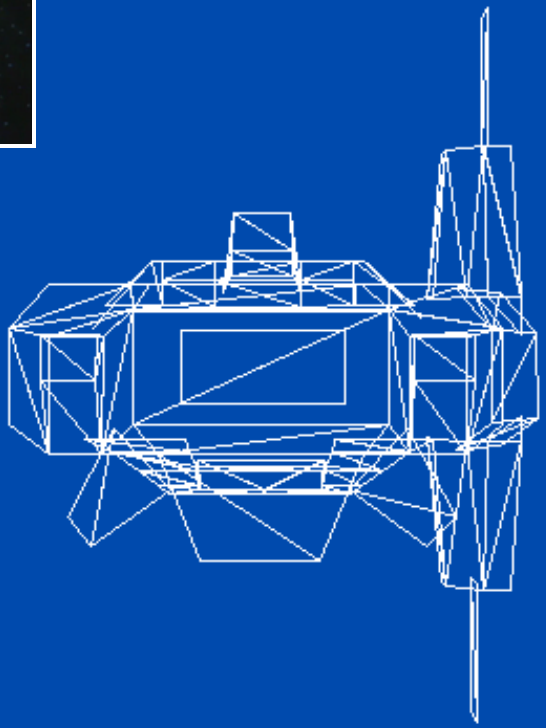
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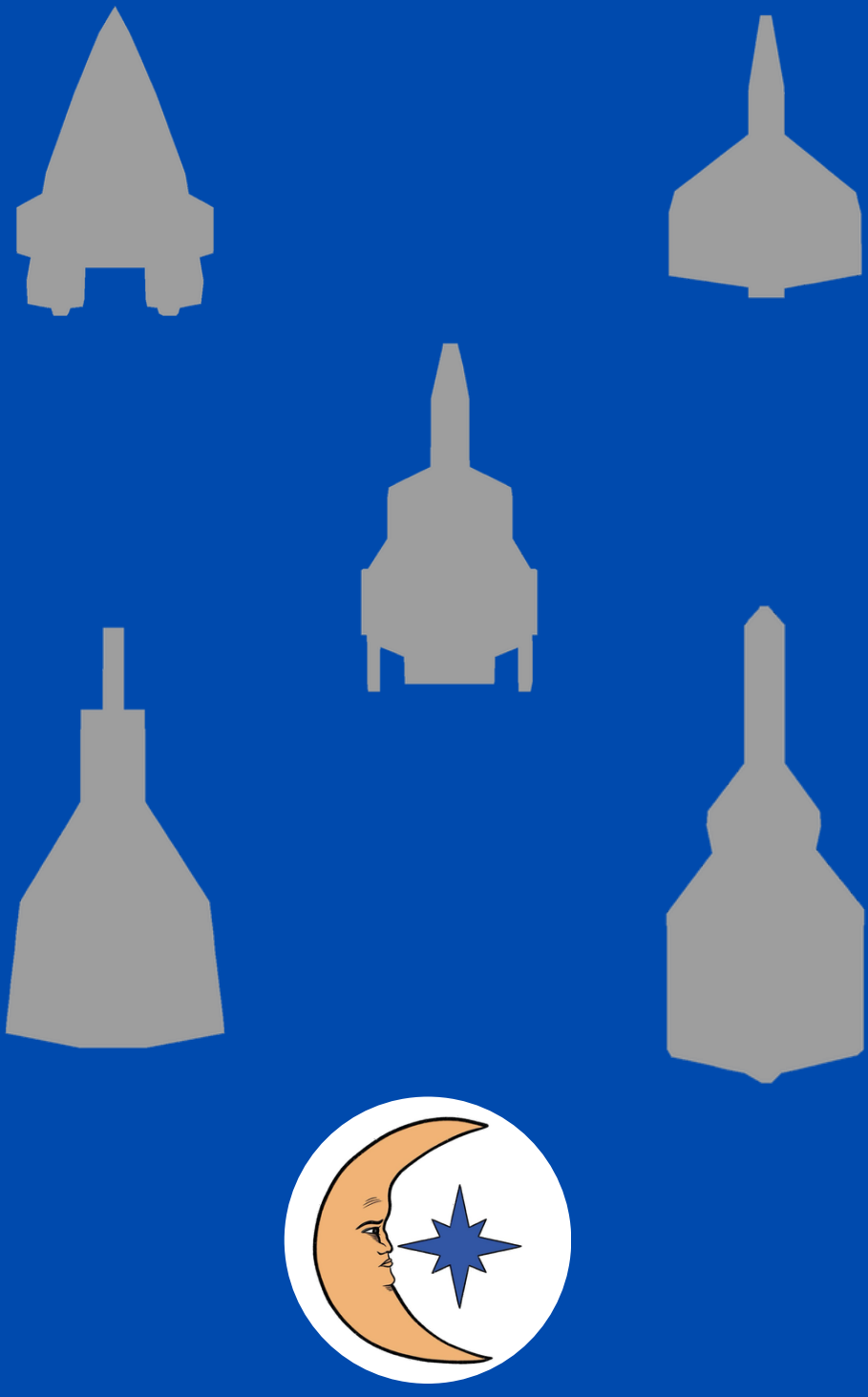
TCS Victory Aerospace Campus

Terran Confederation War Museum



Exhibition Guide **2794**





For Chris R., an authentic genius, and Chris R., an authentic friend.

Welcome Aboard

Greetings Visitors,

Welcome to the Terran Confederation Aerospace Museum's Victory Yard Annex, or as we call her "Tin Can Sally." You are standing aboard the TCS Victory, a mighty Yorktown-class carrier that survived some of the deadliest battles of the Terran-Kilrathi War and then played a pivotal role in the Empire of Kilrah's ultimate surrender. The Victory was transferred to the Armstrong Institute over a century ago in order to help tell the story of the generations that fought to preserve our freedoms from the Kilrathi. Since then, the museum has expanded to help cover the history of multiple intergalactic wars as well as humanity's expansion to the stars.

This guide provides an excellent additional reference for anyone visiting the Victory. Our curation teams have preserved several rooms exactly as they were during the tense rush to Kilrah in 2669, allowing you to experience the ship just as did figures like William Eisen and Christopher Blair. Other areas of the ship have been converted into fully featured museum galleries. These galleries are detailed in the following pages along with additional information on the spacecraft and artifacts displayed. We also welcome you to visit our variety of onboard services which include a spacecraft simulator, holotheater, full service gift shop and the Nav Point 2 restaurant.

The Victory is the oldest spacecraft which still maintains its own internal power. Keeping the carrier running after so many years takes the work of hundreds of dedicated crew. Like her namesake, the Victory will continue to tell the human story thanks to your support. Our eighth permanent gallery is scheduled to open next year. It will focus on the first decade of the Kilrathi War and include a restored CF-207 Wildcat fighter as well as the remains of a Kala-class bomber recovered from McAuliffe.

Respectfully,

Garber Collins

RADM Garber Collins (TCSN, Ret.)
Museum Director, Armstrong Victory Yard Annex
2794.110

T.C.S. Victory

Yorktown-class ● CV-40 Canopus River Space Yards, Reid VI
Seventh Warship to Bear the Name ● Launched 19 April 2635

Terran Confederation Space Navy Command
ADM Wayne Spencer Banbridge
RADM Deke Stover
RADM Winston Turner

"England expects that every man will do his duty."

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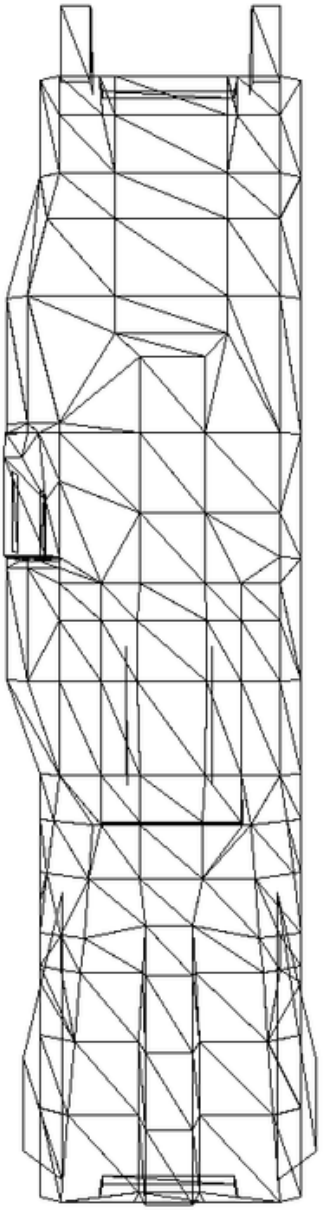
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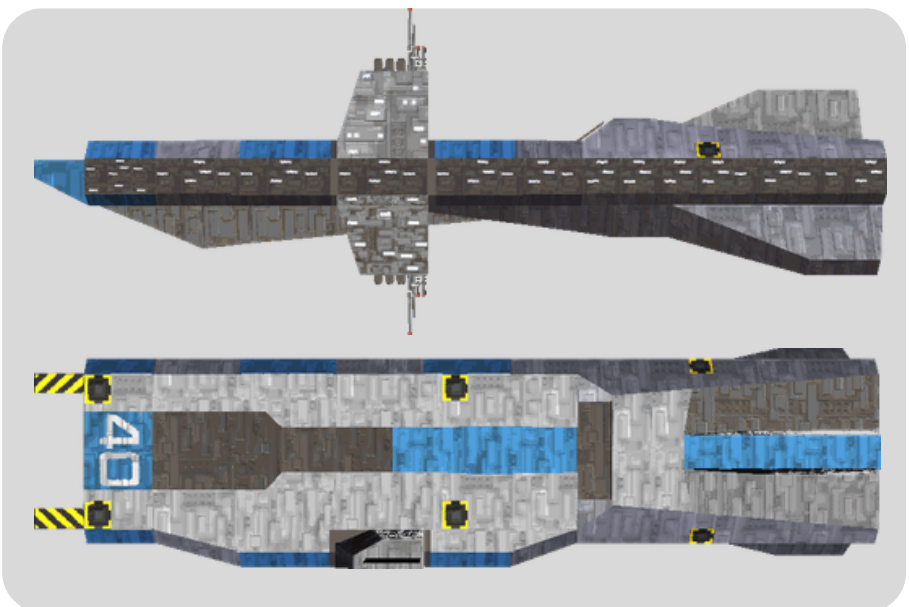
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About the Victory

The Victory is a Yorktown-class light carrier, a sturdy design already fifty years old when her construction began. She was commissioned in April 2635, less than a year into the start of the Terran-Kilrathi War, as a support element of the famed "Second Grand Fleet." Her crew included one Lieutenant (Junior Grade) William Eisen, a communications officer who would decades later serve as her final captain. At the time, space carrier doctrine focused primarily on reconnaissance and planetary strike operations. Victory's complement of Hurricane-class fighters and Gladiator-class bombers were initially used in putting down the McDanielist rebellion, then in its final throes. The Victory's first recorded kill was an Alliance frigate attempting to flee the Siege of Peron in the Luyten System.

Doctrine evolved quickly in the late 2630s as the impact of the shield-skipping antimatter torpedo echoed through the order of battle. With newly constructed carriers now the center of the fleet, the Space Navy adapted older designs like the Yorktown-class for more specific missions. Lacking the flight deck space needed to support larger bombers or space superiority fighters in reasonable numbers, the Victory and her sister ships were instead adapted for convoy escort and warship hunting missions. In 2644, the Victory was attached to the 11th Fleet as a picket. There she distinguished herself, earning three battle stars and the nickname "Tin Can Sally" for locating and destroying nine Kilrathi destroyers. She served combat tours in front line areas for the next five years before taking an antimatter torpedo hit to her number two engine during the fighting at Ardai. After six months of yard-level repairs, she was reassigned to a series of rear echelon patrol missions.



About the Victory

The Battle of Earth prompted Confederation High Command to return the Victory and many similar warships to front line combat assignments. Victory, now commanded by Captain William Eisen, was chosen as the command post for an 'all or nothing' strike being prepared against Kilrah itself by Rear Admiral Geoffrey Tolwyn. In 2668, Tolwyn reassigned the 36th Fighter Wing to the ship and began to slowly move experienced officers including Ralgha nar Hhallas aboard for Operation Behemoth.

As Operation Behemoth took shape, Tolwyn reassigned top ace Christopher Blair to the lead the Victory's fighter wing. While this attack was a failure, a second, similar operation organized by Confederation Special Operations took advantage of the Victory's readiness to support their mission. On September 24, 2669, a flight of Excalibur fighter bombers from the Victory jumped to Kilrah and successfully deployed a planet-busting Temblor Bomb which prompted unconditional surrender from the surviving Kilrathi government.

The formal Kilrathi surrender was conducted aboard the Victory, ending over thirty years of the most savage warfare history had ever known.

Technical Specifications

Class	Light Carrier
Length	720 meters
Mass	28,000 tonnes
Max. Velocity	120 kps
Acceleration	10 k/s²
Yaw	5 dps
Pitch	5 dps
Roll	5 dps
Guns	(11) Dual-Mount Turreted Laser
Missiles	(1) Capital Ship Missile Launcher
Shields	3,000 cm equivalent each
Front Armor	1,000 cm
Side Armor	1,000 cm
Rear Armor	1,000 cm



TCS Victory with elements of Destroyer Squadron 67 underway. Orsini Sector, 2669

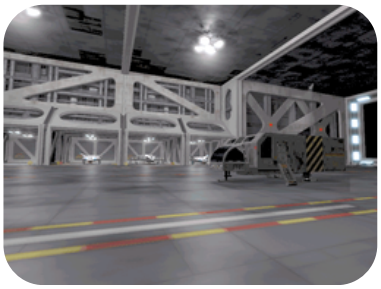


Surrender Ceremony aboard TCS Victory, 24 September 2669

A NOTE ABOUT LANGUAGE: The Victory Yard Annex curation staff would like to acknowledge that language usage has changed since the museum was established over a century ago. Outdated and offensive terms like "cat" and "fuzzball" are used ONLY in their historical context.



