

(version 1.1)

WEAPONS LIST for WING COMMANDER V

Terran Hardware

Guns:

Tachyon Gun - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Ion Cannon - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Lasers - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Mass Drivers - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Spreadfire Cannon - similar to a modern shotgun. A weapon that fires a payload of projectiles in a pattern determined by the player via a choke. Tight patterns do concentrated damage and have greater range; wide patterns facilitate hit ratio at shorter ranges and do less damage. A slug for this weapon might also be an interesting way to pierce enemy shields.

Burst Laser - an energy gun that delivers its entire charge at once in a continuous stream of projectiles. It does considerable damage to the target, but takes a significant amount of time to recharge. Basically, it should be hard for the player to score hits on a fighter with this thing, but the unlucky ship that takes a hit gets ripped a new one!

Plasma Cannon(Bomber) - similar to the cap. ship weapon of the same name. This weapon has a slow refire rate, but packs a solid punch. Primarily used against Cap. Ships, and tears fighters up if a lucky shot is scored.

Quantum Disrupter - this new gun doesn't do any physical damage, but it disrupts electrical systems on the target ship. This slow moving discharge passes through an enemy's shields and takes out radar, communications, and automated turret equipment for a set period of time. Hard to employ against fighters, but very effective if a hit is scored.

Fission Cannon - from Wing IV, a weapon that charges as the player holds down the trigger, then fires a large projectile when released. The longer the player charges it, the more damage it does. This weapon must have better looks and some mods, as well.

Grenade Gatling Gun - slower fire rate than a Stormfire, but fires shield piercing rounds that explode against a ship's hull on contact. The rounds should be of good size, and the gun should have really cool sound FX after all rounds are expired. Probably a good weapon to mount on interceptors for bomber/cap ship attacks. Mounting one of these babies on a heavy bomber would be cool, too.

Beam Weapons - a ranged beam of concentrated energy that covers distance to target almost instantaneously. Obviously these babies suck up huge amounts of energy, but deliver maximum damage to any unlucky target in its path. Probably most suited as Cap Ship weapons, but mounting them on heavy fighters and bombers might be entertaining as well. Of course, different classes and sizes should all be represented by distinguishing colors and effects.

Anti-missile Turret - a small, high-rate-of-fire turret mounted on fighters which independently tracks and eliminates missiles from enemy fighters. Not powerful enough to take down cap ship missiles, but relieves the player from decoy duty in high pressure dogfight situations.

Cap Ship Cannon - a rack of three huge blasters mounted on a big ship like the great battleships of WWII. Would look really cool for Cap Ship battles!

Missiles:

Image Rec. Missile - well, duh! But, for some reason, I don't think they'll work too well against our new friends.

Heat Seeker Missile - (see description for Image Rec. Missile)

Anti-radiation Missile - this should be considered the Terran version of the present day HARM missile. It rapidly locks on to anything that emits radar waves thru a specialized targeting system.

Torpedoes - good old reliable, but we should have to modify them in some way to make them effective against the new Alien Cap Ships.

Tracker "Smart" Missile - excellent against fast targets trying to flee an area. This missile is really one large booster rocket with six(?) smaller tracking missiles attached. The player fires the weapon and holds the trigger until most of the distance to the target is covered (or the booster expires), then releases it to launch smaller missiles, which use onboard tracking to pursue and eliminate the enemy ship. Would also help bombers take out incoming fighters at long range.

Rocket Pods - a simple concept that can be used in numerous ways in the Wing universe. Pods of smaller, faster dumbfires can be mounted on bombers to do extra damage on torpedo runs. Interceptors can have pods of guided missiles to unload on incoming bombers (see Mechwarrior 2 for an example). Cap Ships can be equipped with pod systems that eliminate capship missiles and bombers as well. Basically, rockets are cool, and many rockets at once are even cooler! We can really show off the new engine with these babies...

Proximity - Missile

Specific Target Missiles - missiles that are programmed with a specific target in mind. This could be a very cool concept for Cap Ship elimination - Missiles that target Turrets, Shield Generators, Radar, etc. might add more to the group effort feel of the game.

Swarmers - modeled after the ones in Warhawk. 5 or 6 missiles launch at once from a pod and make really cool trails as they track their target. A line of sight weapon(player must maintain a lock on target until missiles impact) primarily used for close combat/dogfighting against powerful targets.

Alien Hardware

Guns:

Conical Disrupter - a strange weapon that emits circular beams(or bolts) of energy that shake the target violently on impact. The effect on the targeted ship is so great that its hull will lose integrity in seconds if evasive maneuvers are unsuccessful - the ship will simply shatter into a million pieces. Players surviving such attacks should be treated to greatly reduced armor strength, mangled controls, and a really cool shaking effect. It would also be cool if the circular bolts for this weapon were mostly transparent and only slightly colored.

Deadly Disco Ball - or the alien disco ball of death! This is a multi-faced glittering ball that rises from a chamber on a Cap Ship as it powers up. Once the ball is in its full upright position(attached to a post), it is fully charged, and proceeds to fire thousands of laser bolts in all directions. This effect should be absolutely devastating to any attacking small ships in range. The player either takes this puppy out before it charges up or gets slaughtered in a hail of laser bolts. Smaller ones on bombers/heavies might work, as well.

Beam Weapons - of course our new friends have to have some, too! Just stranger looking than their Confed Counterparts.

Missiles:

“Thumper” Missile - a rip off of the worm thumper in Dune. This missile pierces through a ships shields, embeds itself in the armor, then starts thumping in about 3 seconds. The missile leeches power from the host ship, then uses it to create power surges that sound like great “thumps” against the crafts hull. The surges increase as they draw more power, frying electronic equipment and pounding the ships frame along the way. A typical fighter will lose most of its functionality(electronic) after 10 seconds of this, and 15 sec. will cause the frame of a heavy ship to lose integrity (causing it to simply fall to pieces). Confed will have to find a defense for this or practice the fine art of ejection. Maybe an anti-magnetic field could repel these little buggers....