wean themselves from the Daam-K'Vosh energy field, the subsequent energy drain would drastically weaken the Nomads, individual Nomads would no longer have the strength to control human beings and most Nomads would be forced to go back into stasis for lack of energy. The Nomads realize this and have used their considerable influence to make acquiring the necessary artifacts as difficult as possible by declaring them contraband and placing all the ones they can find under direct Nomad control. It will require individuals of exceptional courage to overcome their suspicions and work together for this last, desperate chance to save humanity. But the Nomads have no intention of fading quietly back into the darkness from which they came, they are fighting for their own survival, and they will do everything in their power to stop anyone who opposes them. The Nomads know that ultimately, they will take back what should have been theirs.

CURRENT SITUATION AND UPDATE - 3010 A.D.

The year is now 3010 A.D. Mankind was victorious in the first Nomad War thanks to the efforts of the Order and probably we were very fortunate in the process as we almost lost... The Second Nomad war in the X-3043 system is also still a bitter memory for many Sirius peoples and it's drastic effects can still be seen in the system to this day. In spite of this, the Nomads have now expanded their influence across the outer eastern edge of the Sirius sector and scouts have even found several systems with Nomad homeworlds. Now we have finally faced the creators of the Nomads in the Altair sector, the Daam-K'Vosh themselves and in the process also found our ancient estranged brothers and sisters of Sol, the Coalition. Incredibly, thanks to the GMG's work and efforts, we have also now found an extinct race in the Dervon system which we believe was destroyed at the hands of the vengeful Nomads. The tireless efforts of both the GMG and the Silver Arrows has allowed mankind to find the ancient homeworlds of the Daam-K'Vosh deep within the Inner Core of the galaxy! Unfortunately, we find the Daam-K'Vosh in a point in time that they are in a eons old interstellar war against other hostile Daam' races outside of our own galaxy! They now are asking for our help and they have now become unlikely allies as both mankind and the Daam-K'Vosh unite against this incredible new menace from beyond our galaxy... To fight for all our of survival!

It seems we humans as a race are just now coming into understanding just how we AREN'T alone in the Milky Way galaxy and beyond... And now our role in the galaxy has changed forever.

MANIFESTO FROM THE DAAM-K'VOSH

WE ARE THE K'VOSH.

We ruled over this galaxy for more than 70,000 years, but our empire nearly collapsed. Our race was young when we started to spread over this part of the universe. Young and blinded... Not many races which we have met in the early years of the empire did survive the following wars. The very few which did became part of the empire. Soon after just 2,000 years we ruled over this galaxy and in our blinded arrogance we now used the name Daam-K'Vosh, "Dominantor Kavash". It took us another 10,000 years to realize our mistakes. We, the empire were alone. Our race reached a technological level far beyond your imagination, the entire galaxy was ours but there were no more tasks for us. No battles to fight, no war to win, no place we did not yet control.

Our new fate was to give back something to the worlds we once have conquered. The seed of life was spread over many worlds and other planets already did contain primitive life forms that got influenced by our presence. But we K'Vosh are not free of mistakes, we did many. So it did happen that we also tried to reach other galaxies. It took 4,000 years to develop a technology to open the hyperspace to other galaxies. There was no powersource strong enough to keep open such a gateway, except one. One of the black holes close to the galaxy core. We have built three galactic gates and opened them. From all our mistakes, this was the biggest one.

When we tried to reach the other galaxies we expected primitive cultures, maybe even a few civilizations. But our expectations were wrong. We could not know that we were not the only galactic empire. Our first contacts with the others were peaceful, at least for the first few hundred years. But the situation started to become complicated when we, the K'Vosh decided not to share our hyperspace technology with the other empires. It is hard to say if this was a mistake or not.

It took not long that war was declared on us and the giant fleets came through the galactic hypergates into our galaxy. Every ship, every K'Vosh able to fight was ordered back to our homeworld to join our fleets; our plan was to destroy the galactic gates and finally close them. But we failed. We, the K'Vosh reached the gates under heavy losses. We destroyed the hyperspace technology inside the gates themselves were nearly indestructable as they were built to resist even the gravimetric anomalies of the black hole. The gates remained open. The hyperspace gateways took their energy directly from the black hole and we were not able to disrupt this energy stream. Our fleet had to retreat.

Many of the systems close to the core were overrun by our enemies. We, the K'Vosh could not fight everywhere and we could not allow that these intruders to get their hands on the hyperspace technology. Our decision was to abandon colonies in the outer regions of the galaxy and to destroy all hypergates leading there. We limited the war to stay close to the core, far away from our "childred". That was the price we had to pay for our arrogance.

We did not expect that the war would be raging for so long, we did not expect that your race would travel to space so soon. You have met the guards of our old colonies, the Slomon-K'hara and you have survived them. Your race appears to be very interesting and strong, but full of conflicts. You appear to be like the K'Vosh was, 70,000 years ago.

