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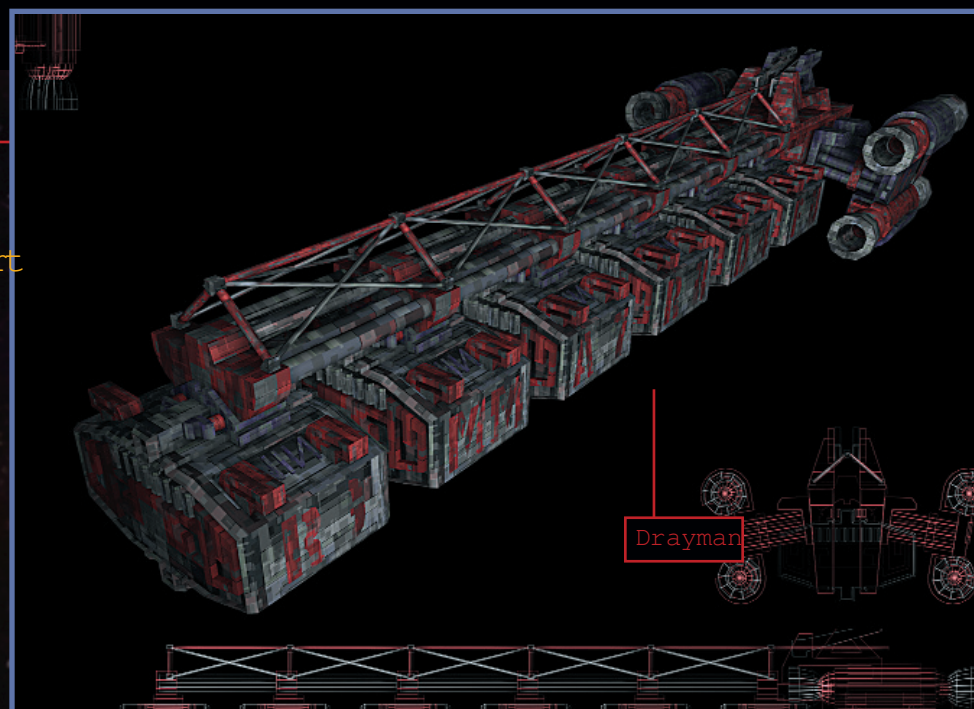
Drayman Merchantman Class Transport

Hull Type: IV
 Mass: 400 Tons
 Crew: 2
 Max Speed: 300
 Shields: HZ Class II
 Armor: Plasteel 20cm
 Powerplant: K20 Fusion
 Weapons:
 4 Mk II Beam Lasers Turrets
 10 IR Missiles
 Scanner: Seker Mk V
 Cargo: 85 Tons
 Engines: Ion, Jump
 Manufacturer: Sathori Industries
 Credits: 344,000

Pros: Moderate expense, lightly armored with fair shields and power plant

Cons: No heavy weapons and low cargo space. No after-burner.

Summary: If you're looking for a durable basic small cargo freighter, this is the ship for you. The workhorse of the Confederation, Sathori have been in use for over eighty years. Their basic design style has been replicated over the years by dozens of shipyards in countless systems, and renamed – but the basic durability of the design shines through. Not particularly fast, it is based on a Type 4 Hull,



