

# *Proyect Liria*

By CMDR K1tzu

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# Navigation

Thargoids navigate in space similar to how humans navigate on the Earth.

A lot of people had doubts about Merope “Is it their base?” “Is there something important there?” and the answer is No, as you see with Probes, they use Merope just as a tool to triangulate their objective, it will calculate the distance to Merope and Galaxy center just to locate itself in space.

Is there something in the center of the Earth South Pole? No, but we still use it to locate ourselves by triangulating the distance to both South Pole and the Meridian line, is there anything at Meridian? No, we just selected because it was a nice place, that’s all.

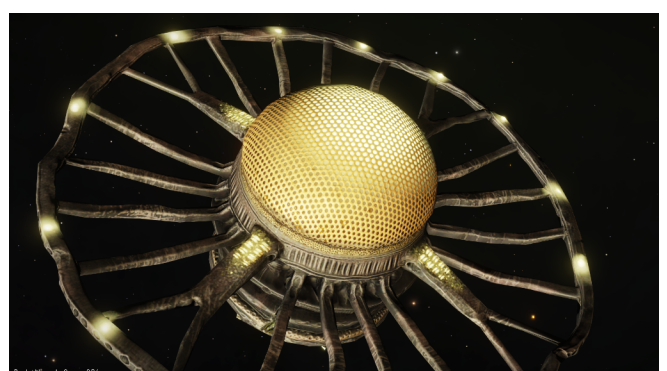
Thargoids selected Sag\*A because it is the center of the galaxy and Merope because it was a nice place, that’s all.

For the portal I tried to track it down but didn’t find anything more than that it’s located near a green and yellow nebula like the Elephant Trunk and that every portal looks the same, probably nothing worth to examine.

The only notable point is that it enters witch space, using the same way Carriers jump (black gas with an electric storm), with the difference that Carriers go soft and cute while Thargoids open them as fast as they collapse them, indicating the portal is probably unstable and collapses if no more energy is administrated to it (just like Carriers).

This last thing is known because when a thargoid opens a portal it will keep their “rays” towards it (the same that opened the portal and the same that they use to scan small objects).

They also use Gyroscopes (or motors) to maneuver, being scouts literally giant gyroscopes, note how always keep their orientation unless you manage to hit them. They could also be motors, by expelling gas through holes of it.





# Communication

Their language isn't developed, instead they talk like a dog would do, being able to express emotions by growls, another thing is their color, that's used to express pleasure, pain, and more.

For the sound language they have electromagnetic frequencies, which tones makes sense if you take it similar to how Earth animals communicate (pitch). All sounds made by a thargoid have a "triangle" in their spectrogram, which make it easy to know if something is related to thargoids, barnacles included.

## Sound meaning

### Linear sounds:

High-mid-low for pitch, long if it's for more than 3 seconds, quick if less than 1  
Loud if feels like a scream, quiet if it's in a low level of volume.

**Really High pitched - loud and constant noises:** Enemies are here  
(Marauders do that a lot)

**2 High pitched - quick noises:** I'm happy to see you (usually if you bring him  
Meta-Alloys)

**Low to mid – long noise (longer at low):** I'm in pain (usually at death and  
heart destroy) Death will also give a final breath going to a lower pitch