Our empire will fall soon. The last defense lines have been reached by the enemy forces. For the first time in our history we ask for help, fight with us or this galaxy will fall!



XENO-SPECIES #0187 : SLOMON-K'HARA aka "NOMADS"

LIFEFORM BASED ELEMENT: CARBON/PLASMA

LIFEFORM SPECIES APPEARANCE: HUMANOID/ORGANIC MACHINE

AVERAGE HEIGHT: 5'-3" / 160cm

AVERAGE WEIGHT: 112 lbs / 51kg

INTELLIGENCE RATING: MODERATE, COLONY BASED SOCIETY AND HIERARCHY

THREAT LEVEL: MODERATE TO HIGH

NOMADS ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Sirius Sector: Omicron Alpha, Omicron Gamma, Omicron Minor, Outer Dyson Sphere, Dyson Sphere, Nomad's Lair, Death Valley,

Freeport 7, Upper Unknown, Unknown2, Unknown3, Unknown4, Lower Unknown, Lost Paradise, Utopia

Altair Sector: Kandiris, Styx, Mandar, Gladius, Gurm

NOMAD HISTORY AND OVERVIEW

The Slomon-K'hara or commonly known as "Nomads"(of which they are erroneously referred to), are often referred to as such due to their "nomadic" existence throughout the known Milky-Way galaxy, as they rarely stay concentrated population wise to many planets. They are commonly spread throughout many systems in the Sirius sector, yet have no settlements or populations on planets in any of these systems, save the only known Sirius Nomad colonies in 3 previously unknown and uncharted solar systems.

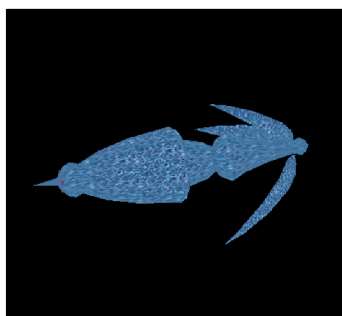
Their infant form resembles a worm-like creature, however once they reach adult stage, they can assume any form they want due to their highly flexible, adaptable and versatile DNA structure. Due to this fact, they are **HIGHLY DANGEROUS** to all human contact, as they can possess a host human via direct DNA control and manipulate that host via their central nervous system. The Slomon-K'Hara's vessels themselves are literally individual Slomon K'Hara who have modified their body and mass into a actual space vessel!

The Nomads are a created organic/machine organism, originally created by the Daam-K'Vosh to fulfill duties as a subordinate race of which they did presumably until the Daam-K'Vosh left the Sirius sector for the Inner Core and nearby Altair sectors. Afterwards, it is assumed they gained in knowledge and evolved into a sentient race of their own of which they are no longer considered subordinates of the Daam-K'Vosh.

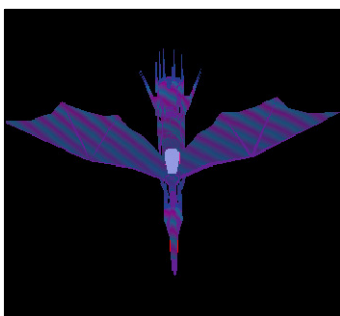
NOMAD ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Nomad Energy Blaster	Unknown	635	317	699	600	4.00	0
Nomad Energy Cannon	Unknown	847	423	699	600	3.03	0

NOMAD VESSELS OBSERVED - INTELLIGENCE PHOTOS



NOMAD FIGHTER



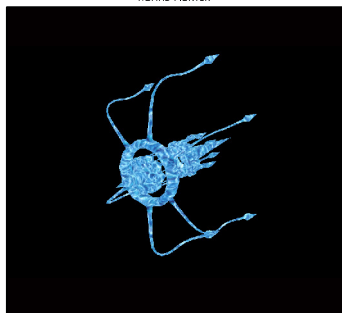
NOMAD INTERCEPTOR



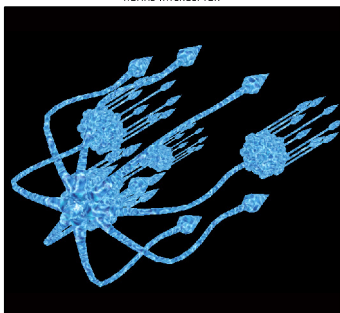
NOMAD BOMBER



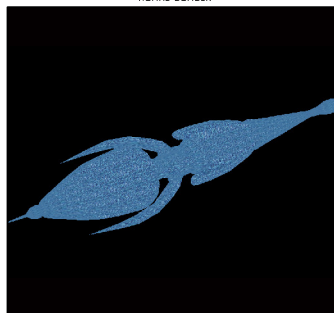
NOMAD CRUISER



NOMAD HAUNT(CAPSHIP)



NOMAD LICH(CAPSHIP)



