



## "WING COMMANDER ACADEMY"

### FLIGHT MEMBER DOSSIER

**Name:** Christopher Blair  
**Callsign:** Maverick  
**Callsign Origination:** Maverick received his callsign as a joke from Maniac. When after months as the "perfect" cadet at the Academy, Blair actually bent a rule, and Maniac sarcastically told him, "You're a real maverick, aren't you?"

**Rank:** 2nd Lieutenant  
**Pedigree:** Since the time of the American Civil War, the Blair family has maintained a tradition of wealth and influence combined with public service. Maverick's grandmother is a member of the Confederation Council, while his father is the chairman of StarPeace, an organization dedicated to promoting understanding among the inhabited worlds of the galaxy.

**Flight Pattern:** An old-fashioned man, a Jeffersonian gentleman, the cheerful innocent, conscientious and boyishly enthusiastic Maverick is motivated by a sense of personal and family honor, without snobbery, greed or petty ambitions. Though highly competitive, Maverick almost always maintains honesty and a sense of fair play.

**Personal Turbulence:** Some pilots dislike Maverick, doubting his sincerity, and mistaking his eagerness to do a good job for a desire to curry favor with his superiors.

**Standard Issue Quote:** "I'm a Blair, sir. The Blairs never lie."  
**Idol:** World War I ace Eddie Rickenbacker

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## WING COMMANDER ACADEMY FLIGHT DOSSIER - 2

*Name:* Todd Marshall  
*Callsign:* Maniac  
*Callsign Origination:* Eager for battle and danger, a little too much so  
*Rank:* 2nd Lieutenant  
*Pedigree:* Maniac started flying while he was still in the womb -- his mother is a pilot.  
*Flight Pattern:* Maniac's abilities are prodigious: in raw, seat-of-the-pants flying, he may be the best cadet the Academy ever had -- but that doesn't mean he will make the best officer. For Maniac, the war against the Kilrathi is an opportunity to test his abilities to the utmost.  
*Personal Turbulence:* Maniac is almost too good. Because of his flying skill, he gets away with combat actions that would get an ordinary pilot killed. Unless he learns to temper his daredevil tactics with a little caution, someday the odds may catch up with him.  
*Standard Issue Quote:* "If there wasn't a war going on, I'd have to start one."

*Name:* Gwen Bowman  
*Callsign:* Archer  
*Callsign Origination:* Straight and narrow, like an arrow...or one that aims them, a description which just happens to coincide with her last name  
*Rank:* 2nd Lieutenant  
*Flight Pattern:* Flying for Archer isn't fun: it's a hard, dangerous job that has to be done well if the war against the Kilrathi is to be won. Archer is a good pilot, but what makes her deadly to the Kilrathi is her single-minded determination to do the job right.  
*Personal Turbulence:* Archer's devotion to duty is similar to Maverick's, but she lacks his easygoing nature and sympathy for others' feelings. She is as unforgiving and critical of others as she is of herself. Some pilots consider her by-the-book approach as excessively cautious but she is not afraid of combat -- just determined not to make any mistakes.  
*High-Flying Strategies:* She studies tactics and strategy late into the night, spends her leisure time in a flight simulator, endlessly practicing the dogfight moves that come naturally to Maniac.

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## WING COMMANDER ACADEMY FLIGHT DOSSIER - 3

**Name:** Commodore Geoffrey Tolwyn  
**Rank:** Captain  
**Commendation:** As captain of the *Tiger's Claw*, Tolwyn led one of the greatest exploits of the war: the Claw's pursuit and destruction of the Kilrathi dreadnought responsible for the attack on the Goddard Colony.  
**Flight Pattern:** Opinionated, argumentative and critical of his superiors, Tolwyn uses a latitude in carrying out his orders that borders on insubordination. Because of a checkered past with the fleet's High Command, Tolwyn drives the cadet pilots harder than anyone ever has before, relentlessly probing and exploring his sector, and seeking to discover new resources and new races that might prove useful in the war against the Kilrathi.  
**Personal Turbulence:** Like Caesar in Gaul, he attempts to turn a backwater command into a personal springboard to greater power and glory.  
**Standard Issue Quote:** "A pilot is expendable. We all are. That's what it means to be a soldier."

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## WING COMMANDER ACADEMY FLIGHT DOSSIER - 4

### A FEW GOOD CADETS AND MORE...A DEBRIEFING ON THE OTHERS

*Guthrig Andropolos* -- A civilian analyst employed by the fleet, Guthrig is the much-despised medic in charge of the psychological evaluation of the cadets. And although cold and unemotional, he is ironically subject to a variety of phobias.

*Yulan Chang a.k.a. Hyena* -- The comedian of the wing, Hyena is a first rate pilot who demonstrates superior gymnast skills and inspires a lack of confidence by his refusal to take anything, even the Kilrathi, seriously.

*Maya McEaddens* -- The ship's technical specialist, Maya -- her amazing mechanical abilities aside -- still has the personality of a mischievous, fun-loving, practical-joking teenager...which she was only a short time ago.

*Garahl Nar Hhallas a.k.a. Renegade* -- A crack fighter Kilrathi pilot who eventually defects to the Terran side and requests to be allowed to serve in the Confederation fleet -- often much to the chagrin of the other cadets.

*Hector Paz a.k.a. Grunt* -- Stubborn and absolutely fearless, he seeks revenge against the Kilrathi for permanently wounding him during the Battle of Repleetah, which he served as a marine.

*Lindsay Price a.k.a. Payback* -- The restless, rebellious martial expert outsider, Payback has phenomenal hand-eye coordination and also seeks to avenge the Kilrathi -- they killed her entire family.

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