**Low (small wait) and Mid-High:** I'm feeling threatened

### Prrrs (like vibrations):

**Low – quiet:** Nothing interesting found in your cargo

**Mid – High:** Hi, I'm aware of your arrival

**High – Mid – High:** I'm going to scan you

**Mid quick and then a really high pitched noise:** Attacking

## Color meaning

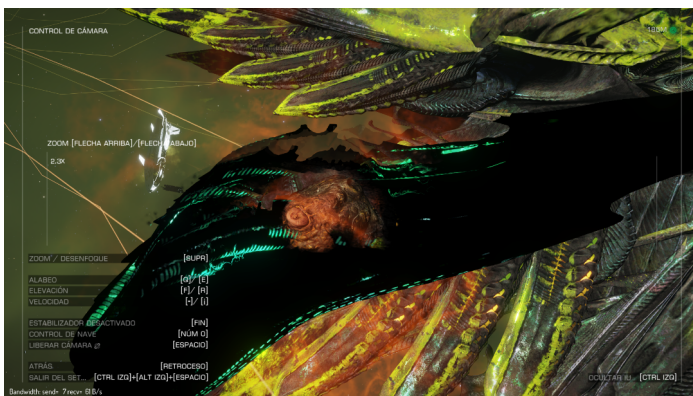
It is caused by a low pressure ionized gas (because of the ray-like light, which reassembles a Tesla Sphere and the difference of density among the body) but can also contain any transparent gas with it.

**Green:** Pleasure (When meeting a CMDR, finding Meta-Alloys in cargo or healing)

**Red:** Pain (When heart is used, when feeling threatened and scared or angry)

**Yellow:** High energy is being used (Shields)

**Turquoise:** There's not enough energy here (Alternative of red when a heart is vulnerable, I only found it on Hydra)



Example of turquoise



Example of the colors from Close, note the “rays” inside and how it’s brighter and more dense at the right (where the heart is)



A similar gas is cycled through conducts in a thargoid surface site (active)

# Organs, systems, Veins and Blood

**Main discovered Organs and systems include:** Heart, Bones, EMP capacitors and scanner.

**The hearts** are by far the most interesting one, its main feature is to ionize the gas inside the thargoid, it “beats” fast in order to supply enough energy to the thargoid.

The main inconvenience by using it is the heat, which is lethal to the thargoid.

The thargoid usually just use meta-alloys to isolate his weapons so the heat isn’t conducted to the center of the body where they are more dense and therefore better to hold the temperature.

This temperature is then irradiated naturally similar to how our ship does.

But when the heart is used a massive amount of heat is produced due to the ionizing process, the way they have to avoid the heat is by transferring the heat into a gas (Probably Hydrogen) and then make their skin permeable so the gas can be expelled trough the skin, the inconvenience on this is that it also makes the skin permeable to our attacks, making us able to destroy it. (see the gas in the first image on previous page, the second also shows the heart being visible at the lower right)

**Bones** are located all around the thargoid and at the center in a coil.

They look like a vertebra and their texture is similar to beryllium.

It’s main propose is probably to hold their body, but it’s not as important as our skeleton since it doesn’t “hold” their body.

**The scanner** is totally unknown, all we know is that it has up to 4 lasers, they use little energy to scan objects while use high voltage to scan vessels, they also stop the spin of their wings while scanning.

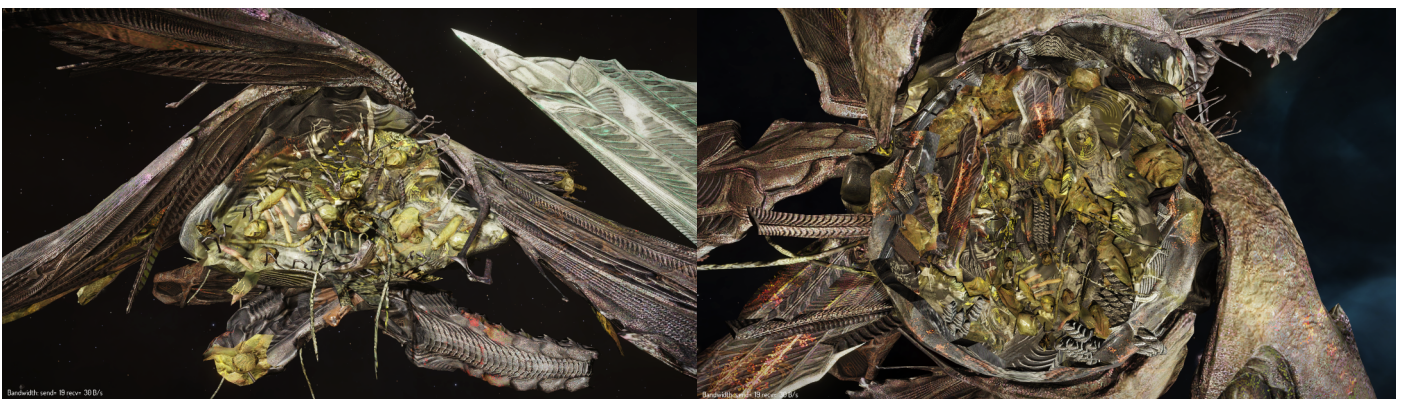
**EMP Capacitors:** We can tell the EMP works under capacitors because of the “loading” sounds it makes when charging, it probably works by charging the capacitors until they meet the required energy and then release all the energy through a coil at the very center to make an EMP, which ionizes all the gases around, the color is such as Xenon and Argon, or just Cherenkov Radiation, but for this last would be discarded because of the absence of a dielectric medium.