NOMAD BATTLESHIP



NOMAD STRIKE CARRIER

XENO-SPECIES #0765 : AAH-SHN'ZENZ aka "ANCIENTS" (EXTINCT)

LIFEFORM BASED ELEMENT: CARBON (PRESUMED)

LIFEFORM SPECIES APPEARANCE: HUMANOID

AVERAGE HEIGHT: 6'-6" / 198cm (ESTIMATED)

AVERAGE WEIGHT: UNKNOWN

INTELLIGENCE RATING: HIGH, DEMOCRATIC SOCIETY AND HIERARCHY (ESTIMATED)

THREAT LEVEL: EXTREMELY HIGH (DUE TO AUTOMATED ATTACK DRONE TECHNOLOGY)

ANCIENTS (DRONES) ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Sirius Sector: Dervon



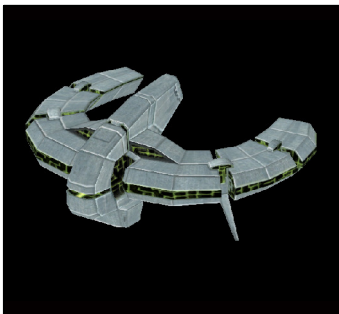
Aah-Shn'Zenz exhumed corpse head

ANCIENT HISTORY AND OVERVIEW

Due to the fact that the "Ancients" are an extinct race, there is not much data available to this apparently long-deceased civilization and alien race, aside from the fact they were humanoid in appearance and possessed a level of technology currently slightly above mankind's level of technology here in the Sirius sector. Preliminary research of the primary Ancient homeworld of Devra shows a still active automated defense system in place clearly visible from space protecting most of the system from outside races, human or alien alike by launching powerful, automated drone fighters. Research also shows that the Ancient race were most likely systematically decimated in genocide from orbit bombardment by Nomad fleets while incredibly keeping a majority of the planet surface intact, namely the automated defense system. This evidence also suggests the Ancients are at least as old as the Nomad race themselves.

ANCIENT ALIEN-TECH WEAPONS

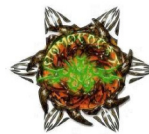
name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Ancient Energy Cannon	Photon	903	651	1000	750	3.03	153

ANCIENT VESSELS OBSERVED - INTELLIGENCE PHOTOS

ANCIENT DRONE (AUTOMATED)



XENO-SPECIES #0361 : DAAM-K'VOSH aka "DOM'KAVASH" (DOMINATOR KAVASH)



Daam-K'Vosh Empire insignia

LIFEFORM BASED ELEMENT: CARBON

LIFEFORM SPECIES APPEARANCE: HUMANOID/REPTILIAN

AVERAGE HEIGHT: 7'-8" / 234cm

AVERAGE WEIGHT: 462 lbs / 210kg

INTELLIGENCE RATING: EXTREMELY HIGH. EMPIRE HIERARCHY AND STRUCTURE

THREAT LEVEL: EXTREMELY HIGH (IF NOT ALLIED)



Daam-K'Vosh frontal profile

DOM'KAVASH ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Altair Sector: Hieron, Lemnos, Mitra, Jokusuka, Mira Ceti, Spica, Ptah, Pretoria, Tonga, Scotia, Menton, Tomsk, Vorkuta, Gladius, Gurm, Mandar

Inner Core Sector: Weth, Rhunthath, Whyr, Loret, Zhiklor, Timath, Minnick, Bimia, Lenas, Dras, Crallard, Lintkin, Sorrer, Trawtai, Relenth, Phanchdar

DOM'KAVASH HISTORY AND OVERVIEW

The Daam-K'Vosh are probably the oldest and most advanced known alien race of the Milky Way Galaxy. They are the progenitors and creators of the Slomon-K'hara (Nomad) race and have dabbled with countless and various different lifeforms scattered across the galaxy, a calling card of sorts of the Daam-K'Vosh's reach and power over the eons. They are highly advanced and way beyond human technology, utilizing organic structure with their ships and vessels, where instead of being built, they are grown! Thier ship technology is the most advanced seen by far, surpassing even that of the other Daam races from outside the Milky-Way galaxy.

Their firepower and might is unparalleled in the galaxy and they have colonies and homeworlds scattered all over the Milky Way Galaxy even to where humans have not even begun charting! Thus due to their might over the eons in their arrogance they referred to themselves as their namesake, "DOMINATOR KAVASH". However, their mistakes have brought other DOMINATOR races from neighboring galaxies here to our own galaxy and with it, a massive several galaxies wide interstellar war! This in turn has opened up a unique opportunity to the human race to where the lines of communication to our first peaceful alien dialogue and first ever alien alliance, with the Daam-K'Vosh!

