

FIGHTERS

F/A-105a Tigershark Multi-Role Fighter

Missions: TARCAP, FORCAP, SEAD, BARCAP, escort, recon, light strike and light anti-ship

Speed: 7

Agility: 7

Acceleration: 7

Radar: 5

ESM: 7

Shields: 6

Armor: 4

Guns: 6

Gun # and type: 2X Tachyon, 2X Anti-shield

Missiles: 8X dogfight (or two dogfight, one recon pod). Also, some ARMs can be substituted.

ECM: 5

Special Equipment and abilities: The Tigershark is intended to fill a variety of roles at various times, and is therefore specialized at nothing in particular. It is most frequently used for light strike and SEAD duties, but can be effective as a fighter (particularly with external airborne-early-warning guidance to compensate for its mediocre radar set). Its shields are of medium strength, with good (though not excellent) recharge characteristics. The Tigershark is a generally valuable supplement to the more specialized fighters in a CV's wing, capable of filling most "gaps" as needed.

Rationale: The Tigershark is the first ship the player will fly, providing him a basis of comparison for the more capable types. Fighters like the Panther and Shrike will seem far more exciting when the player has flown similar missions in the less specialized Tigershark (that is, when they graduate up from something mediocre to something good).

F-110a Wasp Interceptor

Missions: FORCAP, sometimes BARCAP

Speed: 6

Agility: 10

Acceleration: 10

Radar: 4

ESM: 4

Shields: 6

Aarmor: 2

Guns: 8

Gun # and type: 2X , 2X Anti-shield

Missiles: 4X dogfight, plus 4X anti-bomber rocket packs (discussed below)

ECM: 4

Special Equipment and abilities: The Wasp is a small point-defense fighter which serves as the inner tier of a carrier group's defense. Lacking the range and endurance for prolonged CAP-style patrols, it is usually launched only when enemy bombers have breached the outer BARCAP and are closing on the carrier itself (in a "scramble" situation). It is tailored to destroy enemy torpedo bombers, at which it is devastating, but it is also effective against most fighter-class targets. In addition to its traditional missile armament, it carries four "cluster-rocket" packs. These short-ranged weapons are very small missiles which ripple-fire in "swarms" of twelve or greater and are guided to their target by a laser designator in the Wasp's nose. They are a "one-shot, one-kill" weapon usually employed against torpedo bombers from a close tailing position, and almost always result in the enemy's instant destruction. This ship will make use of detachable booster rockets for this craft that will get it to its destination quicker without using afterburner supply and at a faster rate than afterburner velocity. Its thin shields recharge quickly.

Rationale: This ship will be flown early in the game, too, providing an occasional alternative to the Tigershark.

F-98g Excalibur Wild Weasel

Missions: Anti-Turret, SEAD

Speed: 6

Agility: 5

Acceleration: 6

Radar: 5

ESM: 8

Shields: 10

Armor: 6

Guns: 2 (anti-fighter), 10 (anti-turret)

Gun # and type: 4X Quantum Disruptor, 2X Ion Cannon,

Missiles: usually 2X dogfight, 8X ARM (anti-radiation missile)

ECM: 10

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Special Equipment and abilities: This rejuvenation of the venerable Excalibur is a dedicated turret, missile-launcher, and radar-killing platform. Its radar tracking system can lock onto all of the above, but nothing else (though it can track most other targets). It is capable of targeting up to four turret-type targets simultaneously, and engage them with ARMs (anti-radiation missiles). These highly specialized missiles use shaped charges to punch through a heavy target's shields, then deliver a much smaller (but sufficiently lethal) blast against the radiating target inside. Additionally, the Excalibur's original gun armament of four anti-fighter cannon has been modified, and is based now around four quantum disruptor guns. These are special weapons which do not cause "hard" physical damage; rather, they wreak havoc amongst electrical systems. In the case of turrets and radars, these effects almost always result in massive feedback which results in the system's destruction. Additionally, QDG's cannot be stopped by conventional shields, meaning that they may be used against a shielded target's defenses with impunity. Their effectiveness against fighters is not usually catastrophic, but can often result in systems malfunctions which will at least temporarily paralyze the enemy ship. For defensive purposes, the Excalibur also retains two forward-firing ion cannon. Finally, its shields have been upgraded to be not only exceptionally thick, but extraordinarily quick to recharge.

Rationale: This ship fills a tactical role we've ignored up to now.