Ships

Manowar Confed Battle Carrier

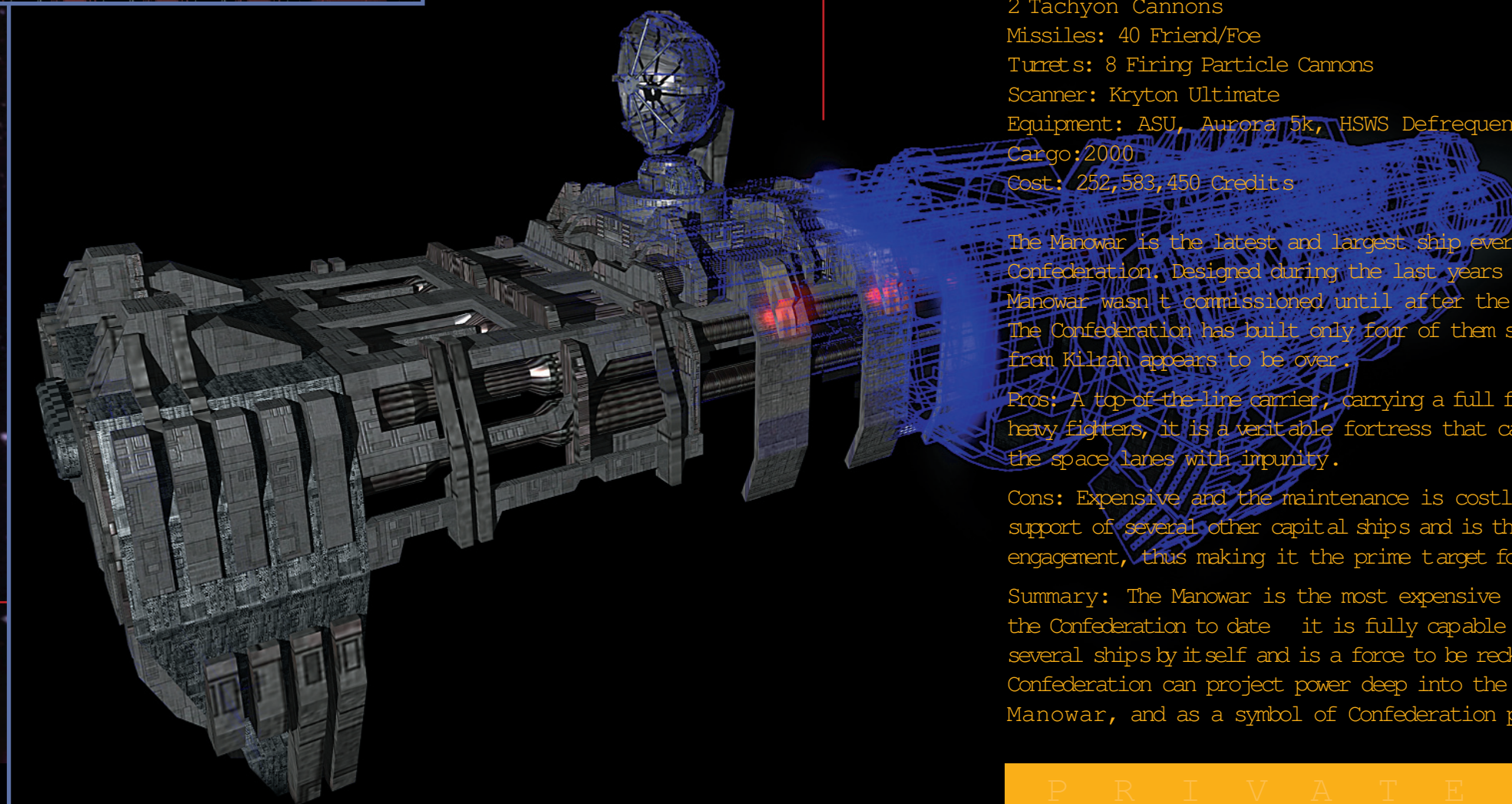
Mass: 300,000 Tons
 Crew: 7000
 Max Speed: 300
 Engine: SD Pulsar and HyperJump
 Powerplant: 4 Quad Dicor Fusion
 Shields: Quasar II
 Armor: Carbidium
 Weapons:
 1 Linear Accelerator
 3 Pulse Cannons
 2 Tachyon Cannons
 Missiles: 40 Friend/Foe
 Turrets: 8 Firing Particle Cannons
 Scanner: Kryton Ultimate
 Equipment: ASU, Aurora 5k, HSWS Defrequencer
 Cargo: 2000
 Cost: 252,583,450 Credits

The Manowar is the latest and largest ship ever built by the Confederation. Designed during the last years of the war, the Manowar wasn't commissioned until after the war had ended. The Confederation has built only four of them since the threat from Kilrah appears to be over.