Blue Deck - Flight Deck



Visitors to the Victory Yard Annex will disembark on Blue Level, the carrier's flight deck. This is where squadrons of Hurricanes, Arrows and Excaliburs were prepped and launched for deadly combat missions. The site of the Kilrathi surrender at the fore of the flight deck has been preserved as it was in 2669. We have further converted several of the Flight Deck's bays into museum exhibition spaces. The current lineup is:

- **Repair Bay Four** - The Vega Campaign
- **Repair Bay Five** - Solving the Enigma
- **Repair Bay Six** - Victory at Any Cost
- **Service Bay One** - Border Wars
- **Service Bay Two** - The Nephilim
- **Service Bay Three** - Civilians at War
- **Service Bay Four** - Modern Aerospace
- **Arming Bay Three** - War in the Air
- **Arming Bay Four** - Motion Simulator
- **Main Corvette Dock** - 720-degree Holotheater



The gift shop and Nav Point 2 restaurant are located on the converted Orange Deck in the carrier's superstructure.

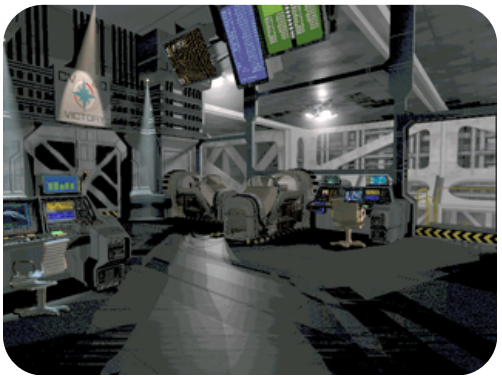




Yellow Deck - Flight Level

Flight Control

Buried in the heart of the ship, Flight Control was the beating heart of a space carrier's operations. Here, crews oversaw every element of the Victory's spacecraft complement during missions from loadout and launch to landing and recovery.



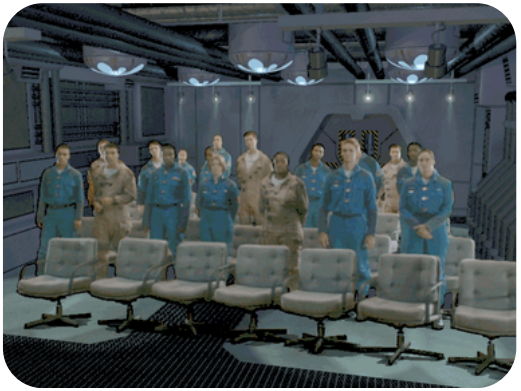


Briefing Room

The Victory's briefing room is where the ship's captain would plan operations for the battlegroup and formally brief the ship's wing commander and other leadership. The single holotable, used to plan and initiate combat missions, seems primitive today!

Ready Room

The ready room is the Victory's main wing briefing room. The carrier's wing and squadron commanders would conduct mission briefings here as well as in a series of smaller squadron-sized briefing rooms located nearby.



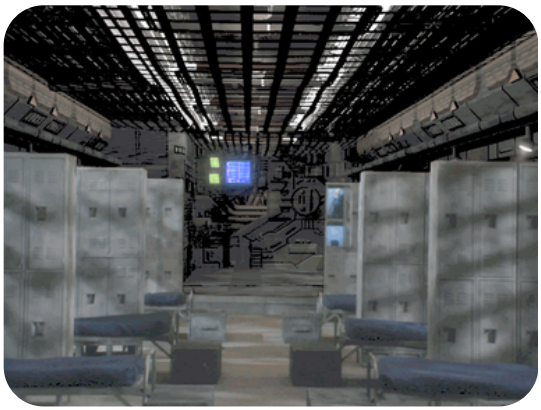
Flight Wing Rec Room

The Victory's rec room is where her complement of pilots, gunners and flight crews relaxed while off duty. It is also widely recognized as the site of a famous photograph of Admiral Geoffrey Tolwyn and Chancellor Melek toasting one another following the official surrender ceremony. A memorial to fallen Victory pilots has been maintained here since the end of the war.



Barracks

The barracks is where the Victory's fighter and bomber pilots would prepare for missions. Flight suits and helmets were stored here and pilots on "ready five" status would sleep in the cots so they could be awakened in the event of a scramble.



Red Deck - Bridge Level

Bridge

The Victory maintained a pre-war exposed bridge throughout its career, never spending enough time in drydock to sustain the addition of a Combat Information Center. Today, the bridge is disconnected from ship operations but maintained to operational capacity.



Gunnery Control

Gunnery control is where the Victory's crews coordinated the operations of her eleven dual mount laser turrets. These massive guns provided both anti-spacecraft fire and functioned in several ship-to-ship operations. Walking tours of Turret Seven are available by appointment



UNIFIED AIR AND SPACE SHOW!

McLean (Joint Base Sergorn) - 17 March
Sol (Terra) - 19 April
Troy (Hector) - 14 May
Novvy Kiev (Wemadeit) - 9 June
Deneb (Deneb Major) - 30 July
Ghorah Khar (Hassaburg) - 9 August





Warbird flyovers! Static display spacecraft! Over 130 vendors from around the galaxy!

Tour a HEAVY CRUISER

Ready to push it to the limit? Tickets are available for MORNINGSTAR FLIGHTS



Presented by the Unified Space Force, a non-profit commemorative preservation group which maintains over 50 Kilrathi-era warbirds in flying condition.



A Prince Without an Empire?

The long-awaited conclusion to Keith Andrews' historical epic FALSE COLORS trilogy is now available from Enterprise Press!

THE BITTER END tells the epic story of Prince Murragh's desperate attempt to retake the throne of Kilrah. Expertly researched and tautly written, Andrews' work is recognized by historians and readers as the most accurate–and thrilling–story of the Free Republic of the Landreich.

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The best in history, the best in fiction! Enjoy all three epic trilogies:

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Enterprise Books - ***Read Boldly***

The Museum System

The **Armstrong Institution** is the Sol System's primary museum system. Its public facing facilities include twenty seven museums, six botanical facilities and two zoological complexes. Museum facilities and annexes are located on three planets, two moons and at several orbital locations. The museum is supported by a public endowment established during Earth's recovery from the Terran-Kilrathi War and it has a mission to preserve sentient culture, history and technological achievement. The Armstrong Institution funds and manages projects from countless historians, researchers and explorers around the settled galaxy.

Museum of Terran Confederation History ● Terran Confederation War Museum ● Old Earth Museum of Natural History ● Terran Confederation Aerospace Museum & Victory Yard Annex ● Museum of Exploration ● Terran Confederation Museum of Human Rights ● Museum of the Written Word ● Museum of Outerworlds Culture ● Museum of Terran Industry ● Graldarkh nar Ragitagha Museum of Kilrathi Culture ● McDanielite Art and Culture Museum ● Museum of Steltek Protohistory ● Sssrk Skrk Skrskks Museum of the Varni Diaspora ● Rikik Memorial Firekka Museum ● ├──✻── Wu Facility ● Double Helix Museum of Disinterpretive Antihistory ● Dale Graph Zero Gravity Sculpture Garden ● Alexis C. Rittle Gallery of Modern Art ● Douglas Museum of Fine Art ● Dakota Institute for Vegan Art ● Jaylax Smokeybird Museum of Holography ● The Reid Museum ● World Economic Consortium Memorial Museum ● Warrior's World Memorial Museum ● Museum of the Yan War ● Lieutenant Miles D'Arby Museum of the Marine ● Battle of Terra Museum and Memorial

The Terran Confederation Zoological Park ● The New Zoo and Nephilim Reef Tesseract

The Armstrong Institution also oversees the Terran Confederation Army Medical Museum, the Greenhouse Advanced Biological Studies Research Facility and the Harold R. Rodham Presidential Library and Museum. The Armstrong Institution is proud to partner with museum facilities in nineteen star systems to offer its supporting members reciprocal admission and other benefits.



Lieutenant Colonel Jayce Armstrong (TCSF) is the system's namesake and founder. Lieutenant Colonel Armstrong was a veteran of the Terran-Kilrathi War's Vega Campaign who retired from the service after sustaining serious injuries during the Attack on K'Tithrak Mang. Armstrong went on to campaign tirelessly for funding to replace the countless museums and other educational facilities lost during the antimatter bombing of Earth. With the support of his one-time wingman, Assembly Master James Taggart, Armstrong successfully argued in front of the Great Assembly for the passage of the independent public endowment that created the system.

Spacecraft Restoration

The Terran Confederation Aerospace Museum maintains extensive restoration facilities in Silver Hill, Maryland on Earth as well as in one of the viewing galleries aboard the TCS Victory herself. All spacecraft on display in the museum have undergone an extensive restoration process intended to return them to flying status (though by charter they will not fly under their own power again).

Spacecraft are restored by volunteers that are frequently military veterans familiar with the original hardware. Wherever possible, original components are used on these ships and if they can not be sourced then new ones are created using the as close to the original methods as possible. During the restoration of a KF-138 Vak, volunteers contacted a Kilrathi factory which was able to reactivate an original production line to create a new flight battery that could not be otherwise found.

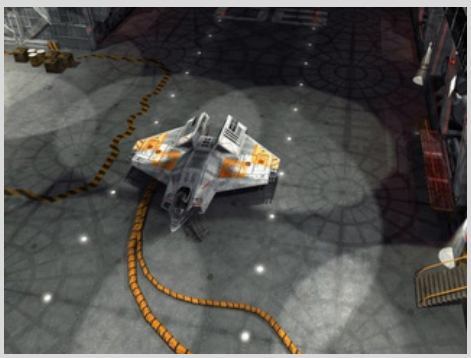
We are proud to reveal that our most recent project was the successful restoration of an F-104C Bearcat interceptor recovered from the wreckage field in the Speradon System. This Bearcat (BuNo 1836938, assigned to the TCS Princeton) was reconstructed from original parts over the course of 62 months. Observe the progress:



July 2785



April 2787



August 2790

Russler Holotheater

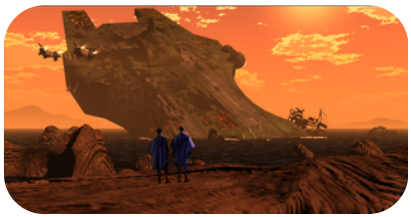
The Victory's corvette dock has been converted into a 720 degree holotheater. The museum offers a selection of educational holos during the day and presents spectacular blockbusters in the evenings and on weekends.

Currently Showing

HIGH FLIGHT (2785): A classic holomax presentation, High Flight takes you to the front lines of the Wing Commander Academy where the Terran Confederation's finest new officers train for command assignments. Along the way, you'll experience life strapped to the thrusters of the hottest space superiority fighter in the galaxy, the F-207 Fury. Follow the elite combat unit through live fire, red flag training exercises.



MISTRAL COAST (2790): Explore the wreckage of the TCS Concordia! Be the first to see the massive carrier's interior after almost one hundred years submerged on Vespus as a special team outfitted with Holomax cameras makes the dive of a lifetime. What history does the mighty carrier hold… and what creatures have since made it their home?



DARKLIGHT AWAKENING (2794): The latest blockbuster from the producer of *Transland*, *Darklight Awakening* is a fully 3D immersive superhero experience. When corporations have come to rule the Earth, only one man can stand in their way: the mysterious CyberMage. Starring John Gravis, Gene Tang and Maryanne Park.



THE GOLDEN FLEECE (2791): Follow the tragic true story of the explorer CS Iason and her crew, the first spacecraft ever to make contact with the Kilrathi. The lives and loves of the doomed crew are dramatized in front of the real history that would change the face of the galaxy! Starring Tom Lane as Jedora Andropolos and Rakthi nar Los Angeles as B'rathkar nar Caxki.

Showtimes

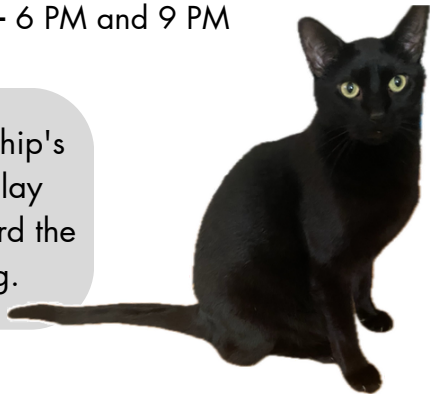
High Flight - 12:00 PM, 2:00 PM and 4:00 PM

Mistral Coast - 11:30 AM, 1:30 PM and 3:30 PM

The Golden Fleece - 11:00 AM, 1:00 PM and 3:00 PM

Darklight Awakening - 6 PM and 9 PM

Meet Sully! The TCS Victory's beloved ship's cat and mascot is preserved in a display outside the theater. Sully "served" aboard the ship from 2660 until decomissioning.



Coming Soon

BUG CITY (2794): Follow the entire life cycle of a Nephilim warlord, from the birthing creche to the nymph stage to the process of flying a Devil Ray space fighter! *BUG CITY* is the first holo to offer an extensive look behind the scenes of one of the universe's most unusual creatures.



The Victory's planetarium features shows every hour on the hour. Explore the mysterious Charybdis Quasar and chart the history of the ancient Steltek Empire with our fully immersive planetarium feature.

PALADIN!

SPECIAL - ONE NIGHT ONLY - AUGUST 24

How does a Pilgrim grow up to be a Senator?

In honor of Confederation Day, the Russler Theater will present a special showing of *PALADIN!*, David Toybee's beloved stage show which re-interprets the life of James "Paladin" Taggart as a catchy modern musical. Featuring Emily Kritzler as Taggart.

"Call the ball!"



You've seen the museum, now experience the real thing! The TCS Victory's original R-Type shuttle Horatio Nelson has been converted into a motion simulator to give YOU the experience of actual carrier operations! Feel the thrust of launching from an electromagnetic catapult, experience the G forces as you dodge asteroids, mines and laser blasts and then the relief of a smooth landing back home aboard your ship.

The motion simulator has been created with an advisory panel of real pilots. Take a ride today!

Shuttle Motion Simulator tickets cost 55c per person. Ages 12+.

Gift Shop & Nav Point Two Cafe



Your trip to the TCS Victory isn't complete without a visit to the CIC Shop and Nav Point Two Cafe! Located on Orange Deck on the main superstructure, the Victory's dedicated gift shop features a full assortment of clothing, souvenirs, oddities and an academic bookstore! Be sure to pick up your official Wing Commander Flight Cap and be the envy of all your friends.

Reciprocal Admission



Save your ticket-chip! Your purchase gives you reciprocal admission to the Outer Space Mining Museum located in the Sol System's asteroid belt.