**Main discovered conducts include:** Arteries and veins (Only vary in size), sticks and wires.

**Arteries and veins** are similar to ours but lack valves, which means it could go in both ways, the interior looks green but can be because of the blood.

This hypothesis says that the thargoid blood (what travels through veins and arteries) is a green gas, once the vessel is broken a small portion of the gas is leaked until the thargoid can seal it.

This looks to be proven since when a wing is broken the flesh is brown and the veins are red, but when we destroy it completely it turns all green like if we painted it, while parts of their body are broken out “ejected” by the explosion, which remain in their original color.

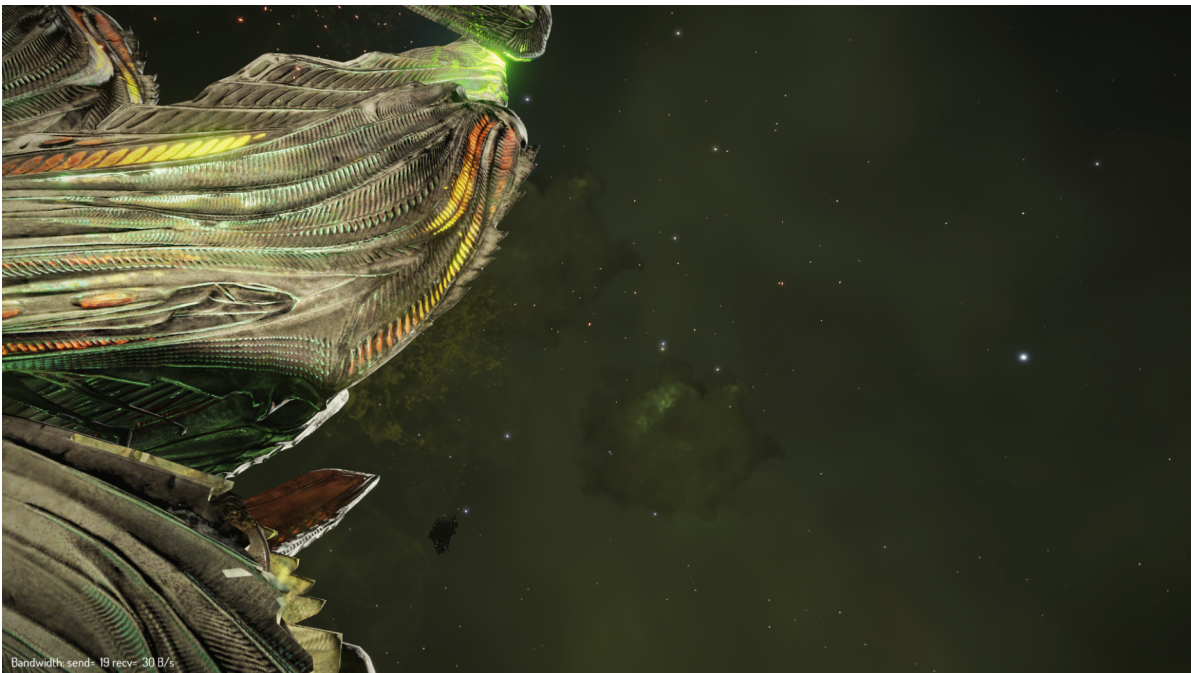


At left we see the main Artery which connects the center of the thargoid to their wings, we also see a “wire” that comes from inside, more are seen at the right, nothing is known about them, but they are probably their nervous system. More veins and Bones are seen all over their bodies.

Note on the image of the right at the center a coil of bones, I suspect that there’s where the EMP coil resides. At left image, lower left we can see



another bone that comes by the tail wing, indicating they do have a bone and are not flexible in any way unlike the upper wings with small mobility.



*Leak of gas when a wing is just break (Image above)*



*Just broken wing after the gas ends leaking (Image above)*



A piece of the side of a thargoid

Note the red Veins and the Bones





Piece from the wing of a thargoid, the top left is where the heart goes (note the veins with valves and the “fat” at right, or some unknown organ)

Left smooth “teeth” is just the articulation.

One last thing to notice is the “scales” on every photo, they are probably for heat radiation, but this is just a guess. (in last photo they are on lower right)



Scouts have a blue tint on death (and probably “Blood”).

They also have a main 2 arteries and 3 veins that are directly going from the mouth to their weapon.

They have similar organs and blood vessels as interceptors have, while also sharing their average symmetry.



At bottom left we can see that Scouts also have red “blood” vessels, and at top right we see one of the main arteries cut open, showing that inside there is a wire (referring wire as the fine [bones](#))

