

STARSIEGE 2845

**Compendium Filler Document
Compendium_MachinesofWar_Omnifighters_Final.rtf**

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1. PURPOSE

To provide a brief overview of the role of Omnifighters on the 2845 battlefield for use within the Compendium. Word limit of approximately 250 words to fit within the confines of the page layout.

2. MACHINES OF WAR - OMNIFIGHTERS

From the earliest days of the FIRE, airskimmers have played a key role in terrestrial combat. Using a combination of ground effect technology and traditional aerodynamic surfaces to achieve lift, they are propelled by powerful turbine engines and can reach fantastic speeds. Often a commander's first choice to intercept enemy forces, they can be deployed rapidly at great distance and are the one foe which no ground unit can truly outrun or evade. With the advent of warfare beyond the bounds of the solar system, most airskimmer models were modified for operations in vacuum, giving rise to the term omnifighter to describe their expanded roles.

Omnifighters remain low-altitude craft designed to support ground forces. Unlike exofighters, which are designed for deep space combat, omnifighters operate at low enough velocities that pilot skill remains a decisive factor. Elite units such as the Imperial Knights frequently expect their pilots to be proficient in both HERC and flight operations, providing the capability for organic air cover all the way down to the squad level. Omnifighters also integrate well logistically by mounting many of the universal components commonly found on HERCs and tanks in addition to their specialty systems, such as the Draco bomber's Harbinger gravitic munitions.

Though they enjoy formidable firepower and armor, speed remains an omnifighter's primary weapon. Experienced pilots can use their vehicle's speed to stage strafing runs from unreachable vectors, racing away before the victim can respond. This ability to attack with near impunity gives the skilled omnifighter pilot the capability to control the pace of battle.