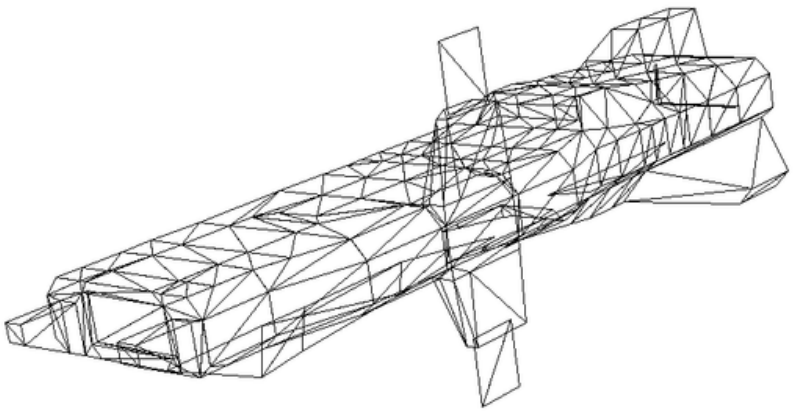
BECOME A MEMBER TODAY

The Armstrong Institution relies on your support to help preserve human history and culture! Become a museum member today at any of the levels below to help support a worthy cause and to add your part to the Confederation's story. Just 15c a month ensures that future generations will have access to the artifacts and knowledge of the museum system.

Memberships to the Terran Confederation Aerospace Museum & Victory Yard Annex will receive our bimonthly museum magazine *Starflight!* digitally at no extra cost (or with physical delivery for a small additional fee). From the harrowing tale of the final days of the FRLS Mjollnir to an interview with the first Nephilim pilot to fly for the Confederation, *Starflight!* is full of information that any aerospace historian would want. And it makes a great gift!

MEMBERSHIP TIERS

Spaceman *5c / month*
Wingman *15c / month*
Wing Commander *50c / month*
Commodore *100c / month*
Space Marshal *1000c / month*



Museum Sponsors

Want your company's name on the museum or to memorialize a loved one? Metal heat shield bricks with the names of lifetime sponsors engraved on them are available for purchase. These bricks are displayed on the Victory's flight deck and at the main museum structure in Washington DC on Earth.

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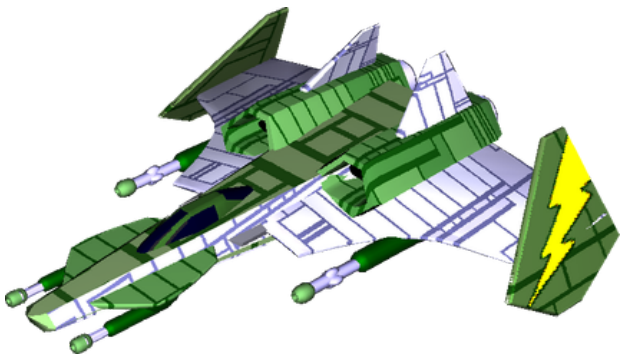
The seventh generation **NAVCOM A.I.** powered projection drives from **Aerospace Akwende**: they're Quasar-proof.

Gallery: The Vega Campaign (2644-2654)

The densely populated Vega Sector lies directly between Earth and Kilrah; it was no surprise that it would quickly become the war's most hotly contested battlefield. For over a decade, the Confederation and the Empire committed their most powerful forces to the battle for Vega. In 2654, the Confederation launched a massive coordinated offensive aimed at capturing the sector's Kilrathi headquarters.

Origin Aerospace YF-44A Rapier II

Often seen as the Terran fighter most symbolic of the war with the Kilrathi, the Rapier II was developed as a space superiority fighter in the late 2640s in response to the increased capabilities of the Krant-class fighter conversions being deployed by the Kilrathi around that time. Origin Aerospace, makers of the sturdy CF-105 Scimitar-class medium fighter, were awarded the contract.



F-44G Rapier II, Yellow Squadron, 101st FW, TCS Concordia (2665)

The first pair of YF-44 production prototypes were tested in 2654 aboard the TCS Tiger's Claw during the invasion of the Kilrathi stronghold in the Gimle System, seen as a key step towards the conclusion of the Vega Campaign. The new fighters proved themselves to be particularly effective at both ranged combat and in dogfighting. Black Lion Squadron aboard the Tiger's Claw was the first in the fleet to convert to the Rapier II and the fighters quickly helped turn the tide against the Kilrathi. Christopher Blair and Ian St. John flew Rapiers during the final assault that destroyed the Kilrathi star post at Venice, enshrining the fighter's role in history.

The Rapier's name was chosen as part of an intelligence campaign intended to confuse the Kilrathi as to its real capabilities. At the time the first Rapier II squadrons were formed, many units still operated the original (and unrelated) Lamont CF-117 Rapier. By 2658, the Rapier II had completely replaced the original Rapier and the Scimitar in all front line assignments.

Following their initial success in the Vega Campaign, Rapier IIs were produced in greater number than any other Terran starfighter. At the height of the war, tens of thousands of Rapiers rolled off the lines on a dozen factory worlds every month, with production capacity increasing every year throughout the 2660s. The deployment of the Rapier II took the Kilrathi by surprise and forced a significant rework of their fighter tactics away from massed attack and towards attempting to reach technological parity. The Gratha and Hhriss-class were both intended specifically as counters to the new threat.

Rapiers continued to serve with distinction through the Enigma and Deneb campaigns. Origin adapted the design effectively to the increasingly powerful Kilrathi designs, with seven significant design revisions in under ten years. Rapiers continued to serve with guard units and the Free Republic of the Landreich through the post war era and the design was put back into production in several places with new models like the Rapier Blade designed to quickly respond to the Nephilim threat. The last Rapier II was built in 2705.

Technical Specifications

Class	Medium Fighter
Length	24 meters
Mass	13.5 tonnes
Max. Velocity	450 kps
Acceleration	"Excellent"
Yaw	10 dps
Pitch	10 dps
Roll	10 dps

Guns	Laser Cannon (2), Neutron Gun (2)
Missiles	2 DF / 2 DF / 2 FF / 2 FF / 2 IR
Shields	7 cm
Front Armor	5 cm
Side Armor	3 cm
Rear Armor	4 cm







Later model Rapiers served with distinction throughout the Nephilim War. Clockwise from the upper left: an F-44 Rapier II Blade, an F-44 Rapier II Vanguard and an F-44 Rapier II Cavalier





Comparison of the cockpit instrumentation on the YF-44A Rapier II prototype (2654) and a standard model F-44G Rapier II (2665). Note the upgraded digital displays but the lack of an ITTS system.

KF-305 Dralthi

Although the term Dralthi is permanently connected to the concept of Kilrathi aerospace, it does not refer to a single type of spacecraft or even a linear continuity of spacecraft designs. The first ship known to be called Dralthi, designated KF-100, was developed by the Kiranka clan in the early 26th century. These small, light Dralthi served for over a century, fighting the Wu, Varni and the Confederation with mass attack tactics.



KF-490 Dralthi IV, 3rd Fleet of the Claw, flown by Dakhath "Deathstroke" nar Sihkag

The more familiar "flying pancakes" that became emblematic of the Empire during the Vega campaign were introduced in an attack on Epsilon Prima. While simple compared to the Confederation's Rapier and Raptor, the KF-305 Dralthi represented a major change in Kilrathi tactics. Instead of focusing on massed attack with the expectation of heavy losses, Kilrathi were now designed to meet ships like Merlins and Scimitars on an equal footing. The KF-305 was replaced with the KF-305a Dralthi Mk. II in 2655. The KF-305a continued this movement away from suicidal tactics by adding more expensive mass driver cannons and a significant amount of additional armor.

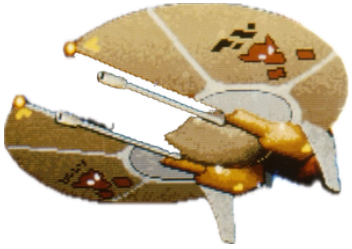
The gull wing KF-490 Dralthi IV, designed by the Caxki clan, was introduced in 2665 and was constructed in greater numbers than any other fighter of the second half of the Kilrathi War. Their wide wings prevented their use aboard smaller carriers, prompting Kilrathi carrier construction to focus on larger heavy carriers and dreadnaughts rather than the escort carriers developed by the Confederation around that time.

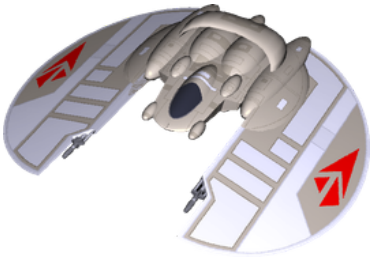
Other Dralthi include the "Dralthi III" scout fighter used by the Empire in the final days of the conflict and the "Dralthi Mk. VII" flown primarily by clanless civilian raiders along the frontier. Despite the damage to Kilrathi shipbuilding, a series of Dralthi IX types were constructed during the Nephilim War. The Dralthi IX Rhino remains in service with some clans today.

Technical Specifications

Class	Medium Fighter
Length	28 meters
Mass	14 tonnes
Max. Velocity	400 kps
Acceleration	"Good"
Yaw	10 dps
Pitch	14 dps
Roll	10 dps

Guns	Laser Cannon (2)
Missiles	2 HS / 2 HS (2x2); 3 Mines
Shields	5 cm
Front Armor	4.5 cm
Side Armor	3 cm
Rear Armor	3.5 cm





Other Dralthi models include the Dralthi, Dralthi III, Dralthi Mk. VII, Dralthi Striker, Dralthi Shank and Dralthi Rhino.

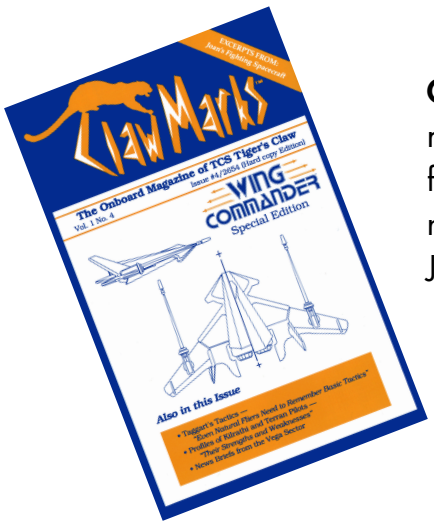




Other Artifacts

TCS Tiger's Claw (model): Known as the "pride of the fleet" for its successful rescue of stranded marines during Custer's Carnival, the TCS Tiger's Claw went on to rescue Earth from a Kilrathi attack through Dakota and then led the successful Vega Campaign. The Tiger's Claw was destroyed by Kilrathi Strakha fighters while approaching the K'Tithrak Mang base in the Enigma Sector.





Claw Marks: Claw Marks was the monthly magazine of the TCS Tiger's Claw. Claw Marks featured articles by Tiger's Claw pilots, cartoons, news wire stories and excerpts from resources like Joan's Fighting Ships. This is the April 2654 issue.



TrainSim: Less than a full flight simulator but more than a simple game, trainsims were a popular passtime for pilots assigned to fleet carriers. This version runs a program called Squadron which pits players against sixteen waves of Kilrathi fighters while competing for high scores.



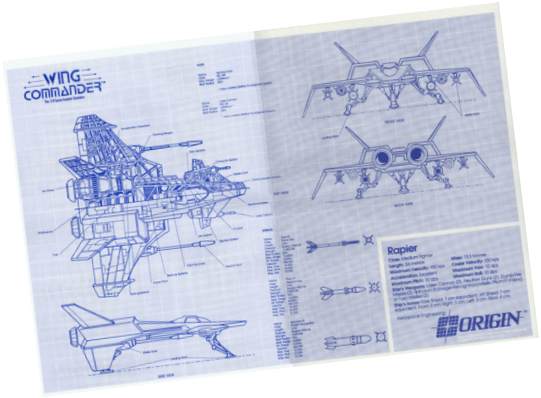


Fighter Pilot Helmet: A standard issue Terran Confederation fighter pilot helmet from 2654. These helmets are self-sealing to vacuum, allowing pilots to eject safely from spacecraft. Internal displays show oxygen and battery times remaining.

Lt. Colonel Blair's Medals: This set of "chicken guts" represents then-Lt. Col. Christopher Blair's service aboard the Tiger's Claw. Medals include the Bronze Star, the Gold Star, the Silver Star, the Golden Sun and two examples of the Terran Confederation Medal of Valor.



Prototype Rapier Blueprints: These once-classified blueprints were created by Origin Aerospace while they were designing and constructing the first pair of YF-44 Rapier II spacecraft. From the collection of engineer W. Risko.





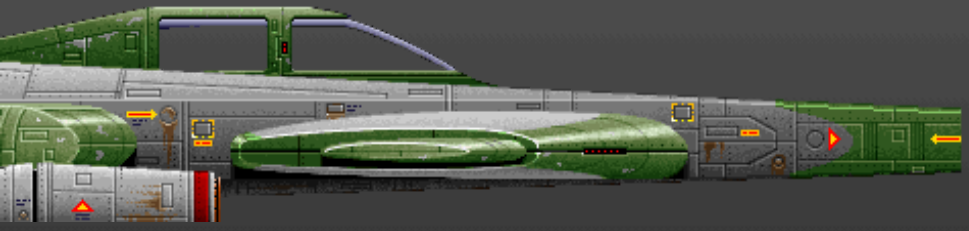
2635-2670
18,325,378 sorties
78,927 sts kills

F-36 Hornet



2512-2655
23,748,110 sorties
355,622 sts kills

CF-105 Scimitar



2654-2790
717,155,921 sorties
1,725,382 sts kills

F-44 Rapier II



2638-2670
13,275,682 sorties
Sank KIS K'rath'kal

A-14 Raptor

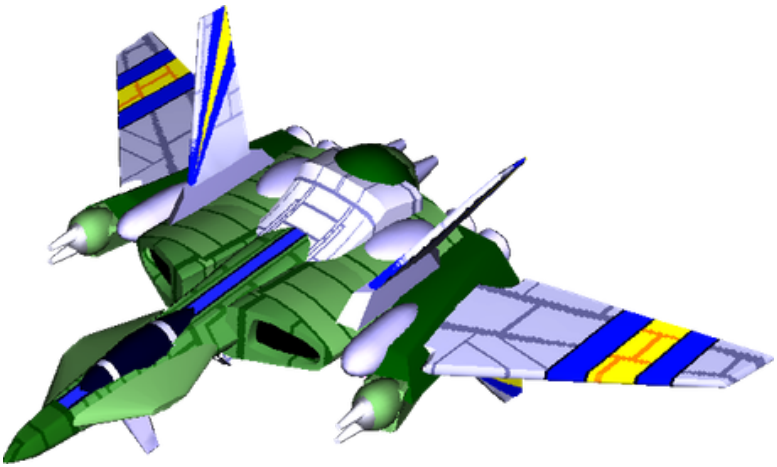
Origin Aerospace - *We've Got Some History*

ORIGIN

As the Terran-Kilrathi War entered its third decade, focus shifted away from the stalemates in Vega and Deneb and instead to the Enigma Sector. Enigma's mysterious black hole allows ships with the proper data to jump across the entire sector in a single move, allowing whoever holds the sectors to approach either Terra or the prosperous Hhallas colonies. Across three major campaigns, the Confederation and the Empire each attempted to displace the other for this strategic resource.