DOM'KAVASH ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Dom'Kavash Annihilator	Plasma	1003	601	1300	1000	3.03	171

DOM'KAVASH VESSELS OBSERVED - INTELLIGENCE PHOTOS



DOM'KAVASH LIGHT FIGHTER



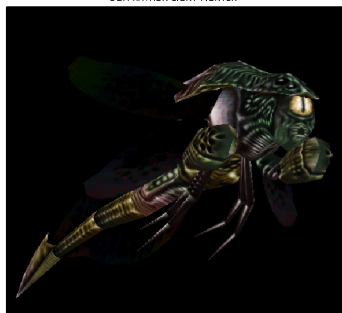
DOM'KAVASH MEDIUM FIGHTER



DOM'KAVASH HEAVY FIGHTER



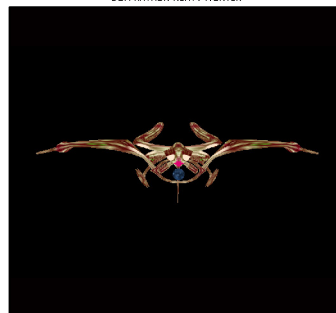
DOM'KAVASH BOMBER



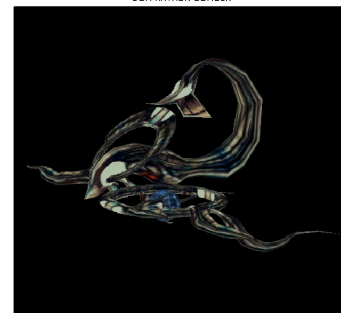
DOM'KAVASH GUNBOAT



DOM'KAVASH CRUISER



DOM'KAVASH MOTHERSHIP



DOM'KAVASH BATTLESTATION



XENO-SPECIES #0964 : DAAM-R'ZAAK aka "DOM'RAZAK" (DOMINATOR RAZAK CIVILIAN CASTE)

LIFEFORM BASED ELEMENT: CARBON

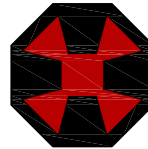
LIFEFORM SPECIES APPEARANCE: HUMANOID/INSECTOID

AVERAGE HEIGHT: 7'-1" / 216cm

AVERAGE WEIGHT: 423 lbs / 192kg

INTELLIGENCE RATING: EXTREMELY HIGH, CASTE SYSTEM SOCIETY AND HIERARCHY

THREAT LEVEL: EXTREMELY HIGH



Daam-R'Zaak Caste insignia



Daam-R'Zaak upper body profile

DOM'RAZAKS ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Inner Core Sector: Venn, Mepther, Ryssk

DOM'RAZAK HISTORY AND OVERVIEW

Thanks to Daam-K'Vosh intelligence, we know that the "Daam-R'Zaak" race originates from another galaxy beyond the Milky-Way, the Triangulum Galaxy of which they control wholly, as the Daam-K'Vosh once did in the Milky-Way galaxy. The Daam-R'Zaak were once a peaceful race, before they came in contact with the other Dominator races and were warped by their lusts for power and the technology of the Daam-K'Vosh. The Daam-R'Zaak are an insectoid race initially consisting of colony hives and with a "Queen R'Zaak" to govern the entire hive population.

However, since their contact with the other Dominator races from the other galaxies, they have focused more on a two-tier caste society and hierarchy, with the regular Daam-R'Zaak regulated to a civilian caste, of workers, builders, scientists and so forth. The Daam-R'Zaak-Wyrer, aka "Warrior" military caste becomes the de-facto military arm of the Daam-R'Zaak race. The Daam-R'Zaak civilian castes sadly has become more "militarized" over the centuries, therefore they too have become a powerful contingent and in combination with the "Warriors" they are an unstoppable force.

The abstract ships of the Daam-R'Zaak are of conventional design, still not to the level of the Daam-K'Vosh's organic ship technologies, but exceeding human technology many times over.

DOM'RAZAK ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Que-irtor Gun	Pulse	1013	606	1100	1000	3.03	169

DOM'RAZAK VESSELS OBSERVED - INTELLIGENCE PHOTOS:



DOM'RAZAK LIGHT FIGHTER



DOM'RAZAK MEDIUM FIGHTER



DOM'RAZAK HEAVY FIGHTER



DOM'RAZAK BOMBER



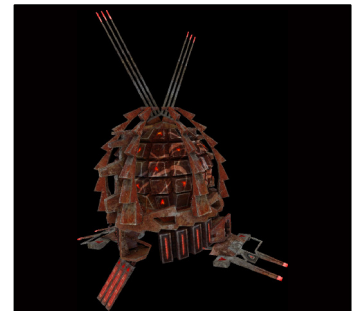
DOM'RAZAK CRUISER



DOM'RAZAK MOTHERSHIP



DOM'RAZAK BATTLESTATION (A)



DOM'RAZAK BATTLESTATION (B)

XENO-SPECIES #1007 : DAAM-R'ZAAK-WYRER aka "WARRIOR" (DOMINATOR RAZAK MILITARY CASTE)