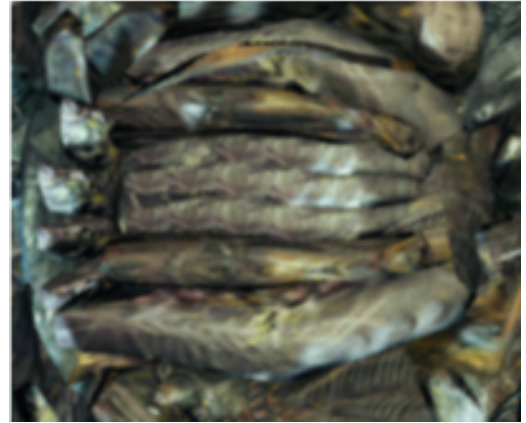




Center of  
Thargoids

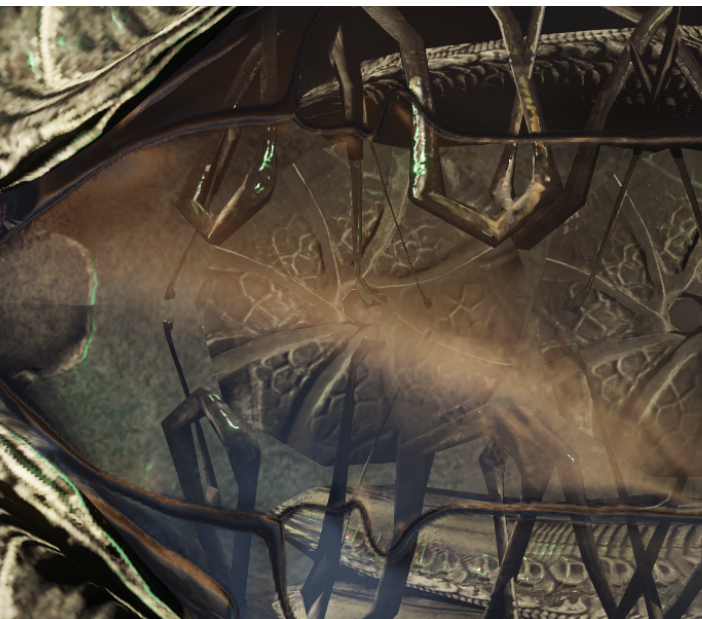
Interceptor at left

Scout at right

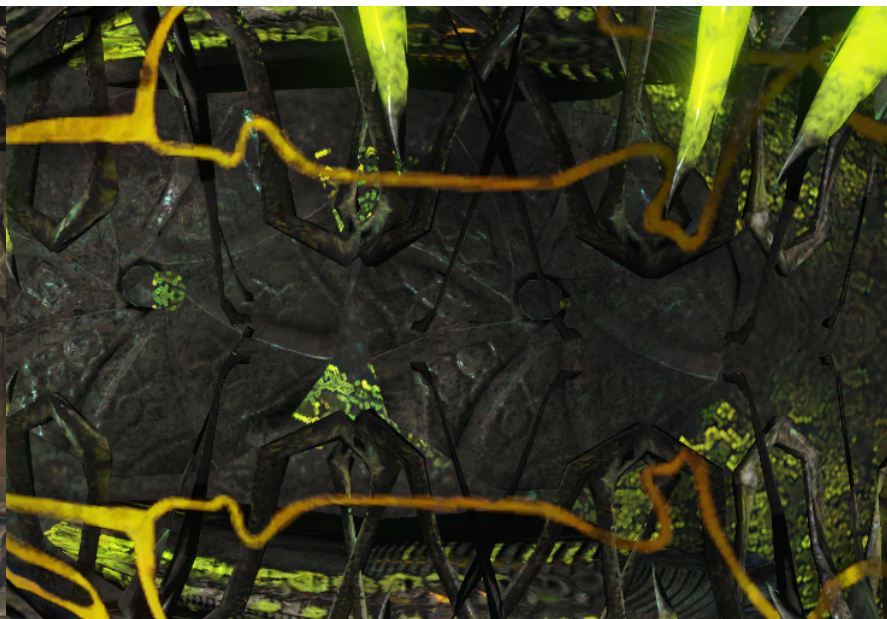


An important note is that all thargoids (Interceptors and scouts independently) look the same inside, in every piece, the only differences are external, which means they are either born like that or just evolve to make their new body parts. (Like Antlers on Earth fauna)

Something that could probe that they evolve over time is that cyclops look “new” and smooth, while the rest present wrinkles, also cyclops are clean, while Hydras and Medusas are pretty dirty.



*Cyclops cockpit*



*Hydra cockpit*

**The Sticks** are the “U” shape veins that can be seen at the top, I didn’t find any conclusion of what it is or what it does, but I know it’s all over their body, including places under the skin that aren’t visible until killed.

# Weapons

All we know about weapons are munitions, every thargoid, thargon and Scout uses the same munition, shown below (known because the “mark” they leave after being hit by their weapons is of the same size and shape)



It looks pretty similar to a human bullet, with a circular primer, a charge, a centerfire and a projectile

The primer could either work by impact (like human bullets) or by current (a high current is supplied to the primer and the bullet gets expelled)

Interceptors can also use a high energy beam at close distance to deplete your shields.

One of the main features of thargoid weapons are the fact that they are alive. They tend to distribute in hexagons and are corrosive due to the fact that they eat a variety of metals, in the process of eating them they emit a green gas.

An hypothesis would be that MA are these microorganisms in a grown up state after eating the metals in the planet, and after harvested by thargoids are launched as a munition, once colliding with our ship they would start eating metals again.

This would explain why it goes right through our shields.



Recent hit on left  
It looks like the back of the ammunition, which could mean the primer is actually the green ball.



# Meta-Alloys

I'll call them MA from now on.

As we know the barnacles “absorb” the metals of the ground just like an Earth plant absorbs the nutrients of the ground.

The barnacles mix a selected type of elements (including but not limited to: Iron, Phosphor, Carbon, Sulfur, Zinc, Selenite and Nickel)

They are compressed and separated into a set of very organized layers.