Murphy Labs F-57A Sabre

Murphy Labs developed the original CF-189 Sabre in the early 2640s as the first example of a "deep space fighter" inspired by the recent development of the torpedo. Until the Sabre, bombers were larger spacecraft with limited defense and maneuverability. The Sabre was intended to redefine this standard, capable of carrying two shipkiller torpedoes on standard mounts without a significant reduction in capacity. In order to use the weapons effectively, the Sabre traded overall shield strength for a faster recharge rate, an unusual compromise that made it difficult for some pilots. A single rear turret countered the design's necessary shield limitations.



F-57A Sabre, Green Squadron, 101st FW, TCS Concordia (2667)

The first Sabres served in limited numbers in the Epsilon Initiative and then into the Vega Campaign. Teething issues on the first model limited adoption, with fleet carriers typically preferring to maintain more traditional Broadsword bombers. Many of the early Sabres were reassigned to long range reconnaissance roles and courier assignments. The third major rework, the F-57A Sabre, entered service in 2664 and changed the fighter's history immediately. These Sabres mounted the newly developed particle cannon, allowing them the dogfighting ability the initial models had lacked. Sabre aces began to appear throughout the Navy and the Confederation rushed to produce more to take advantage of its success against Kilrathi platforms like the Jalkehi and Grikath.

Christopher Blair famously flew a "rogue Sabre" during his unauthorized attack on K'Tithrak Mang that concluded the Second Enigma Campaign. Murphy Labs developed the F-57B Sabre variant in 2667 to serve aboard escort carriers and at installations with shorter airfields. This version added an additional crewman, a radar and weapons operator, who sat behind the pilot and managed strike operations. In 2668, the Sabre-D became the standard Sabre model with a greatly enhanced shield generator and mounts for an additional two torpedoes bringing them up to parity with the standard Kilrathi fighter-bombers of the era. Sabres served in great numbers during the Battle of Earth; although hundreds were shot down during the attacks on the Kilrathi Hakaga fleet, they managed to score dozens of torpedo hits on enemy capital ships and pilot survivability was roughly twice that of standard bombers.

Sabres continued to serve with front line Confederation units through the end of the war and with reserve wings for almost a decade afterwards. The nascent Union of Border Worlds adopted several squadrons of Sabres from former Confederation Home Defense squadrons and continued to operate the type well into the Nephilim War. Today, only six Sabres remain spaceworthy including the example seen in this gallery.

Technical Specifications

Class	Heavy Attack Fighter
Length	23.6 meters
Mass	22 tonnes
Max. Velocity	420 kps
Acceleration	"Excellent"
Yaw	8 dps
Pitch	8 dps
Roll	8 dps

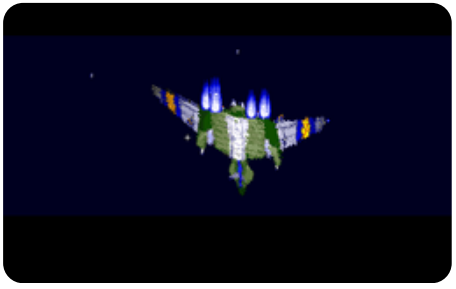
Guns	Particle Cannon (2), Mass Driver Cannon (2), Dual Mount Turret Gun (1, Rear)
Missiles	2 IR / 2 IR / 2 FF / 2 DF (4x2)
Decoys	3
Shields	10 cm
Front Armor	16 cm
Side Armor	11 cm
Rear Armor	16 cm





Cockpit instrumentation on the F-57A Sabre rework. Manned turrets did not originally mount targetting VDUs, making the job of a turret gunner particularly challenging. Note also the famed "rainbow" power indicator.

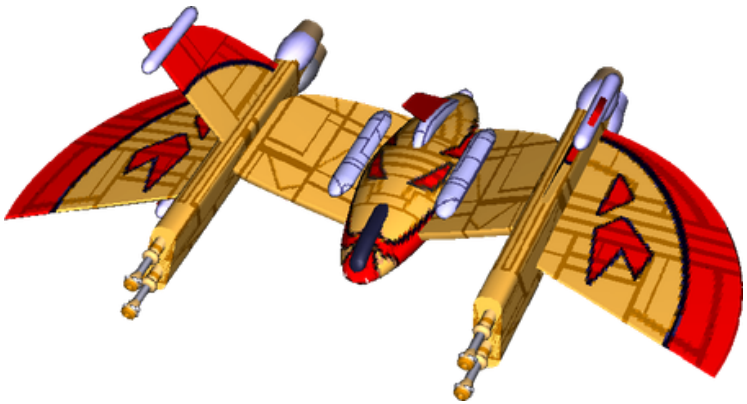




Combat photography of an F-57B Sabre flying off the TCS Union.

KF-455 Grikath

Although technically classed as a heavy fighter, the Grikath is best know as a missile boat-style bomber with the capability to attack capital ships. The first Grikath were deployed in 2650, part of the third generation of Kilrathi attack craft intended to replace the aging Kala-class carrier bombers that had been operated since the start of the war. Grikath mount missiles both internally and externally, making them particularly effective. During particularly dangerous operations, Grikath ground crews would typically forgo the external mounts to increase survivability from enemy flak. Later models replaced laser cannons with powerful neutron guns, one of the first Kilrathi designs to make this shift. By 2664, neutrons had become the primary front line Kilrathi gun.



KF-455 Grikath (Revision 3), 2nd Fleet of the Claw, flown by Gharal "Renegade" nar Hhallas

Later models of the Grikath (revisions 4 forward) feature a rear 'stinger' turret with a 180 degree firing window, one of the most effective turret designs operated on either side. Where human turret gunners are typically enlisted spacemen who have gone through specialized training, Kilrathi turret gunners are typically the ranking officers aboard their spacecraft with greater training and command of operations than the pilots themselves. Reconnaissance versions of the Grikath without the turret have also been produced, replacing that space with powerful laser transmitters and changing out the external weapons mounts for multispectrum scanning pods.

Grikath are jump capable and feature life support canisters that allow them to operate extended duration flights for up to 36 hours. The key to the Grikath's capabilities are its large, wide wings which can support a great variety of different weapons systems. These wings fold upward for storage aboard carriers but they still require particularly wide flight decks and maintenance areas. A common downside of the design was the high degree of maintenance needed between flights. The elaborate internal missile systems found in Grikath wings mean that they require carrier-level facilities to operate and that they must be downchecked for eight hours for every hour flown. As a result, Grikath were never adopted by Kilrathi privateers or other civilian users and they fell completely out of favor in the Kilrathi Civil War.

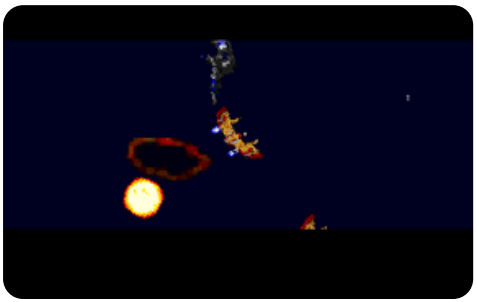
A common Kilrathi tactic in the 2650s was to leave Grikath as pickets in human-occupied space, waiting in asteroid fields and nebulae to strike targets of opportunities. One such attack severely damaged the TCS Tiger's Claw during what was intended to be a training mission in safe space. The Grikath was also the frequent fighter of choice for Prince Thrakhath before the Bloodfang became operational; he flew Grikath during the fighting at Dolos where he scored eleven Confederation kills in just three sorties. Grikath served through the conclusion of the war.

Technical Specifications

Class	Heavy Fighter
Length	17.7 meters
Mass	27 tonnes
Max. Velocity	330 kps
Acceleration	"Bad"
Yaw	3 dps
Pitch	3 dps
Roll	3 dps

Guns	Neutron Guns (3), Dual Mount Turret Gun (1, Rear)
Missiles	2 FF (1x2), 3 TORP
Decoys	3
Shields	17 cm
Front Armor	16 cm
Side Armor	14 cm
Rear Armor	16 cm

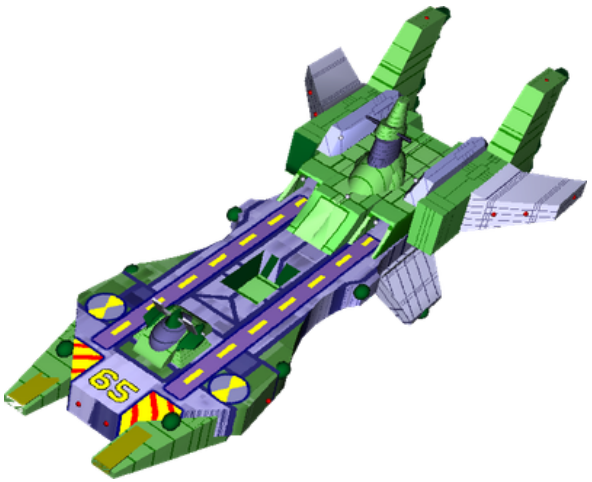




Gun camera footage of an A-18 Crossbow fighting a late-model Grikath.

Other Artifacts

TCS Concordia (model): The TCS Concordia was the third Confederation warship to carry the name during the Kilrathi War. She entered service in 2661 and was commanded by Rear Admiral Sir Geoffrey Tolwyn until the Battle of Earth, where she suffered significant damage from multiple torpedo hits. The Concordia was destroyed at Vespus during a 2669 rearguard action.



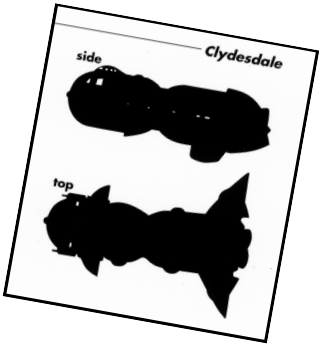


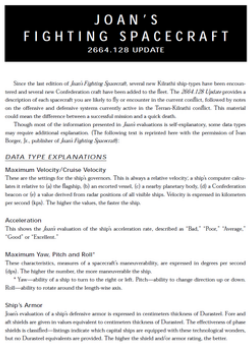
Suk'har Ma'ya: A bottle containing a Kilrathi beverage. Drinks like this were technically contraband aboard Confederation ships, but there was a constant trade in such items collected either as trophies or through the active cross-border black market.

Wing Commander I & II: These holo-games were developed by Tristan Roberts based on the wartime experiences of Lt. Col. Carl LaFong, though a fair amount of Colonel Blair's story was adapted for the less-accurate sequel.









JOAN'S
FIGHTING SPACECRAFT
2664.128 UPDATE

Since the last edition of *Joan's Fighting Spacecraft*, several new Kilrathi ship-types have been encountered and several new Confederation craft have been added to the fleet. The *2664.128 Update* provides a description of each spacecraft you are likely to fly or encounter in the current conflict, followed by notes on the offensive and defensive systems currently active in the Terran-Kilrathi conflict. This material could mean the difference between a successful mission and a quick death.

Though most of the information presented in *Joan's* evaluations is self-explanatory, some data types may require additional explanation. (The following text is reprinted here with the permission of Joan Borger, Jr., publisher of *Joan's Fighting Spacecraft*)

DATA TYPE EXPLANATIONS

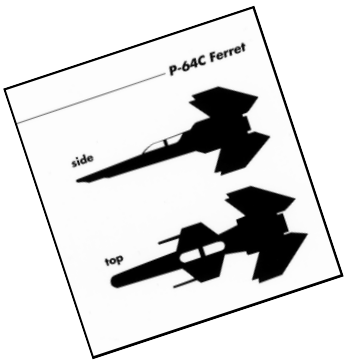
Maximum Velocity/Cruise Velocity
These are the settings for the ship's governors. This is always a relative velocity; a ship's computer calculates it relative to (a) the flagship, (b) an escorted vessel, (c) a nearby planetary body, (d) a Confederation beacon or (e) a value derived from radar positions of all visible ships. Velocity is expressed in kilometers per second (kps). The higher the values, the faster the ship.

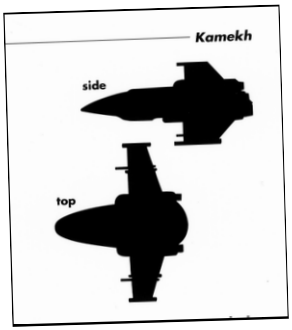
Acceleration
This shows the *Joan's* evaluation of the ship's acceleration rate, described as "Bad," "Poor," "Average," "Good" or "Excellent."

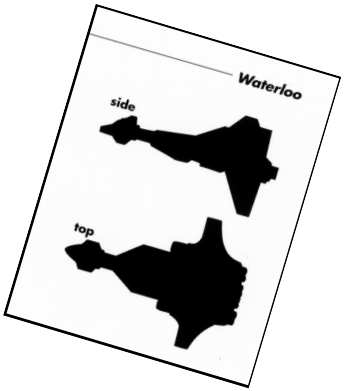
Maximum Yaw, Pitch and Roll*
These characteristics, measures of a spacecraft's maneuverability, are expressed in degrees per second (dps). The higher the number, the more maneuverable the ship.
* Yaw—ability of a ship to turn to the right or left. Pitch—ability to change direction up or down. Roll—ability to rotate around the length-wise axis.

Ship's Armor
Joan's evaluation of a ship's defensive armor is expressed in centimeters thickness of Duranteel. Fore and aft shields are given in values equivalent to centimeters thickness of Duranteel. The effectiveness of phase shields is classified—listings indicate which capital ships are equipped with these technological wonders, but no Duranteel equivalents are provided. The higher the shield and/or armor rating, the better.