LIFEFORM BASED ELEMENT: CARBON

LIFEFORM SPECIES APPEARANCE: HUMANOID/INSECTOID

AVERAGE HEIGHT: 7'-10" / 239cm

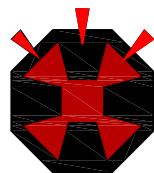
AVERAGE WEIGHT: 477 lbs / 216kg

INTELLIGENCE RATING: EXTREMELY HIGH, CASTE SYSTEM SOCIETY AND HIERARCHY

THREAT LEVEL: EXTREMELY HIGH

WARRIORS ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Inner Core Sector: Venn, Mepther, Ryssk



Daam-R'Zaak-Wyrer Caste insignia



Daam-R'Zaak-Wyrer frontal profile

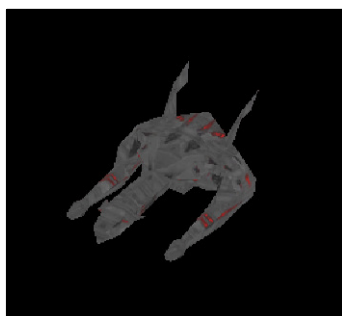
WARRIOR HISTORY AND OVERVIEW

As per Daam-K'Vosh information, the Warriors are the elite, military arm of the Daam-R'Zaak alien race, their "shock-troopers" and rule with an iron fist, from their home galaxy, the Triangulum galaxy. Since their inception upon contact with the other Dominator races and aided by them, the Warriors, the Daam-R'Zaak military caste was created and have since taken over ruling power of the once peaceful Daam-R'Zaak race. Brutal, cruel and without mercy or restraint, the Warrior military caste shows no remorse or pity for it's foes and have become much like the rest of their Dominator allies from other galaxies. The only equals the Daam-R'Zaak-Wyrers have is the other Dominator races, of which they now all have a very begrudging respect for, despite their united alliance against their common foe, the Daam-K'Vosh.

The space vessels of the Warriors are much like their Daam-R'Zaak lower caste members, conventional and very advanced, but still below Daam-K'Vosh technological standards.

WARRIOR ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Kelyrd-Ray Projector	Plasma	384	232	1200	900	8.33	71

WARRIOR VESSELS OBSERVED - INTELLIGENCE PHOTOS:

WARRIOR LIGHT FIGHTER



WARRIOR MEDIUM FIGHTER



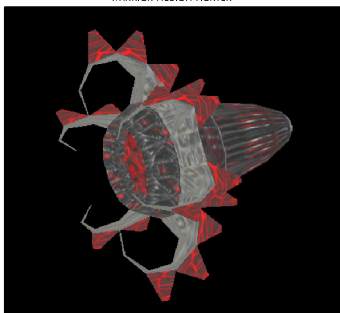
WARRIOR HEAVY FIGHTER



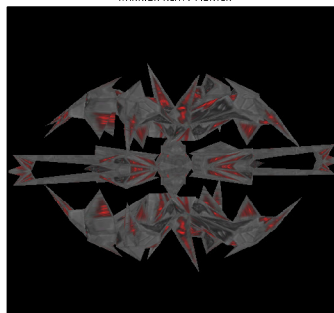
WARRIOR BOMBER



WARRIOR CRUISER



WARRIOR MOTHERSHIP



WARRIOR BATTLESTATION (A)



WARRIOR BATTLESTATION (B)



XENO-SPECIES #1018 : DAAM-N'PECHZ aka "DOM'NEPESH" (DOMINATOR NEPESH)

LIFEFORM BASED ELEMENT: CARBON

LIFEFORM SPECIES APPEARANCE: HUMANOID/REPTILIAN

AVERAGE HEIGHT: 8'-3" / 251cm

AVERAGE WEIGHT: 566 lbs / 257kg

INTELLIGENCE RATING: EXTREMELY HIGH, EMPIRE SOCIETY AND HIERARCHY

THREAT LEVEL: EXTREMELY HIGH

DOM'NEPESH ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Inner Core Sector: Venn, Jormdar, Sadurn



Daam-N'Pechz Empire insignia
(alien text translated)



Daam-N'PECHZ head profile

DOM'NEPESH HISTORY AND OVERVIEW

The background on the Daam-N'Pechz is sketchy at best, even with data from the Daam-K'Vosh. They are a reptilian race that originates from the nearby combined Large/Small Magellanic Cloud irregular galaxy, satellite galaxy of the Milky-Way galaxy. They are an old, ancient alien race that have probably ruled the Large/Small Magellanic Cloud galaxy as long as the Daam-K'Vosh. Aside from their ruling empire there, they have conquered another notable race within their galaxy called the S'Vaag-War'sy, who are a more technological backward race compared to them and have since used them as their subordinates after seeing how the Daam-K'Vosh created their subordinates, the Slomon-K'Hara, aka the Nomads.