F-108a Panther Space Superiority Fighter (Class B)

Missions: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some RECON

Speed: 8

Agility: 8

Acceleration: 10

Radar: 8

ESM: 8

Shields: 6

Aarmor: 4

Guns: 6

Gun # and type: 1X F. Anti-missile turret, 2X ?, 2X Anti-shield

Missiles: 4X long-range anti-fighter (or one recon pod), 4X dogfight

ECM: 6

Special Equipment and abilities: Usually assigned to light escort carriers, the Panther is a smaller answer to the Vampire. Though it falls short of its bigger brother in terms of long-range combat capability, its superior acceleration and maneuverability make it preferred by some pilots, who consider it a superior dogfighter. Like the Vampire it also carries a high-rate-of-fire nose turret intended to down incoming missiles. It also carries a sophisticated targeting computer which can lock and engage up to two fighter-class targets at once. Its shields are lighter than the Vampire's, but exhibit the same excellent recharge characteristics.

Rationale: The Panther would be the first specialized fighter the player would graduate up to from the Tigershark. It would be exciting and fun after the Tigershark, but still leave room for a later upgrade in the air-combat arena in the form of the Vampire.

Tigershark
Panther
Vampire

F-109a Vampire Space Superiority Fighter (Class A)

Missions: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some RECON

Speed: 10

Agility: 6

Acceleration: 8

Radar: 10

ESM: 8

Shields: 8

Armor: 5

Guns: 10

Gun # and type: 1X F. Anti-missile turret, 4-6X ?

Missiles: 8X long range anti-fighter (or 4X anti-fighter, one recon pod), four dogfight

ECM: 6

Special Equipment and abilities: Usually assigned to heavy fleet carriers, the Vampire is customized to destroy other fighters. It is equipped with a nose-mounted, high rate-of-fire turret intended to down incoming anti-fighter missiles (though it may also be manually told to target fighters instead). This enables the Vampire to engage in long-range missiles duels with other space superiority fighters with good chances of survival. The Vampire also sports a sophisticated targeting computer system, which enables it to lock onto and engage with missiles up to four fighter-sized targets simultaneously. Its shields are of medium strength, but exhibit a better-than-average recharge rate.

Rationale: The Vampire is a fighter the player would get late in the game--a reward for getting that far. I think the most fun in any *Wing* is had shooting down other fighters, and the Vampire would do this better than all others.

Additional comments: This ship could have outer nacelles that turn up and down by about 20 degrees. We would then give the Vampire much greater pitch than yaw so it would flown differently than other ships and possibly have an advantage over some enemy fighters when flown properly. If we incorporate the idea of some guns being better against shields and some being better against armor, we could have a setting for this ship that automatically switches from shield guns to armor guns as the ships computer detects the proper time to switch, an advanced feature found only on this ship.

Wing Commander V CONFED Ships

SHIP STATS

Speed: how fast a velocity can possibly be attained

Agility: potential turning radius

Acceleration: ability to increase speed, particularly in afterburner

Radar: The range at which active radar can lock onto--and in some cases identify--various targets

ESM: (Electronic Surveillance Measures) The range at which passive sensors can detect the presence of hostile targets, though it can not lock onto or classify them (this is always a greater range than active radar)

Shields: a combination of shield maximum strength and recharge rate (i.e., very heavy shields with poor recharge may rate an eight, though so too might weak shields with a very high recharge rate).

Aarmor: The amount of armor protection around vital areas

Guns: Unless otherwise noted, the effectiveness of the fixed, forward-firing gun armament against other fighters

ECM: (Electronic Counter Measures) The ability of the ship to jam or otherwise "spoof" incoming missiles, and/or interfere with the targeting abilities of turrets (rendering their fire more erratic).

BOMBERS

TB-81a Shrike Torpedo Bomber (Class B)

Missions: Strike, anti-ship, anti-hangar, sometimes recon

Speed: 6

Agility: 5

Acceleration: 5

Radar: 4

ESM: 6

Shields: 6

Armor: 5

Guns: 5 (anti-fighter), 5 (anti-ship)

Gun # and type: 4X Tachyon, 1X T. Turret, 1X B. Turret, 1X R. Turret

Missiles: 4X dogfight, 2X anti-ship (or one recon pod)