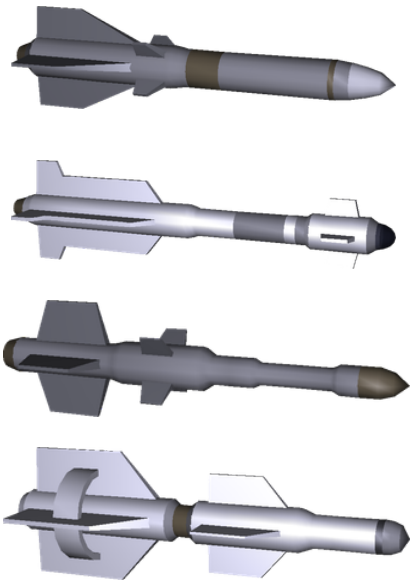
Joan's Fighting Spacecraft: An example of the regular updates to Joan's Fighting Spacecraft issued to Terran Confederation pilots. This example is from April 2664.



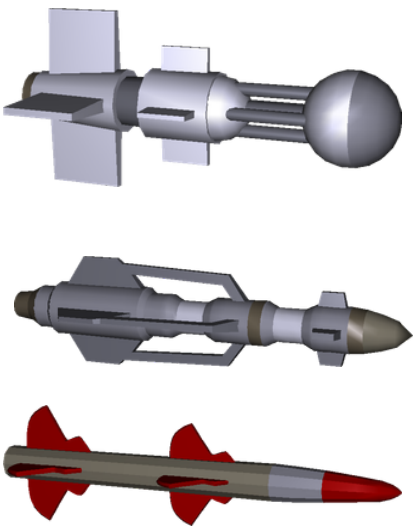




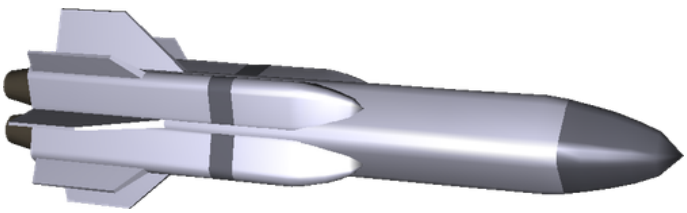
Missiles and Torpedoes: The Enigma Sector gallery includes a display of standard expendable munition types that would've been available aboard a Terran Confederation carrier in 2665. These weapons would have also been used by civilians and privateers on both sides. A Kilrathi missile casing is included for comparison.



Standard Armaments - From top to bottom: Dart Dumb-Fire, Javelin Heat-Seeker, Spiculum Image Recognition and Pilum Friend-or-Foe missiles.



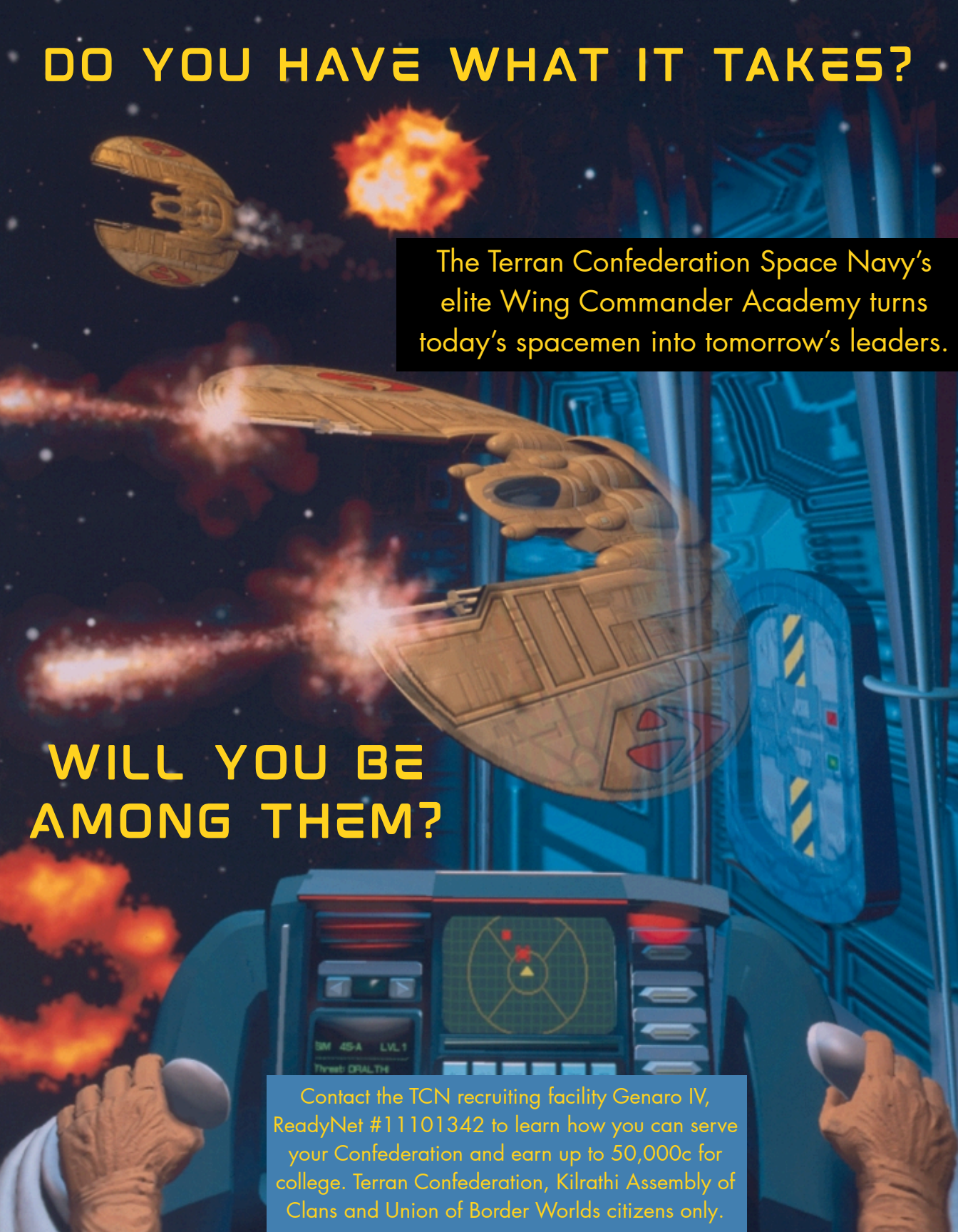
Exotic Weaponry - From top to bottom: Leech Image Recognition, Vampire Image Recognition and Kilrathi Paw Dumb-Fire missiles.



Mark III Torpedo

Uniforms of the 2660s: This lineup of uniforms shows a standard class b TCSN duty uniform, an Admiral's formal uniform, a flight suit, marine combat armor and three types of Kilrathi pilot armor.




DO YOU HAVE WHAT IT TAKES?
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WILL YOU BE AMONG THEM?
Contact the TCN recruiting facility Genaro IV, ReadyNet #11101342 to learn how you can serve your Confederation and earn up to 50,000c for college. Terran Confederation, Kilrathi Assembly of Clans and Union of Border Worlds citizens only.

Following the devastating attacks on Earth, the Confederation recognized that the Kilrathi would soon press their full advantage and end the war. General James Taggart developed a last ditch plan to win the war in spite of the enemy's newfound successes: deploy a top secret weapon capable of destroying Kilrah itself and forcing an unconditional surrender.

Douglas Aerospace F-103A Excalibur

The finest human fighter of the Terran Kilrathi War, the Excalibur is known around the galaxy as the ship that destroyed Kilrah and effectively ended the war in 2669. The Excalibur was developed by Douglas Aerospace. Work began in 2656 following the first intelligence reports of the new KF-500 Bloodfang fighter. The Excalibur was designed specifically to outfly and outfight the expected specifications of the Bloodfang, though cultural intelligence did not understand at the time that the Bloodfang was intended as a 'royal' fighter rather than widely deployed spacecraft.



F-103A Excalibur flown by Colonel Christopher Blair, Gold Squadron, TCS Victory, 2669

The first prototype Excalibur flew in 2665 and it suffered significant teething issues, with problems related to both its tachyon cannon system and its internal bomb bays. After a series of disastrous accidents killed several test pilots, the Excalibur was put into turnaround. A joint effort of Douglas' internal team and Camelot Aerospace's flight test unit ultimately located the source of the problems and got Excalibur back on track. In 2668, General James Taggart identified the Excalibur as the ideal vehicle for his Temblor Bomb effort. His plan was to crack the structure of Kilrathi society by destroying the planet Kilrah itself using a tectonic frequency bomb still in development. The Excalibur design specifications were altered to ensure that it could mount a single large bomb in place of several missiles.

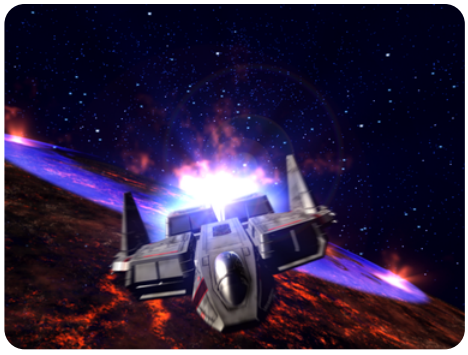
The first combat unit to convert to the Excalibur was aboard Taggart's chosen escort carrier, the Eagle. During the disastrous after effects of Operation Behemoth, Taggart attempted to lead the Eagle behind enemy lines to bomb Kilrah, with poor results. After the Eagle was blocked from Kilrathi space, Taggart reassigned the first Excaliburs to the TCS Victory's Gold Squadron, where Colonel Blair successfully led them behind enemy lines without carrier support to launch the planned attack. Three of the four Excaliburs were shot down, but Blair himself survived and delivered the bomb to Kilrah.

Excaliburs went on to see extensive service against the Union of Border Worlds and the Nephilim through the early years of that war, though they ultimately proved too expensive to replace the fleet air arm's standard Hellcat.

The museum is pleased to display Excalibur 300, the production prototype flown by Colonel Blair on the Kilrah mission. It was presented in a severely damaged state by Chancellor Melek to the Armstrong Institute in 2675 and spent over a decade undergoing a careful restoration to its current flight-ready status. It is configured for carrying the Temblor bomb on the display and viewers may access the cockpit to see the instrument panel.

The Temblor Bomb Debate

Since the museum opened in the early 2670s, the debate over the Confederation's decision to use the Temblor Bomb to destroy Kilrah has shifted significantly. When Colonel Blair's Excalibur was first put on display, protesters prevented the opening of the exhibit claiming that the associated displays did not tell the full story of the bomb decision. Recent historians have suggested that the decision to bomb Kilrah may not have been as necessary as it was presented to the people of the time. Specifically, the claim that the Kilrathi Grand Fleet was mere hours away from launching a biological weapon-fueled attack on Earth has been argued to be unsubstantiated. The museum takes no formal position in this debate; our exhibits represent only established facts and make no suppositions on the matter.



This famous holograph of Excalibur 300 racing to escape the destruction of Kilrah was taken by a kil deckhand aboard the escort destroyer Vokoth which happened to be escaping from a nearby orbit. It became the enduring image of VK Day and B'ruth nar Khall became the first Kilrathi to win a Pulitzer Prize.

Technical Specifications

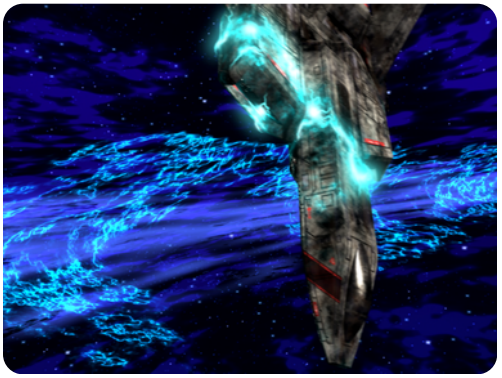
Class	Heavy Fighter-Bomber
Length	32 meters
Mass	20 tonnes
Max. Velocity	500 kps
Acceleration	250 k/s^2
Yaw	70 dps
Pitch	80 dps
Roll	70 dps

Guns	Tachyon Gun (4), Reaper Cannon (2)
	3 HS / 3 HS / 3 IR / 3 IR
Missiles	(4x3)
Decoys	30
Shields	250 cm
Front Armor	90 cm
Side Armor	90 cm
Rear Armor	90 cm



Cockpit holography showing an Excalibur preparing to land on the TCS Victory. Holo taken in the Hyperion System during the 2669 fleet buildup. Pilots of the Victory's Gold squadron flew hundreds of hours of practice flights in a matter of days as they converted to the type.

Excalibur 300 is wracked by the shockwave caused by its own Temblor Bomb strike. The damage disabled Colonel Blair's fighter, allowing Melek to tractor it aboard his flagship.





Agorithac-molecular scan of Excalibur 300 produced by the museum after its restoration.

Logo artwork used by the Camelot Industries Excalibur testing team.



KF-701 Strakha

The KF-701 Strakha is the production model of the Strakha 'full stealth' fighters developed by the Kur'u'tak clan in a lengthy research process that began in the late 2640s. The initial Strakha prototype was a converted Sartha spaceframe adapted with a variety of stealth and low-visibility modifications but without a full photon cloak capable of rendering it invisible to the eye. This initial Strakha took its first flight in 2653 and was primarily used to develop tactics that would be utilized once fully invisible ships came online. The original Strakha demonstrator was destroyed in action after live fire tests that completely eliminated a Confederation convoy.



KF-701 Strakha "Striking Blast IV", KIS H'var'tach, First Fleet of the Claw

The first full cloak model, the KF-669 Strakha, entered service as production prototypes in 2656. These unusually rectangular take on the stealth fighter concept were intended primarily as bombers rather than fighters. While their power needs prevented them from carrying modern guns, they were fully capable of mounting a pair of antimatter torpedoes. The plan, based on research from the original Sartha conversion, was that the Strakha would be used for 'hit and fade' strikes where they would destroy an enemy capital ship and then leave the action immediately.

This was especially necessary because of the extreme expense of the photon cloaks being produced for the ships. These prototype Strakha proved especially effective in their first combat trial: a sneak attack that destroyed the famed TCS Tiger's Claw.

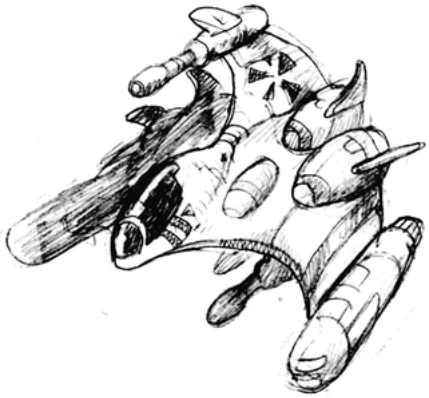
Despite this success, internal Kilrathi politics soon crippled the program. The revolution on Ghorah Khar threatened to destroy the initial Strakha factory, prompting Prince Thrakhath to bomb his own planet in order to prevent the technology from falling into human hands With the fall of Ghorah Khar, Strakha development was delayed by several years. In 2666, a limited number of additional Strakha began to enter service, but by this time the type's limited protection prevented its effectiveness. Thrakhath demanded a major rework of the production model with a focus on dogfighting rather than attack. The resulting KF-701 Strakha entered service in the last year of the war.