Cruel, brutal and delighting in destruction, the Daam-N'Pechz are very hostile to anyone outside of their given alliances. Often, the Daam-N'Pechz commanders will barter amongst themselves with the lowest amount of forces within their separate ranks on who gets to lead a raiding party to destroy their given enemies. The space vessel technology of the Daam-N'Pechz is roughly on par with the Daam-R'Zaak and Daam-S'Tekk, conventional and very advanced by human standards, but still below that of the Daam-K'Vosh.

DOM'NEPESH ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Nyses'o Blaster	Tachyon	989	594	1000	1000	3.03	173

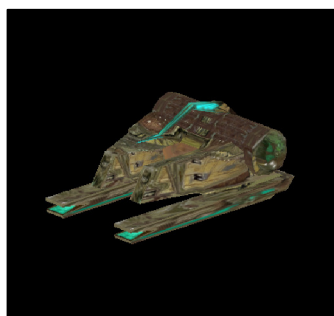
DOM'NEPESH VESSELS OBSERVED - INTELLIGENCE PHOTOS:



DOM'NEPESH LIGHT FIGHTER



DOM'NEPESH MEDIUM FIGHTER



DOM'NEPESH HEAVY FIGHTER



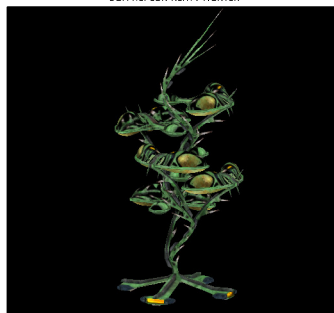
DOM'NEPESH BOMBER



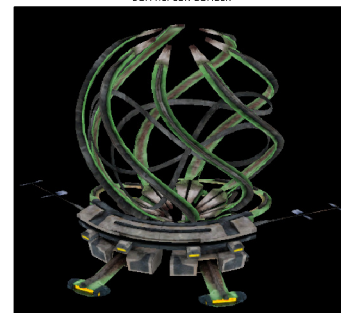
DOM'NEPESH CRUISER



DOM'NEPESH MOTHERSHIP



DOM'NEPESH BATTLESTATION (A)



DOM'NEPESH BATTLESTATION (B)



XENO-SPECIES #1035: S'VAGG-WAR'SY aka "SAVAGE" (DDM'NEPESH SUBORDINATES)

LIFEFORM BASED ELEMENT: VARIOUS METALS

LIFEFORM SPECIES APPEARANCE: HUMANOID/GOLEMIC

AVERAGE HEIGHT: 6'-10" / 208cm

AVERAGE WEIGHT: 1257 lbs / 570kg

INTELLIGENCE RATING: HIGH, COLONY BASED SOCIETY AND HIERARCHY

THREAT LEVEL: EXTREMELY HIGH



S'Vagg-War'sy Colony insignia
(alien text translated)



S'Vagg-War'sy upper body profile

SAVAGES ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Inner Core Sector: Venn, Jormdar, Sadurn

SAVAGES HISTORY AND OVERVIEW

Thanks to incredible revealing intelligence from the Daam-K'Vosh, the "S'Vagg-War'sy", aka "Savage" alien race is unlike any other humanity has ever encountered, from a scientific perspective. They are a rare species that has been analyzed as being composed entirely of various unknown and known metals, as a living being, a literal walking golem! Sadly, since have been conquered by the Daam-N'Pechz, they have been warped by their sadistic behaviour over the eons and now have as much a blood-lust as the Daam-N'Pechz themselves. The organizational structure of the S'Vagg-War'sy is colony based and they usually take to worlds high in metal concentrations, due to their unique physiology. Despite thier obvious hardened, nearly impervious bodies, the Daam-N'Pechz obviously have found thier weakness long ago and have exploited it to the fullest as their masters.

This species, like the Daam-N'Pechz, also originates from the Large/Small Magellanic Cloud irregular galaxy. The ship technology of the S'Vagg-War'sy is rather odd, but to the S'Vagg, it only makes sense. Most conventional ship technology of the other alien races is generally made of metals and other hard substances, but since the S'Vagg are already made of metal, so it's only natural to them their ships are organic and often resemble "organs" of various alien bodies! The S'Vagg-War'sy's ship technologies are very advanced of all the Daam races and use organic structure, but are still just behind the Daam-K'Vosh's organic technology.