The elements are also contained into a cell layer similar to bacteria.

The specific order of the materials makes it easy to use it on multiple ways.

Before being used, one of their main features is insulating the heat from outside, since thargoids can't hold heat it's vital for them to keep it cold until digested, so the brown outside structure does exactly that; keep it cold.

It has a square - egg shape with Vertical Lines (Pointing the longer side up)  
They are just like a fruits, starting as a octahedron and ripening of the skin when it gets mature.



*Image taken from Elite Fandom*

Below we can see a MA still growing, while at top we can see how the skin was ripen off showing the MA inside it.

We know the composition because if you shoot one down that doesn't have a MA yet it will throw what has gathered until that moment. While if you shoot one that does have a MA it will only drop the MA, with no other element being thrown.

Bigger barnacles are reinforced with MA armor and contain its fruit at the center, which contents can only be acquired by applying an unknown force that only thargoid have.

When barnacles are ready for harvest they emit a characteristic green gas that draws the attention of interceptors. They also emit a sound that tells the current state of it so thargoids know when will it be available to harvest.

Prove of this is that when a Thargoid harvest them they stop emitting the gas, another probe is the MA themselves on the spikes, which also (and only) emit this gas once they are fully grown and ready to harvest.



*MA ready for harvest at the side of a barnacle ready to harvest.*

Both of them also emit green sparks and a green aura (the MA aura is brighter).

For Barnacles to grow they need a ground with all of the materials needed to produce MA, having at least 20% of iron.

They also prefer a low gravity (less than 0.5G, but usually found under 0.3G) to fully expand. And a low temperature (around 273K).

It's not necessary though, since they are also found on systems like

**Pleiades Sector LN-T c3-7 (A4 Barnacle 3)**, the photo above is from that place.

Here the gravity is **0.95G** and the temperature is **390K**.

Barnacle green biologic cells are corrosive when used in thargoid weapons, but will crystallize similar to Boron in normal circumstances, this crystal can be always seen around barnacles.

Also, to get more nutrients (elements of the ground) the barnacle roots grow up to 10 meters horizontally, although it can go further, roots usually grow above ground, in occasions also making a small wide spike that grows fruits.

There are no signs of the plant being able to strip its fruits naturally, neither to reproduce on their own.

A last thing to notice is that (most) barnacles forest are in the shape of thargoids, which could mean that the thargoid interceptors are capable of planting them.



*Image taken from Elite Fandom | It shows 6 curved lines from the center, similar to how Interceptor wings look*

# Behavior

There are 3 kinds of thargoids: Interceptors, scouts and scavengers

Interceptors are only found scanning wrecks and interdicting vessels. When an interceptor is found he will greet you and scan you with curiosity, he needs at least 3 seconds in order to understand the data from the scan.

If nothing interesting is found he makes a disappointment sounds and go away.

If you have something he likes he is going to make a pleasure sound and keep a little longer at you side.

If you have something of his race or guardian he will warn you, if you don't drop it quickly you will be attacked, even if you drop it after the attack.

Scouts are immediately hostile and will scream to make his friends know about the threat.

Thargoid interceptors can spawn and will immediately attack, even if you are unnamed and with no cargo, not attacking their fellow scouts, which means they are in the same team.

In combat an interceptor will try to always look at you and sometimes burst into you, this would explain their spikes on the cockpit, meaning they often use them to burst into enemies.

The green color in the Hydra could indicate they have fought against other thargoids.

Red circles on Medusas could indicate something similar but with ammunition being used.

Scavengers are like their name says "scavengers", this means by the Cambridge definition "An animal that feeds on dead animals that it has not killed itself", they eat a green fluid out of the fallen interceptors and some barnacles, and poop it elsewhere.

This would explain why thargoid corpses have these "green holes", being them because of the scavengers eating the rest of them.

They could be an important part their ecology by fertilizing the ground of the barnacles with their waste.