Marjakh nar Kurutak, the son of the stealth program's head engineer, became the new fighter's top ace. Nicknamed "Stalker" by his human opponents, Marjakh developed the new combat doctrine that allowed the new Strakha to achieve great success. While still less shielded than their typical opponents, the new ships were capable of maneuverability that allowed them to 'cloak and jet' to avoid enemy guns. Strakha served effectively through the end of the war, destroying both the Concordia and the Behemoth in major strikes. The Free Republic of the Landreich adopted the type after the war after recovering derelict Strakha from the KIS Karga.

Technical Specifications

Class	Stealth Fighter
Length	30 meters
Mass	16 tonnes
Max. Velocity	480 kps
Acceleration	250 k/s^2
Yaw	70 dps
Pitch	80 dps
Roll	70 dps

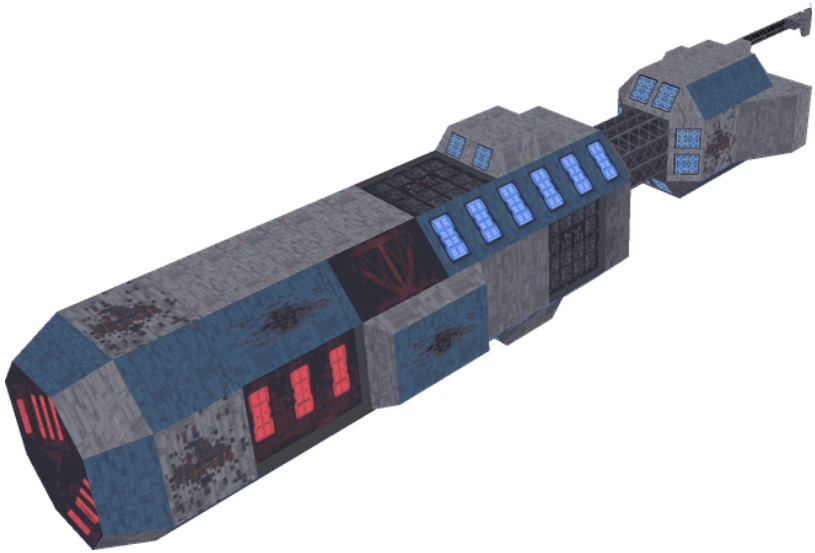
Guns	Meson Blaster (2)
Missiles	5 HS (1x5)
Decoys	6
Shields	60 cm
Front Armor	40 cm
Side Armor	20 cm
Rear Armor	40 cm

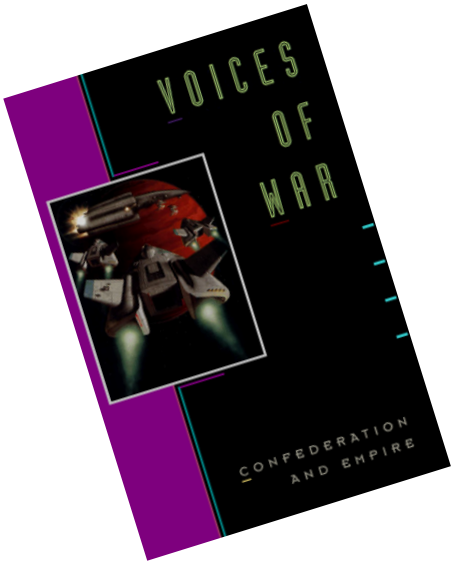


Sketch of the original full cloak Strakha prototype derived from Lt. Colonel Blair's initial report on the destruction of the Tiger's Claw in 2656. These sketches were classified at the highest level and not released until the final days of the war.

Other Artifacts

TCS Behemoth (model): Admiral Sir Geoffrey Tolwyn's eight-kilometer long dreadnought intended to destroy Kilrah. Thanks to intelligence leaked by Ralgha nar Hhallas, the Behemoth was destroyed with all hands before it could launch its attack on the Kilrathi homeworld. Tolwyn was court martialed for the failure but was ultimately exonerated.





Voices of War: A booklet of comparative history put together by the Double Helix civilization studying the actions of the TCS Lexington in the last days of the war. The Lexington delivered the T-bomb caches to the Kilrah System in 2669 but was lost with all hands several days later. The Double Helix, a species which lacks a concept of history, decided to approach their study of the Terran Kilrathi War with this comparison of factional sources.

Victory Streak: The onboard magazine of the TCS Victory, Victory Streak was computer-generated based on the preferences of its specific reader. This issue belonged to Colonel Christopher Blair, the first following his arrival on the ship in 2669. The museum's archive has a complete collection of Victory Streak material stored digitally.





Karrigal Type Tank: This Kilrathi armored tank was captured during the battle for Alcor in the final days of the war. It mounts a standard dual laser turret on an armored, treaded body which allows for ready use across many types of terrains. Equivalent to the TCSA Omega-type.

Thirty years of warfare had a deep impact on the worlds and the people of the Terran Confederation. As inflation and unemployment in the homeworlds surged, colonial worlds began to declare their independence. A demented Confederation leader would manipulate this situation into an active war, forcing humans to once again fight one another.

Verier Underground F3V Banshee

The F3V Banshee was first designed in 2663 in response to a Confederation Navy request for proposals for a fast, light patrol fighter. The original prototype was an unusual three-person design which featured a pilot and weapons officer in the fuselage and then a scanning/photography crewman in a separate pod. The Banshee was not adopted by the military and Verier opted not to produce the design beyond the original prototype. Three years later, the strengthened Outer Worlds Militia put in a request for a fast interceptor that could operate from bases with limited airfields and which could be used without the maintenance required to operate an Arrow or a Hellcat. Verier, the premier colonial ship design company, opted to rework the Banshee proposal, building on the same spaceframe without the additional crew. The result was an incredibly maneuverable, inexpensive to operate fighter with an incredibly distinctive appearance.



F3V Banshee, TCS Tango, Outerworlds Fleet, 2673

Militia units along the border, in the Grovsner Colonies and the Free Republic adopted the Banshee in significant numbers in the late 2660s. These home defense units saw significant service against Kilrathi raiders with a very positive kill ratio of 7 to 1 across all engagements. With fleet units adopting more advanced tachyon cannons and heavier burst-style missiles, the Banshee bucked the trend by sticking with older technologies. Its primary guns have remained standard lasers throughout its service, but with a modern powerplant their recharge rate allows them to be fired for sustained bursts that other ships' weaponry can't sustain. Additionally, the unique 'three fuselage' design not only allows for additional special weapons mounts but also increases overall survivability. Banshees have been known to have returned to base with as many as two entire pylons blown off.

During the 2673 Black Lance Crisis, the unified Outer Worlds Fleet operated dozens of Banshee squadrons across bases and makeshift carriers throughout the border. The type became particularly famous because Colonel Christopher Blair frequently chose to fly them off of the BWS Intrepid, the fleet flagship. Banshee pilots turned their ships' incredible maneuverability and survivability against high tech Black Lance fighters to great success. In one case, a single Banshee was able to defeat three genetically enhanced pilots flying "Dragon" gunships thanks to their fighter's incredibly responsive controls.

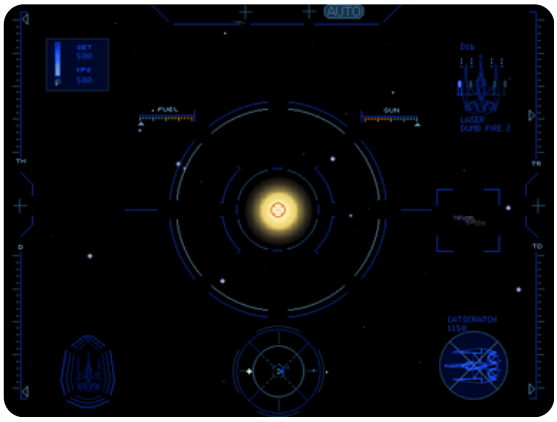
After the conclusion of the war, the Confederation decided to adopt the Banshee in a training capacity, with newly constructed ships outfitting flight schools throughout the homeworlds. Banshee are still flown as trainers and target drones today. Banshee are also prized among private ship pilots today and are frequently modified as racers.



Technical Specifications

Class	Light Fighter
Length	23.5 meters
Mass	18 tonnes
Max. Velocity	500 kps
Acceleration	900 k/s^2
Yaw	100 dps
Pitch	70 dps
Roll	100 dps

Guns	Laser Cannon (4), Leech Laser (2), Scatter Gun (1)
Missiles	2 HS / 2 HS / 2 HS / 2 HS
Decoys	16
Shields	250 cm
Front Armor	80 cm
Side Armor	80 cm
Rear Armor	80 cm



"Virtual cockpit" interface used by Border Worlds pilots to operate the Banshee. Many 'stick and throttle' pilots who were veterans of Confederation designs had difficulties adapting to this system.



Banshee fighter in colonial militia markngs operating at full power and under attack by a Tolwyn-allied Hellcat V in the Silenos System, 2673.

Douglas Aerospace F-107S Lance

The Lance, commonly known as the Dragon, was a secret weapon developed through black funds to power Admiral Tolwyn's 2673 conspiracy against the Terran Confederation and the Union of Border Worlds. The Lance was an incredibly capable space fighter, setting speed and duration records for its era and mounting a lengthy list of experimental prototype sensors and weapons. These included a full visual cloak, a charging fission cannon, a launcher for flash pak bombs and a variety of expensive and mostly unique upgrades to avionics and other systems.



F-107S Lance in Black Lance stealth markings, TCS Vesuvius, 2673

Development of the Lance was an outgrowth of Douglas Aerospace's late-war Excalibur spacecraft. The Lance was initially imagined as the first production model spacecraft which would mount a more capable version of the matter/anti-matter engines which premiered with the Excalibur. In 2670, Tolwyn arranged for the Lance design work to be transferred from Douglas Aerospace's traditional weapons design bureau to the company's top secret skunkworks division. For all intents and purposes, the project disappeared from public view entirely.

Gallery: Border Wars (2673)

The first Lance production prototypes entered service in 2672 with "The Project", the only formal internal name for what has commonly become known as the Black Lance. Four wings of Lances were established with Tolwyn's cadre of genetically enhanced pilots doing conversion training from the S-model "Black" Hellcat. The name Lance was never popular and pilots quickly adopted "Dragon" instead, based on a common internal callsign and their black-and-red 'fire breathing' appearance. The spacecraft were also noted for being incredibly easy to fly, with pilots adapting to their control surfaces immediately. S-model Lances are also largely self-maintaining, allowing some of Tolwyn's forces to remain hidden for decades after their defeat.

At the height of the Black Lance affair, Union of Border Worlds forces captured multiple caches of Lances which were being covertly deployed in preparation for the new war. These ships were quickly turned against Tolwyn's forces and were ultimately responsible for the destruction of the TCS Vesuvius and the death of Colonel Seether in a Lance-on-Lance battle. Douglas Aerospace briefly produced an F-107A production model which featured a significant reduction in both cost and specialty equipment. These craft proved particularly unpopular, less due to their capabilities (which remained extensive) and more due to their association with Tolwyn's genocidal plot.

In spite of their role in the effective Union victory, Admiral Daniel Eugene Wilford famously called the Lance "an evil evil thing". Despite several requests, the Union of Border Worlds refused to return any captured Lances to the Confederation and has continued to maintain a single squadron of the type active as symbolic demonstrators since the conclusion of hostilities.



Technical Specifications

Class	Heavy Fighter
Length	40 meters
Mass	26 tonnes
Max. Velocity	500 kps
Acceleration	900 k/s^2
Yaw	60 dps
Pitch	75 dps
Roll	60 dps

Guns	Plasma Guns (2), Tachyon Cannons (2), Fission Guns (2)
Missiles	2 HS / 2 HS / 3 FF / 3 FF / 2 Torpedo
Decoys	24
Shields	500 cm
Front Armor	300 cm
Side Armor	300 cm
Rear Armor	300 cm

Other Artifacts

BWS Intrepid (model): The heroic Intrepid was the ship which rushed to Earth to prevent Admiral Tolwyn from prompting the Grand Assembly to vote for war against the Union of Border Worlds. The ship itself was a converted Durango-class heavy destroyer, formerly the TCS Delphi, which was sold to the Outerworlds militia in 2667. She was rapidly converted into a carrier in advance of the 2673 Black Lance crisis. The Union of Border Worlds formally returned the Intrepid to the Confederation shortly after the conflict, where she served as a training carrier for several years.



Laser Knife: This laser knife belonged to Colonel Seether, the second in command of Admiral Tolwyn's conspiracy to start a war between the Terran Confederation and the Union of Border Worlds. The laser targeting system is invisible to the naked eye.



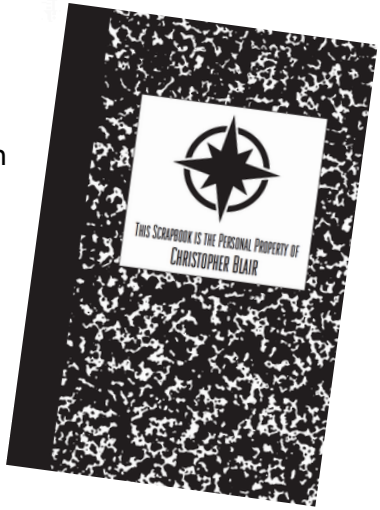
Gallery: Border Wars (2673)



Confederation Pilot's Helmet: Standard issue Confederation fighter pilot helmet from the post-war era.

Meson Rifle: These powerful rifles became standard issue among Confederation shipboard security and marine units in the post-war era. Assigned to Sgt. R. Rouge.





Colonel Blair's Scrapbook: Colonel Christopher Blair was forced to abandon his multi-decade scrapbook when he defected to the Union of Border Worlds. It was preserved by the repair teams responsible for bringing the TCS Lexington back into service.



FEATURES

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Ten years after the end of the Terran-Kilrathi War, the first Nephilim ships arrived at the wreckage of Kilrah. Ordered to eliminate the Kilrathi and test the Confederation's fighting resolve, a series of extensive campaigns once again devastated the border worlds as the new invaders ran rampant.