SAVAGE ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
War'sy Propulsor	Tachyon	326	363	1300	1100	8.33	65

SAVAGE VESSELS OBSERVED - INTELLIGENCE PHOTOS:



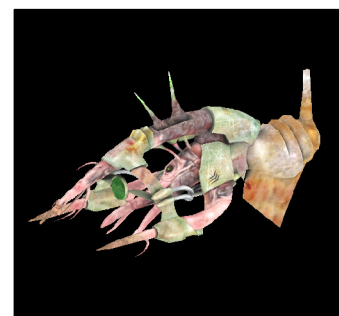
SAVAGE LIGHT FIGHTER



SAVAGE MEDIUM FIGHTER



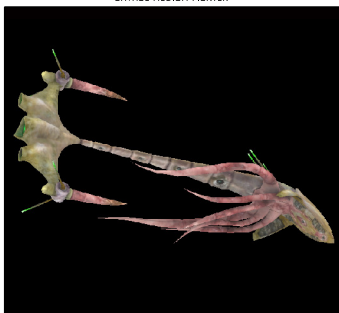
SAVAGE HEAVY FIGHTER



SAVAGE BOMBER



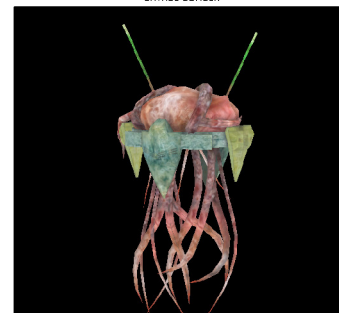
SAVAGE CRUISER



SAVAGE MOTHERSHIP



SAVAGE BATTLESTATION (A)



SAVAGE BATTLESTATION (B)



XENO-SPECIES #1054 : DAAM-S'TEKK aka "DOM'SETEK" (DOMINATOR SETEK)

LIFEFORM BASED ELEMENT: CARBON/METAL ALLOYS

LIFEFORM SPECIES APPEARANCE: HUMANOID/CYBORG

AVERAGE HEIGHT: 7'-4" / 224cm

AVERAGE WEIGHT: 465 lbs / 211kg

INTELLIGENCE RATING: EXTREMELY HIGH, COLLECTIVE HIVEMIND SOCIETY AND HIERARCHY

THREAT LEVEL: EXTREMELY HIGH



Daam-S'Tekk Hive insignia



Daam-S'Tekk upper body profile

DOM'SETEK ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Inner Core Sector: Venn, Celldra, Pyrdra

DOM'SETEK HISTORY AND OVERVIEW

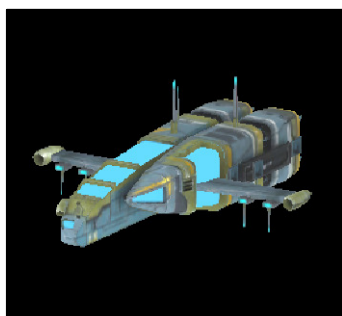
A collective, conscious machine empire, as the Daam-K'Vosh intelligence reports put it, is what the "Daam-S'Tekk" are. United in thought, actions and purpose, the Daam-S'Tekk and their subordinate "Xenn-Ti-Z'el" forces are all linked to a massive collective hive mind on their capital homeworld, deep within their home galaxy, Andromeda. They are cold, calculating and emotionless, they see all enemies as inferior lifeforms and seek to destroy them so as to increase their power, technologies, resources and domain. Assimilation is thier sole purpose for those who they deem as lesser lifeforms which ultimately spells thier annihilation.

The Daam-S'Tekk, like the other united Dom races from outside the Milky Way galaxy have seen the incredible technologies of the Daam-K'Vosh and seek to make them their own. Their power and might is only equalled by the other respective Daam' races of which they consider equals, save the Daam-K'Vosh. The ship vessels of the S'Tekk seems rather unothodox by most observers, as some of the larger ships look like a hodge-podge of ship parts mangled together. Surprisingly, the S'Tekk ships are very effective in battle, especially their primary weapons, the Ther'hon cannons! Their ship technology is roughly equivalent to the Daam-R'Zaak and the Daam-N'Pechz.

DOM'SETEK ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Ther'hon Cannon	Plasma	1023	631	1000	1200	3.03	191

DOM'SETEK VESSELS OBSERVED - INTELLIGENCE PHOTOS:



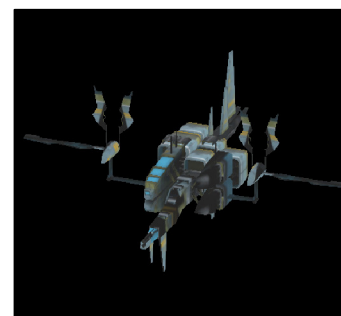
DOM'SETEK LIGHT FIGHTER



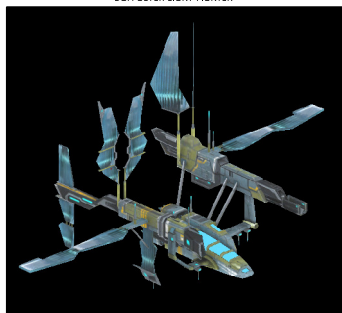
DOM'SETEK MEDIUM FIGHTER



DOM'SETEK HEAVY FIGHTER



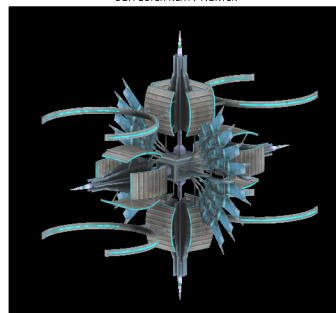
DOM'SETEK BOMBER



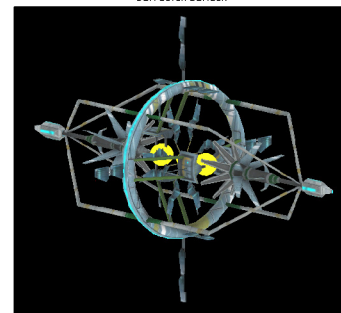
DOM'SETEK CRUISER



DOM'SETEK MOTHERSHIP



DOM'SETEK BATTLESTATION (A)



DOM'SETEK BATTLESTATION (B)



XENO-SPECIES #1062 : XENN-TI-Z'EL aka "SENTINEL" (DOM'SETEK SUBORDINATES)

LIFEFORM BASED ELEMENT: CARBON/METAL ALLOYS

LIFEFORM SPECIES APPEARANCE: QUADRUPEDAL/CYBORG

AVERAGE HEIGHT: 4'-9" / 145cm

AVERAGE WEIGHT: 315 lbs / 143kg

INTELLIGENCE RATING: HIGH, COLLECTIVE HIVEMIND SOCIETY AND HIERARCHY

THREAT LEVEL: EXTREMELY HIGH



Xenn-Ti-Z'el Hive insignia



Xenn-Ti-Z'el frontal profile

SENTINELS ARE OBSERVED IN THE FOLLOWING SYSTEMS:

Inner Core Sector: Venn, Celldra, Pyrddra

SENTINEL HISTORY AND OVERVIEW

A 4-footed cyborg "Beast of Death" is about the closest description from a Daam-K'Vosh representative when referring to the "Xenn-Ti-Z'el" aka "Sentinels", they are the created subordinates of the Daam-S'Tekk. Their inception began shortly after the Daam-S'Tekk observed and studied the Daam-K'Vosh's Slomon-K'Hara/Nomad subordinates shortly after thier first contact and soon thereafter the Xenn-Ti-Z'el race was born via their automated factories. They too share the collective hive mind intelligence all Daam-S'Tekk are connected to via wide-band subspace frequencies across even galaxies. These creatures operate much like the "canis lupus familiaris" or dogs of ancient Sol in that their senses are much more developed and acute than the Daam-S'Tekk for hunting, stalking and destroying thier "prey".

They also have the capacity to operate space vessels and so therefore are also part of the Daam-S'Tekks star fleets as very capable pilots. While they are physically smaller and slightly weaker than average Daam-S'Tekks, they are still much more aggressive and to be feared even when encountered in small numbers. The space vessel technology of the Xenn-Ti-Z'el is of course on par with their Daam-S'Tekk masters, but the Xenn-Ti-Z'els ships are much more streamlined and uniform, complete with a clearly emblazened and visible insignia on all thier space vessels.

SENTINEL ALIEN-TECH WEAPONS

name	projectile	hull dmg	shd dmg	range	speed	rate	drain
Cer'lor Emitter	Laser	993	596	1100	1000	3.03	191

SENTINEL VESSELS OBSERVED - INTELLIGENCE PHOTOS:



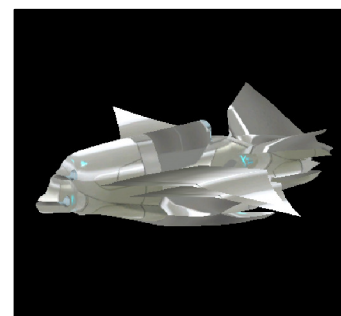
SENTINEL LIGHT FIGHTER



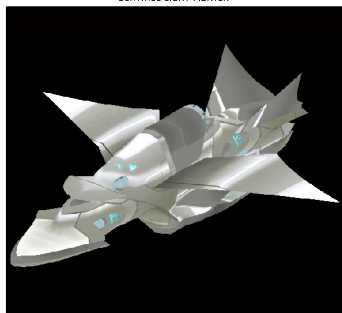
SENTINEL MEDIUM FIGHTER



SENTINEL HEAVY FIGHTER



SENTINEL BOMBER



SENTINEL CRUISER



SENTINEL MOTHERSHIP



SENTINEL BATTLESTATION (A)



SENTINEL BATTLESTATION (B)

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END OF REPORT

NOTICE:

For further information and intelligence regarding xeno-species and it's activities, or you wish to submit information regarding xeno-species or it's activities, please contact the Silver Arrows Laboratory via the INTERSTELLAR COMM NETWORK:

<http://silverarrows.forumclan.com/>
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