



"WING COMMANDER ACADEMY"
GLOSSARY

Flying into the 27th century and the planets, galaxies, races and cultures of distant worlds comes with its own set of terminology. This primer gives a sampling of words and phrases unique to **WING COMMANDER ACADEMY**.

Firekkans, n. -- a bird-like species from the planet Firekka who build their cities among the rocky pinnacles of their planet. Animistic in their religion, they revere forces of nature, particularly the wind, which sustains them in their flight. They hope to maintain their neutrality in the war, but eventually must apply to the Terran Confederation for protection.

jump nodes, n. -- all stars generate these wormhole-like junctures used for interstellar travel, enabling a traveler to move from star to star and leapfrogging across the galaxy to his destination

Kilrah, n. -- home planet to the Kilrathi

Kilrathi, n. -- the ruthless, rigidly structured, cat-like society that wreaks havoc on the whole universe, and particularly the Wing Commander Academy

Piscean Arthrosquids, n. -- the size of small car, these creatures resemble a disgusting cross of a crab, a squid and a sea slug

super-nodes, n. -- pulsars generate these links which send a traveler across immense distances of up to 3,000 light-years to specific pulsars with matching emission frequencies

Terran Confederation, n. -- the protection-giving assemblage of all Terran-occupied worlds which provides the central power to battle the Kilrathi

Terra Station, n. -- a city-sized space station/capital in orbit around Earth where the Terra Confederation Congress meets

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Tiger's Claw, n. -- the aircraft holding the Wing Commander Academy flight crew

Wing Commander Academy, n. -- the 201st Plebe class of the Terran Confederation's Space Naval Academy who, because of heavy losses in the battle against the Kilrathi, must replace the regular flight crew aboard the refurbished *Tiger's Claw* spaceship

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