Verier Underground F-109A Vampire

When Terran Confederation forces first went to war with the Kilrathi, the front line fighters available were not equal to the task at hand. Crash programs replaced those ships but still took years to go into effect, time in which the Kilrathi ran roughshod over the border colonies. When the Nephilim arrived, this was not an issue: the Confederation had invested wisely in both doctrine and technology in the years following Kilrah and the Vampire was intended to be the king of the hill. The Vampire's name, which is distinct from the Confederation's standard of naming spacecraft after ancient weapons, was so chosen to recognize the fact that it was the first Confederation fighter produced entirely in the Union of Border Worlds.



F-109S Vampire, 356th SOW, TCS Cerberus, 2682

Rear Admiral William Eisen developed the Confederation's post-war carrier doctrine in 2670, building his wartime experiences into a new way to organize the navy. This new take on naval warfare included a plan to divide the carrier force between fast reacting, purpose-built escort carriers and then heavy platforms like the Vesuvius and later Midway-classes. The fighter force, similarly, would be designed to split between these carrier types. The navy contracted designs for both "class a" space superiority fighters that would operate off of large ships and a "class b" ship that would use the more limited capabilities of the escort ships. Douglas Aerospace won the class b contest with their F-108 Panther and Verier the class a with the Vampire. Development of the Vampire was the single most expensive (credit by credit) fighter program to date.

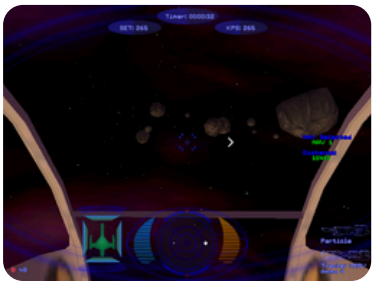
The Vampire was designed from the ground up as a space superiority fighter intended to maximize the natural tendencies of ace pilots. Verier's engineers studied gun camera footage from the likes of Christopher Blair and Carl LaFong in order to develop a maneuvering system that would play into their perceived strengths. As a result, the Vampire's spaceframe is designed around a pair of maneuvering pods that are designed to allow it superior y-axis movement, resulting in unparalleled roll and yaw. The Vampire mounts a powerful array of weaponry and can be configured in a number of other roles, including light strike bomber and wild weasel. In 2681, the F-109S Vampire premiered, a black ops version intended for service behind Nephilim lines.

Vampires served with the Confederation Navy from 2678 until the end of the Nephilim War. The final model, the F-109X Twin Vampire, added a second complete fuselage which could be loaded with ELINT equipment or additional armaments. Despite their maintenance requirements, Twin Vampires remain a common sight at air and space shows today. The Union of Border Worlds also operated several squadrons of Vampires during the Nephilim War, though their upkeep prevented widespread adoption.

Technical Specifications

Class	Space Superiority Fighter
Length	18.33 meters
Mass	17 tonnes
Max. Velocity	530 kps
Acceleration	1800 k/s^2
Yaw	70 dps
Pitch	135 dps
Roll	180 dps

Guns	Tachyon Cannons (4), Particle Cannons (2)
Missiles	8 FF / 8 IR / 4 MIRV
Decoys	48
Shields	320 cm
Front Armor	320 cm
Side Armor	320 cm
Rear Armor	320 cm



Gun camera footage showing a Vampire cockpit with the full HUD active. By 2680, the Confederation had largely abandoned the full 'virtual cockpit' concept despite the increased visibility it allowed.



Ergoplastik flight improvement test scan strip conducted by Verier engineers whole developing the Vampire's maneuvering pods.

SF-8a Manta

When the Nephilim arrived in Kilrathi space in 2681, the Manta was the premier heavy fighter in the enemy fleet. The initial reconnaissance in force group which scouted the Kilrah sector carried with it thousands of Manta; the design appeared so frequently that its design became largely emblematic of the enemy forces in general (similar to the Dralthi decades earlier). Manta are highly effective space superiority platforms, fully capable of defeating Terran Confederation Bearcats or Panthers in a 1:1 engagement. Its primary armament is a pair of Gorgon heavy cannons and a miniaturized plasma weapon. Bomber and Wild Weasel variants of the Manta continue to see regular use. The bomber variant is easily distinguished by its red-reflecting armored carapace.



Manta recovered from Spider's Rift, 2685

Nephilim ships are 'grown' rather than manufactured. Most fighters are created in Manufacturing Reefs deep in Nephilim space, though larger carriers like the Leviathan and Kraken-class carry equipment onboard that can regrow significant sections of damaged ships. All Nephilim fighters begin life as the same allotment of protomatter which is then differentiated by an sRNA injection which defines how it will form. So one unit of spacecraft might become a Moray, a Stingray segment or a Manta. A growing Manta which is fertilized by a Warlord will become a Devil Ray "ace"-style ship. The term "Manta" itself is a code name decided by the TCS Midway's scientific operations' staff in 2681. Nephilim translations are still not exact, but it is believed the literal name of the design is closer to 'arrowhead'.

The museum's Manta is stored in an electrified liquid tank. The protective polymer exterior allows for viewing and it features a computer-enhanced magnified viewer. This tank is for both the protection of our guests and to keep the ship itself "alive" for display purposes. Like all Nephilim spacecraft, the Manta features a variety of biomechanical systems which will fail and then decay after loss of craft. The resulting offgassing includes toxins and a virus which can prove deadly to most known species. While a vaccine for the Nephilim virus has been widely available for decades, it would be unsafe to store one of their ships in an open air environment.

One of the long term weaknesses of Nephilim shipbuilding and design philosophy is that it is not particularly adaptable. The Manta that attacked the Midway are essentially the same (down to their genetic code) as the ones that attacked Kilrah thousands of years ago and those that continue to raid human space on occasion today. While the formal Nephilim fleet has stood down, a variety of raider groups that are no longer attached to Mother Creatures continue to wreak havoc in some regions of space. These forces continue to fly Manta regularly over a century on, with almost no changes.

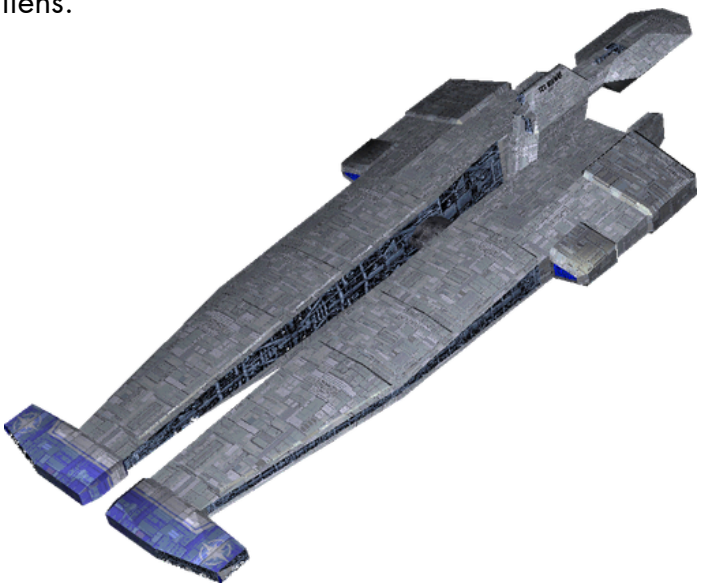
Technical Specifications

Class	Medium Fighter
Length	26 meters
Mass	14 tonnes
Max. Velocity	500 kps
Acceleration	850 k/s^2
Yaw	65 dps
Pitch	90 dps
Roll	120 dps

Guns	Gorgon Heavy (2), Light Plasma (1)
Missiles	3 FF / 1 IR / 2 MIRV
Decoys	24
Shields	210 cm
Front Armor	390 cm
Side Armor	345 cm
Rear Armor	320 cm

Other Artifacts

TCS Midway (model): The TCS Midway was the first Terran Confederation 'megacarrier', a comprehensive platform that combined Space Forces fighter wings, a Marine detachment and a complete scientific team into one asset. The Midway fought off the initial Nephilim invasion and then served extensively against the aliens.



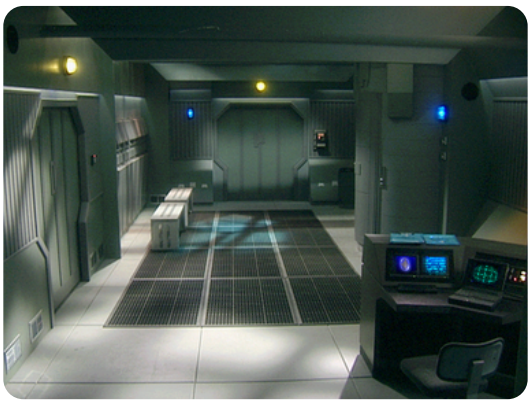
Nephilim Wreckage: In the aftermath of the initial invasion, Nephilim wreckage left over from the Midway and the Eisen's fight began to fetch a high price on the black market because of its unique pseudochemical qualities. Unfortunately, these components were defended by a biological agent which infected those physically exposed to a deadly virus.



Gallery: The Nephilim War (2681-2692)

Midway Tour: These holographs show several of the crew areas aboard the Midway during the Nephilim conflict. Clockwise from the upper left: the officer's lounge, pilot ready room, flight deck and squadron briefing room.











ICIS Manual: The TCS Midway premiered the now-standard Integrated Combat Information System. This hard-copy ICIS security package was used to transfer data that was deemed too classified to allow for regular electronic processing.

Greetings my takhars, my human equals!! I am Joroth of the clan Ragitagha and I welcome you to exchange our rich cultures between human and kil!! Join THE HUMAN-KILRATHI FRIENDSHIP SOCIETY and we will celebrate to learn with good intentions. The HUMAN-KILRATHI FRIENDSHIP SOCIETY is pleased to be welcoming the fierce singers and b'klish performers to perform music and art for the humans of the Earth!! Join us for this night of understanding and acceptance and we will feat on roased j'ik'i and drink hot xark together as allies!! Let there be no confusion, just honor among equals!! Contact hkfriendship@ragitagha.clan via ReadyNet for more information.

Are we to be friends??

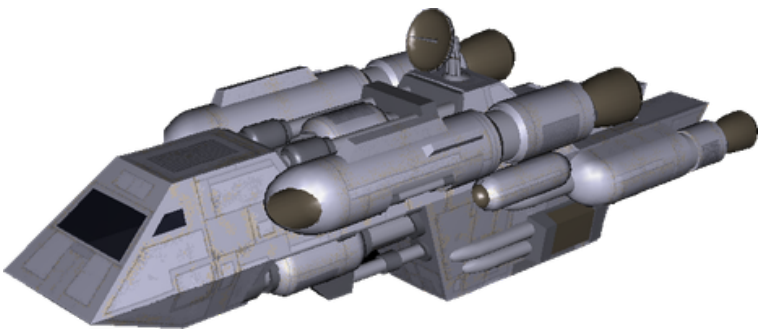


Gallery: Civilians at War! (2634-2669)

Fighter pilots win battles, transport pilots win wars! This gallery explores the history of the civilian aerospace concerns which have helped build the Confederation since the earliest days of sloship colonization and helped supply the front lines throughout the most deadly days of the Terran-Kilrathi War. Our artifacts focus heavily on the merchant marine and privateer efforts that helped keep the Kilrathi at bay through the war's darkest days.

Douglas Astrospace C-1000 Tarsus

Called the "workhorse of the stars", Douglas' Tarsus-class scout was a foundational spacecraft for humanity's expansion out of the Sol Sector. First introduced in 2605, the Tarsus was revolutionary at the time: a single-pilot scout ship capable of carrying a multi-use jump drive and with modular components that would allow it to be upgraded at civilian facilities easily. Tarsii carry a pair of gun mounts and two multiuse/missile attach points, allowing them some fighting ability; combined with their sturdy spaceframe and simple lines, it's no wonder the Tarsus became a classic spacecraft design.



Exploratory Service C-1000 Tarsus issued to Mac Burrows

The Tarsus was first developed as a scout ship for the Terran Confederation Space Navy which ultimately turned down the design as it was not capable of landing on a standard carrier deck. The civilian Exploratory Service agency stepped in to purchase the design instead, deploying long range Tarsii to the Avalon, Argent, Hawking and eventually Gemini sectors. Tarsii were typically assigned to a single Exploratory Service captain who was provided a stipend to maintain the ship themselves while away from base.

And they were away from base constantly: a Tarsus could effectively scout planets four or even five jump points away from a green trade zone.

Tarsus scouts were responsible for charting over 300 star systems in the 27th century and of these a record 33 were ultimately settled into Confederation member worlds. The Gemini Sector, in particular, owes its speedy construction to the amount of freedom afforded the E.S.'s fleet of Tarsus pilots. The design was even effective in combat, with some Tarsus pilots facing craft as powerful as the Kilrathi Gothri in one to one combat and coming out on top. In one case, a Tarsus was even known to have successfully torpedoed a Kilrathi Kamekh raider, saving a human agricultural colony it had been menacing. During the Earth campaign, dozens of the ships were retrofitted into attack planes for both the Landreich and the civilian flotilla that defended Mars. None of these ships survived the battles.

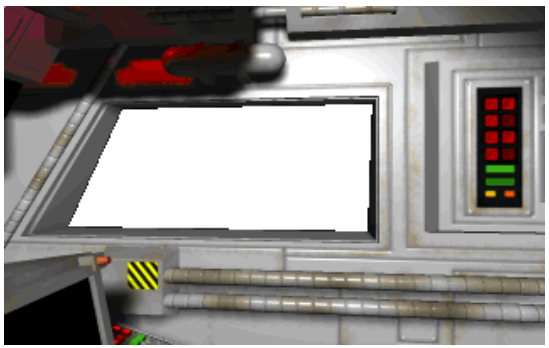
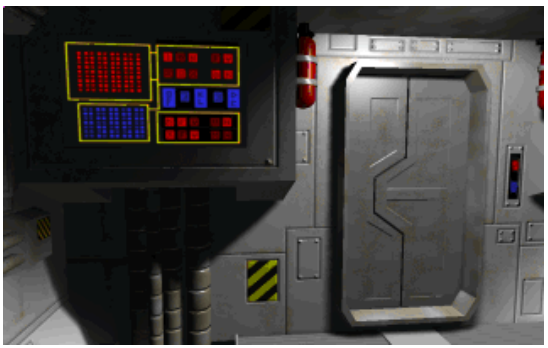
Production of the Tarsus formally ended in 2659 but enthusiasts continued to upkeep the design for decades after that. In 2670, Douglas Astrospace (the civilian arm of Douglas Aerospace) unexpectedly produced a field upgrade package for the Tarsus' engine and shield mounts, upgrading them to a modern standard for the last time. Over the years hundreds of thousands of surplus Tarsii were sold off by the E.S., particularly as they began to favor conversions of the Centurion bounty hunter platform for scouting missions instead of a dedicated design. These hardy ships became merchants and private scouts, continuing their legacy of constructing a galaxy behind them.