ECM: 6

Special Equipment and abilities: Usually stationed on escort carriers, the Shrike is a lightened answer to the much larger Devastator. While it is not as powerful an anti-shipping platform, it is noticeably faster and more maneuverable than the TB-80, and therefore somewhat less vulnerable in the event of a fighter encounter. It enjoys the same computer targeting system as the Devastator, but not its massive plasma cannon. Rather, the Shrike carries a more conventional four-place tachyon gun armament, which, while still slower-firing than similar guns on conventional fighters, is relatively effective against most lesser-defended heavy targets (like turret mines and com stations). This arrangement also has the benefit of being relatively effective against fighters (at least far more so than the Devastator's plasma cannon). Due to its limited torpedo load, the Shrike is most effective against naval targets of light cruiser-size and downward, but in larger groups can be employed effectively against larger targets. The Shrike has top, bottom, and tail turrets, but lacks the Devastator's side mounts, depending instead on overlap from the top and bottom positions to cover its flanks. Its shields are somewhat thinner than the Devastator's, and exhibit average recharge performance.

Rationale: The Shrike would be the first dedicated bomber the player would receive after soldiering on for a while with the Tigershark. It would represent an enormous increase in anti-shipping capability, while still leaving the more potent Devastator as something to "graduate" up to later in the game.

Additional comments: We would possibly like to see Mass Drivers as the guns on this ship.

diff between Shrike + Excalibur

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TB-80a Devastator Torpedo Bomber (Class A)

Missions: Strike, anti-ship, anti-hangar, sometimes recon

Speed: 5

Agility: 4

Acceleration: 4

Radar: 4

ESM: 8

Shields: 8

Armor: 6

Guns: 2 (anti-fighter), 10 (anti-ship)

Gun # and type: 1X Plasma cannon, 1X T. Turret, 1X B. Turret, 1X R. Turret, 2X S. Turret

Missiles: 8X dogfight, 4X anti-ship (or two anti-ship and one recon pod)

ECM: 8

Special Equipment and abilities: Usually stationed on fleet carriers, the Devastator has a simple mission: survive long enough to destroy a big target. Its radar has limited range, and can only track (not lock) fighter-sized targets. The radar is instead specialized to detect, categorize, analyze, and track capital-ship-sized targets. It can not only target these as a whole, but target individual sub-components (engines, generators, bridges, weapons systems, etc.) and bring weapons to bear on them. Its main anti-ship armament is the torpedo. Its single fixed gun armament, however, is a massive plasma cannon. This is essentially a smaller version of the same weapon carried by capital ships. Virtually useless against fighters (due to its very slow firing rate; about one shot every two seconds), this extremely powerful weapon can cause credible damage to starships, and is by far the platform of choice when it comes to striking heavily defended and armored targets like battleships and heavy cruisers. Additionally, to facilitate its survival in a fighter-rich environment it carries anti-fighter turrets on its top, bottom, rear, and sides. Its shields are extremely thick, but exhibit only average recharge characteristics.

Rationale: The Devastator is the most powerful bomber available. Like the Vampire, it gives the player something powerful to "graduate" up to at later stages of the game.

Additional comments: This bomber will have the detachable sub-light fighter ejection system incorporated in this ship design. The idea is that this bomber is be very pilot friendly and expensive. This would give the player a second chance of surviving and escaping or even sometimes finishing the mission. The detachable light fighter is very fast and has descent armor but is not real high on shields. It has two forward firing laser guns to give it a fighting chance against an enemy light fighter and a remote chance against a medium. The player should be reprimanded if he detaches from an undamaged bomber just like ejecting from any other ship unless specifically instructed to do so in the mission briefing. It might add some fun to have this kind of ship change mid-mission. It would be good if we could have the HUD change to reflect the ship change. We would also like to see at least some aces have the ability to target the cockpit to negate this system.

Mass Effect

Ejection Ship stats Sub-light Fighter
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Missions: Mainly used as a survival tool

Speed: 9

Agility: 6

Acceleration: 9

Radar: 4

ESM: 8

Shields: 4

Armor: 6

Guns: 4

Gun # and type: 2X Laser

Missiles: 0

ECM: 8

Other Small Ship Classes

(present in some missions, but not flown by player)

Electronic Warfare Fighter

Speed: 6

Agility: 6

Acceleration: 6

Radar: 6

ESM: 8

Shields: 6

Armor: 2

Guns: 0

Gun # and type: None

Missiles: 0

ECM: 10

Unarmed jammer ships, these sometimes accompany strike packages to downgrade the effectiveness of enemy missiles and turrets. Employed properly, the presence of these assets can make even a swing-fighter with good ARMs nearly as lethal as a dedicated Weasel aircraft, but they must be well-defended by other fighters as their loss could prove catastrophic. Poorly armored but relatively well-shielded, they are still quite vulnerable due to their utter lack of weaponry.