Pros: A top-of-the-line carrier, carrying a full five squadrons of heavy fighters, it is a veritable fortress that can move through the space lanes with impunity.

Cons: Expensive and the maintenance is costly. It needs the support of several other capital ships and is the flagship in any engagement, thus making it the prime target for hostile forces.

Summary: The Manowar is the most expensive ship built by the Confederation to date – it is fully capable of destroying several ships by itself and is a force to be reckoned with. The Confederation can project power deep into the galaxy with the Manowar, and as a symbol of Confederation power, it is awe-



Plot line and Background Story

Story

Back by popular demand, PRIVATEER 3 will once again be set in the Wing Commander universe!

After a brief departure, you will yet again be able to immerse yourself in the rich history and plot line that is Wing Commander. Elements from the original Privateer as well as the immensely popular Wing Commander: Prophecy have been incorporated into a story of action and intrigue. Old enemies such as the Kilrathi along with the newly discovered alien threat from Prophecy will plunge the player into new and more challenging adventures.

The story revolves around a band of renegade Kilrathi Bloodhunter warriors who are bent on avenging the destruction of their home world, (hence the title RETIBUTION.) Having kidnapped a Confederation scientist who was the mastermind behind the weapon that destroyed Kilrah, they are attempting to build a new super weapon that will change the outcome of the Galactic War. During the course of the game the you find yourself at the heart of the matter having inadvertently made it possible for the Bloodhunters to create their new weapon of mass destruction. You will have to track down the renegades and destroy their home base before they have the chance to carry out their master plan.

Quad Plots

One of new directions the storyline has taken is in the addition of multiple plots. Instead of just having one large plot that you must follow, four quad plots have been added. This allows you to meet and interact with a wider

variety of characters as well as experience facets of the Wing Commander universe you've never seen before.

During the course of the of the story you will encounter Victor Strikov, a black marketeer who offers you your first chance at big money. Along the way you will need to rescue the entrepreneur's life, business, and daughter from a new faction that is flexing its muscle in the quadrant.

As a precursor to the main story, you will be thrust into a heated situation between Kilrathi and their arch rivals, the Outcasts. Evolving out of the Black Lance Squadron from Wing Commander IV, the Outcasts are Kilrathi-haters who have sworn to destroy even the peaceful Kilrathi of the Pliades sector. These two factions are about to erupt into open conflict until you intervene.

You will also get a chance to be hired by a businessman to rid the quad of Morgan's Marauders, a band of pirates preying upon all freighters in the area. You must hunt down the cut-throats and put an end to their raiding, once and for all.

Having eluded the Confederation's dragnet in Wing Commander: Prophecy, the alien menace appears in the Pliades sector. Leaving death in its wake, you are compelled to help the Confederation track down this new terror before it can create more chaos.

These stories converge in the end to create a powerhouse plot that will blow the player away in the epic conclusion of PRIVATEER 3.



Multiplayer

Multiplayer Features

Origin is confident that with PRIVATEER 3, it will deliver a multiplayer game so advanced that it will not be rivaled by any other competitor in the space trading/combat genre for years come.

The current targeted goal is to support 16 players on a minimum platform, (up to 64 players on a power system!) Players will be able to connect via IPX, or Internet (TCP/IP / UDP) meaning that they can use their current IP (Internet provider) or Local LAN to play PRIVATEER 3.

Origin On-line: A multiplayer game is nothing without support. PRIVATEER plans on establishing a central Internet location at Origin that will allow players to locate and join indi-

vidual servers/universes similar to Quake s QSPY. This will allow players to learn of any updates as well as news and game improvements.

Public Servers

This allows the public to set up its own servers giving anyone the ability to customize the variables of one s own universe. This will allow players a multitude of servers to access without having EA or Origin maintain expensive support teams or expensive network equipment.

Player Alliances

Alliances allow players to organize and maintain their own guilds with social interaction to cooperate towards their own agendas. Alliances will have their own communication channels via private e-mail chat features.

Arena

A feature that will appeal to players needing a quick adrenaline fix is the multiplayer Arena. This allows them to turn up the mayhem by putting all the gladiators into a single arena to