

Lazarus Drive Engineering Draft

First Contact Feasibility Framework

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****Prepared by: GhostCore Systems****

Subsystem Breakdown

1. PhotonCore Output

- Emits directional radiation pulses at high frequency
- Tuned for radiative pressure & thermal-vector propulsion
- Synchronized with rotating magnetic flux chamber

2. Magnetic Spin Chamber

- Molten lead or superconductive torus mass
- Rotated at relativistic speeds using embedded magneto-drive rails
- Creates artificial frame-drag & gravitational coupling

3. Lazarus Pulse Coils

- EM pulse emitters placed equidistant around core
- Fire asynchronously to destabilize local inertial frame
- Generate inertial null zone via synchronized destructive interference

4. Inertial Null Bubble

- Localized region around core with reduced resistance to thrust
- Amplifies photon pressure effect from PhotonCore
- Reduces effective ship mass during active spin-cycle

Physics Concept Overview

- Lazarus Drive bends space by suppressing internal inertial drag.
- It mimics gravitational frame-drag (Lense-Thirring effect) via rotation + EM harmonics.
- Photon emission gains leverage when ship's mass is "slippery."

Simulation Insights

Power Budget (Sample 20s Cycle)

Strategic Implications

- FTL-Adjacent acceleration within light-constrained physics
- Drastically reduced stress on internal ship architecture
- Compatibility with all PhotonCore-based weapon systems

System Diagram: See Lazarus_Frame_Whitepaper.pdf

Conclusion

The Lazarus Drive isn't a warp engine. It's a cheat code against mass. Using spin, radiation, and magnetism,

GhostCore redefines the boundary of what's "possible."