Early Warning and Control Ship (AEW)

Speed: 6
Agility: 6
Acceleration: 6
Radar: 10
ESM: 10
Shields: 4
Aarmor: 2
Guns: 0
Gun # and type: None
Missiles: 0
ECM: 7

These are radar/passive surveillance spacecraft used solely to detect enemy fighters and other vessels, and relay information and orders to friendly fighters. Virtually unprotected, its pilots should do their best to stay out of enemy range. A force-multiplier without equal, capable of detecting and vectoring friendly pilots to potential their own weaker radars can not yet see, friendly pilots should do their best to make sure they survive.

Search and Rescue Shuttle (SAR)

Speed: 5
Agility: 5
Acceleration: 4
Radar: 5
ESM: 7
Shields: 4
Aarmor: 4
Guns: 0
Gun # and type: None
Missiles: 0
ECM: 0

These are spacecraft dedicated to recovering downed pilots, and sometimes other objects such as data buoys, etc. They are lightly armored and shielded for use in some combat situations.

In-flight Refueling Ship (IRS)

Speed: 4
Agility: 4
Acceleration: 4
Radar: 5
ESM: 7
Shields: 0
Armor: 6
Guns: 0
Guns # and type: None
Missiles: 0
ECM: 0

These slow moving ships are smaller than a landing craft and are dedicated to refueling and rearming fighters that must fly long missions away from their carrier. They have no shields but are reasonably well armored. Without guns or missiles it relies heavily on having a fighter escort. They are usually stationed at star bases but a fleet carrier can hold as many as two or three. These ships will also be used to give the player an opportunity to save his game during a mission.

Landing Craft

Guns # and type: 2X anti-fighter turret
Missiles: 0
Constituent parts: engines, turrets, bridge

These are shuttle-like vessels intended to carry Marines and their equipment from orbiting starships and into combat zones like starbases, boarded starships and planetary surfaces. Halfway between a fighter and a full-blown starship in size (about the same size as a corvette), they are roughly equivalent to the modern C-130 or C-17, and have atmospheric capability. They are lightly shielded and armored, but carry a pair of turrets for self-defense against fighters, as well as a boarding system which can cut through starship bulkheads to facilitate troop insertion. Some carriers have special accommodations for their carriage.

Strategic Bomber

Guns # and type: 6X anti-fighter turret
Missiles: 0
Constituent parts: engines, turrets, bridge

Somewhat larger than the Landing Craft (and far too big for carrier use), these are long-ranged, jump-engine-equipped, starbase-based offensive weapons intended primarily for attacking cities and other targets on planetary surfaces. They are slow, but carry good shields and bristle with six anti-fighter turrets. They usually rely on carrier-based escort fighters during the final phases of their missions. Modern equivalents would be the B-52 and B-2, though their turret outfits make them operationally more similar to World War 2 B-17's and B-29's.

STARSHIPS

Fast Attack Craft (FAC)

Gun # and type: 2X anti-ship laser turret

Missiles: 4X anti-ship missiles

Constituent parts: engines, turrets, bridge, radar

Sometimes also known as Patrol Boats, these small vessels (10 to 15 crew) are used almost exclusively for planetary and starbase defense. They are virtually unarmored and have shields which amount to little more than the thicker ones found on fighter-class vessels. FACs rely instead on high speed for their defense and effectiveness, able to obtain velocities well in excess of larger warships. Lacking jump-drives, they normally foray en masse from orbital bases, flying at flank speed in attack formations towards the heart of enemy battle groups. Once within range, they will attack with the two to four large anti-shiping missiles each carries, then attempt to egress at speed. Each FAC is usually equipped with one to two medium anti-fighter turrets, but they are not particularly effective in a fighter killing role.

Corvette

Gun # and type: 6-8X turrets (better than laser)

Missiles: 8X anti-ship missiles

Constituent parts: engines, turrets, bridge, radar

With a crew complement of twenty to thirty, the Corvette is essentially an enlarged FAC. It is not as fast as the FAC, but it is better shielded, carries roughly twice as many anti-shiping missiles, and is usually equipped with a jump drive. Its anti-fighter defenses are superior, as well. While it is still best suited to planetary defense and patrol missions, the presence of the jump drive makes it a potential addition to offensive forces. Its turret armament makes it a considerable threat to fighters.

Destroyer (DD)

Guns # and type: 2X anti-shiping ion cannon, 8X anti-fighter turret

Missiles: 12X anti-ship missiles, 2-4X anti-fighter missile turret

Constituent parts: engines, turrets, bridge, radar

With a crews of roughly 100 to 200, the destroyer is the smallest warship with truly credible offensive applications. While armor remains poor, shields are generally good. Vessels of this class are usually armed with two anti-shiping ion cannon, as well as up to 12 large anti-shiping missiles. Their anti-fighter turret armament is good, and they are the smallest warship to routinely embark anti-fighter missiles launchers. As such, they are often equipped with good radars and deployed at the perimeters of larger battle groups where they can both act as pickets and provide a credible first line of defense against incoming fighters.

Cruiser (CA)

Guns # and type: 2X anti-shipping ion cannon, 8X anti-fighter turret, 2X Heavy anti-shipping plasma cannon

Missiles: 0

Constituent parts: engines, turrets, bridge, radar

With crews of roughly 450 to 500, the heavy cruiser is the smallest warship to heavy armor. They usually embark two ion guns, and forego anti-ship missiles entirely in favor of two heavy anti-shipping plasma cannon. These are far more effective than the ion gun, and make the heavy cruiser one of the greatest and most prevalent threats to shipping. They are noticeably slower and less maneuverable than destroyers, but are far more dangerous in ship-on-ship encounters by virtue of their armor protection and heavy firepower.

Battleship/Dreadnought (BB)

Guns # and type: 4-6X anti-shipping ion cannon, 16 + X anti-fighter turret, 4-6X Heavy anti-shipping plasma cannon

Missiles: 16 + X anti-ship missiles

Constituent parts: engines, turrets, bridge, radar

The Battleship is a fortress in space. Crews range from 1000 to 2000, depending on the class (and up to 5000 or more were dreadnoughts are concerned). Slow and unmaneuverable, the battleship enjoys both excellent shielding and excellent armor. Its main gun complement is usually four heavy plasma cannon and four ion cannon, though some of the largest ships embark as many as six of each (and dreadnoughts potentially more than even that). They usually serve as the centerpiece of larger formations.

Light Carrier (CVL)

Guns # and type: 6-8X anti-fighter turret

Missiles: 0

Constituent parts: engines, turrets, bridge, radar, launch tubes/hangar deck

These are the most numerous full-fledged carriers. Roughly the size a battleship (though lacking its armor), they usually embark a total of 100 fighters and support ships, of all types save heavy space superiority fighters and heavy torpedo bombers, which are usually replaced by lightened variants due to space considerations. Depending on the carrier's class, anti-fighter defenses range from mediocre to excellent, though they are also usually accompanied by escorts (though some classes are quite capable of autonomous action).

Fleet Carrier (CV)

Guns # and type: 16 + X anti-fighter turret

Missiles: 0

Constituent parts: engines, turrets, bridge, radar, launch tubes/hangar deck

These are the largest carriers, the ships around which most naval activities center. Roughly twice as large as the average battleship, they are crewed by anywhere from 5000 to 7000, and embark roughly 250 fighters of all classes (save the lightened versions of space superiority and torpedo bomber classes, which are usually represented here by the heaviest, most capable types). While anti-fighter defenses remain excellent, these are slower and therefore more vulnerable ships than CVE's, and are almost always supported by strong escorts.

Landing Ship Transport (LST)

Guns # and type: 4-6X laser anti-fighter turret

Missiles: 0

Constituent parts: engines, turrets, bridge

These are small (corvette-sized or smaller), unarmored, poorly shielded craft with minimal anti-fighter defenses (light turrets only). They are intended to carry ground troops into the battle area where they may use indigenous shuttles to descend to the planet. They have no indigenous fighter capability. They are very vulnerable and require heavy support if entering a hostile environment.

Transport

Guns # and type: 6-8X anti-fighter turret

Missiles: 0

Constituent parts: engines, turrets, bridge

These are destroyer-sized vessels which are poor in armor, shielding, and defensive capabilities (light turrets only). They use cargo pods to convey supplies such as tanks, food, fuel and other war materiel into battle areas. They can also be used as in-flight tankers and underway replenishment vessels.