Technical Specifications

Class	Scout
Length	28 meters
Mass	130 tonnes
Max. Velocity	300 kps
Acceleration	"Average"
Yaw	"Average"
Pitch	"Average"
Roll	"Average"

Guns	2 Slots
Missiles	2 Slots
Decoys	ECM-3
Shields	Level 3
Front Armor	10 cm
Side Armor	8 cm
Rear Armor	10 cm



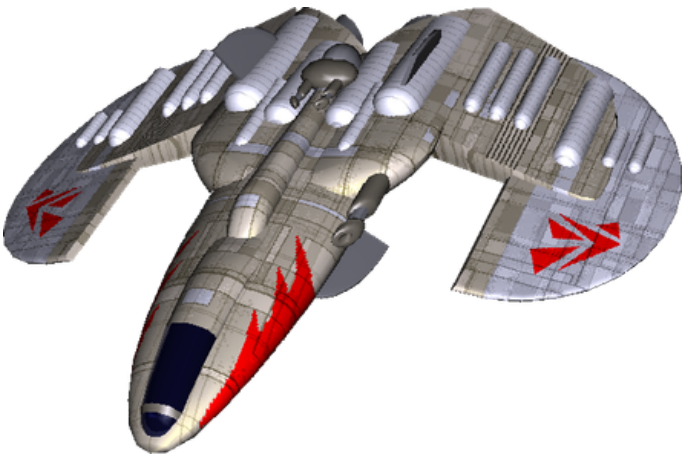
Holographs showing the interior of the Tarsus cockpit. Tarsus owners rarely operated with co-pilots and typically disabled the scanner systems assosciated with the position to improve overall power flow. Two small berths are located in the rear of the ship and the second was usually converted to storage or to allow transportation of a single passenger.



A privately-owned Tarsus landed at an asteroid base in the Hell's Kitchen system.

KF-688 Gothri

Human spaceflight historian Thomas Grange called the Gothri the "most capable, most forgotten ship in the enemy arsenal"; his Kilrathi counterpart, Kralge nar Ghorah Khar, named it "our most effective human-killer." The Gothri is a particularly effective and self-sufficient Kilrathi ship with a number of rare attributes. The Gothri was the first Kilrathi ship to set the standard for carrying six torpedoes rather than four and it did so with none of the tradeoffs of earlier fighter-bomber designs like the human Sabre. Gothri are well armed and armored but are also effective deep space fighters against human contemporaries like the Thunderbolt. They are also relatively cheap to produce and can operate from short runways and without significant maintenance efforts.



KF-688 Gothri in private markings (dishonored, no clan), Gemini Sector, 2670

All of these factors combined to make the Gothri a particularly popular private spacecraft. The nar Qarg clan produced the spacecraft at factories on a dozen worlds. While the original Gothri, which premiered in combat in 2667, saw limited service with the fleet air arm, its most common appearance was as a civilian raider. Nicknamed "Vikings" by merchants, Gothris operating in pairs were the bane of shipping in the final years of the Kilrathi War and, owing to their extreme survivability, well into the Kilrathi Civil War for the next three decades.

Gallery: Civilians at War! (2634-2669)

The combat-intensive version of the civilian model Gothri typically traded their antimatter torpedoes for proton launchers. These Gothri were operated in large numbers in the Gemini Sector and in the Landreich, opposite flanks of human space. Other modifications were common throughout the deeper recesses of the empire. A lightly armed freighter version was used for secure shipping and there was even a luxury shuttle conversion for VIP transport. Successful Kilrathi merchants and privateers would often paint their Gothri in garish colors with unusual markings in place of the standard clan insignia found on fleet examples.

While Gothri did not see significant service with front line units, largely owing to over-investment in the Jalkehi and Vatari programs, it did feature in one notable incident. Prince Thrakhath's chee'dyachee, Khasra nar Kiranka, was assigned command of one of the first Gothri squadrons activated. The entire squadron was reported killed in action in late 2667 despite there being no recorded interaction with human forces operating in the area. Years later, historians working through the wreckage of Kilrah's data-net found evidence that what actually occurred was an assassination attempt. Khasra had ordered his squadron to attack Thrakhath, who somehow defeated his cousin in combat and escaped.

In the post-war era, many human concerns adopted surplus Gothri which were readily available on the frontier. This was one of the very first examples of humans adopting Kilrathi designs to their needs outside of a military context. Gothri "trucks" are still flown today, and many historical groups also maintain them as warbirds.



Technical Specifications

Class	Heavy Fighter
Length	26 meters
Mass	28 tonnes
Max. Velocity	400 kps
Acceleration	"Good"
Yaw	7 dps
Pitch	7 dps
Roll	7 dps

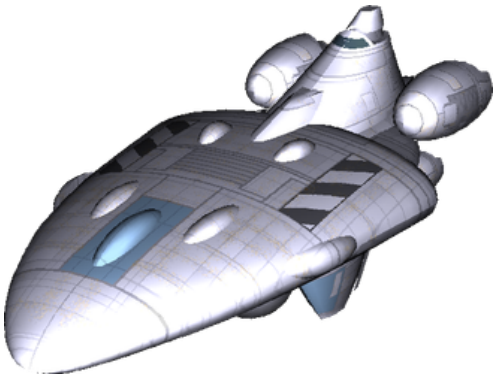
Guns	Mass Driver (2), Particle Cannon (2), Dual Mount Turret Gun (1, Rear)
Missiles	2 IR, 6 Torpedo
Decoys	n/a
Shields	10 cm
Front Armor	10 cm
Side Armor	9 cm
Rear Armor	10 cm



The cockpit instrumentation of the Goran, a derivative of the Gothri spaceframe.

Other Artifacts

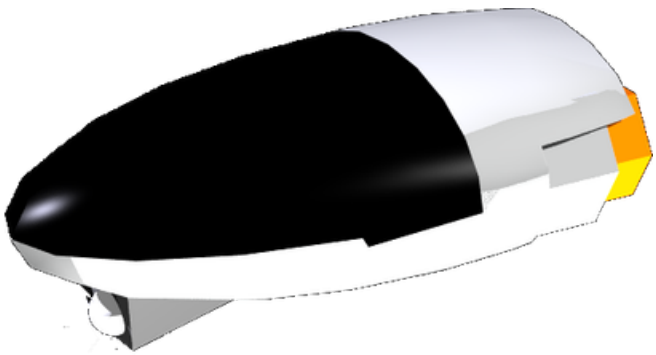
Drayman (model): The Drayman-class freighter has taken on many forms over the decades but the class remains the standard for shipping goods around the Terran Confederation today.

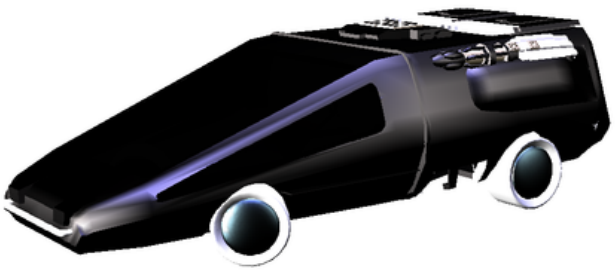


Steltek Artifact: This Steltek "map" was discovered on Mars and then used by a privateer working with the Exploratory Services to locate and explore an abandoned Steltek carrier. The artifact can only be viewed when presented by a curator.



Shuttle Pod: These small shuttle pods were used by large shipyards like New Constantinople for the loading and unloading of larger ships that could not use standard docking platforms.

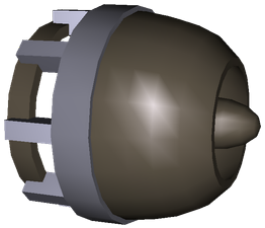


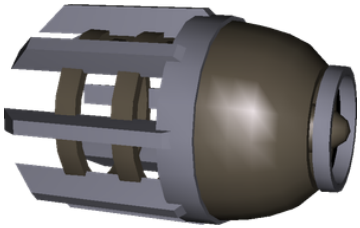


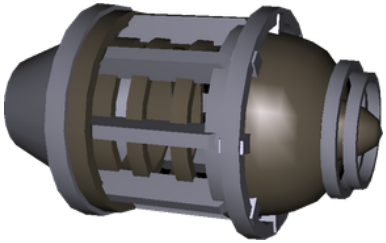
Air Car: A standard human "Air Car" used throughout space in the 2660s. Air cars were occasionally mounted with laser cannons for defense, but more often were simply for used for personal transport.

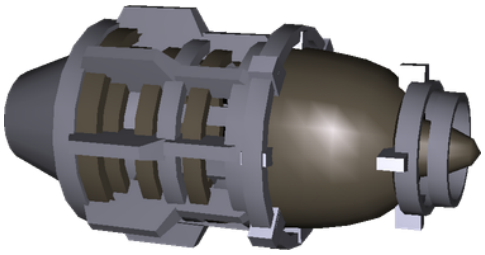
Engines: These modular thrusters, engines and jump drives were designed to work with multiple types of common civilian ships.

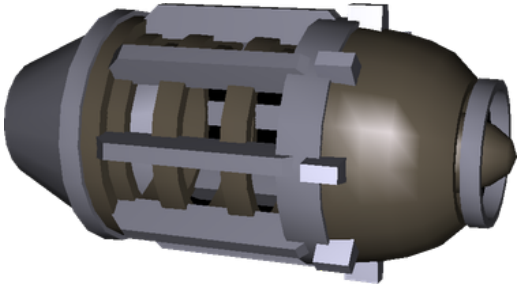
Powerplants



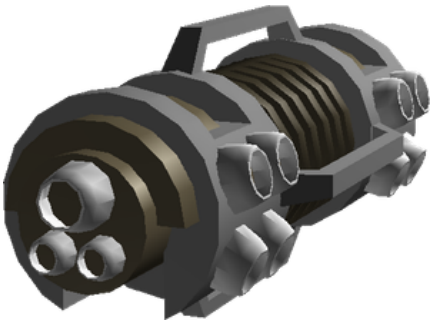




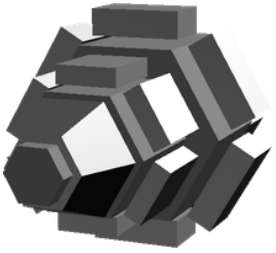


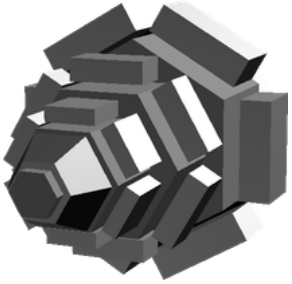


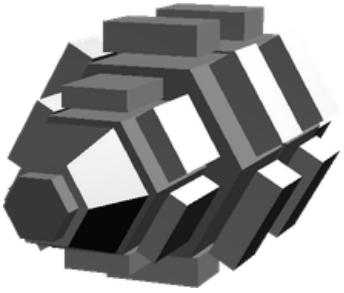
Maneuvering Thrusters



Jump Drives







From privateers to freighter captains to long distance explorers, civilian aerospace continues to expand the Confederation's capabilities and understandings of the universe on a daily basis. This gallery explores the modern civilian aerospace that connects the Confederation with other star nations and keeps the modern economy flowing. Sponsored by Ricaud Interplanetary.

Ares Systems ML02 Heretic

Modern civilian aerospace takes two primary forms, both of which are well represented by the spacecraft of the Tri-System. The first is the private owner-operator. Hundreds of thousands of spacecraft around the galaxy are owned and utilized by individual captains and they serve countless roles: freighters, bounty hunters, rescue ships, exploratory scouts and more. Around the inhabited universe, an infrastructure has sprung up to support exactly this. Most worlds have universal ship docks with support for general maintenance, reloading and repair; many have fully featured depots capable of performing upgrades and adding and removing ship components.



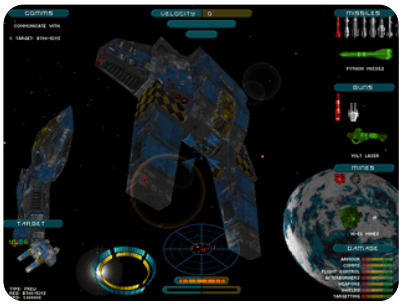
ML02 Heretic operated by the House of Perrymore

The ML02 Heretic is the premier civilian space fighter of the Tri-System and its silhouette has recently become very visible around the Terran Confederation, too. The Heretic was developed by Ares Systems in 2775 as a replacement for the aging Tiger Shark cruiser.

Like many similar spacecraft, it was originally designed as a military ship, though the Tri-System Confederation's navy and their CIS police forces both ultimately turned down the concept in favor of more cost-effective ships. Failing to secure either of these contracts, Ares made the decision to offer the Heretic to the general public where it was wildly successful.

Heretics have since become the premiere 'combat oriented' civilian ship. In many regions of space, particularly those frequented by pirates and rogue Nephilim, a powerful dogfighter is a necessity for independent operators. To this end, the current model Heretic features slots for four guns, six missiles and five module components This capacity makes it one of the most configurable ships available on the market today. In spite of this, an increasing number of Heretic pilots operate their ships as pure personal transports without ever intending to fly as bounty hunters or mercenaries. A recent survey suggested that the median Heretic pilot doesn't ever even purchase a single stream laser.

A cargo variant of the Heretic has been made for export purposes; these are found with some frequency in Confederation space. Tri-System law prevents individual spacecraft owners from carrying freight and so most civilian fighters do not account for cargo. The "Freight Heretic" trades two gun slots for a modest cargo bay. In spite of this capacity, most are used as VIP transports rather than bulk goods transporters. Heretics are also used extensively on racing circuits, with their sleek design and excellent maneuverability adapting well to both drafting and challenge races. An extensively modified Heretic representing the Opi-Ola soft drink concern won the Hom grand prix in 2789 and 2790. The design was also featured in DarkSide, the 2792 holo adaptation of the Vell Ricaud II story, though the actual Ricaud flew a Danrik rather than a Heretic.



Heretic "virtual cockpit" showing an active scan of a Freij-class heavy fighter. In-flight holography is commonly used in the Tri-System.

Technical Specifications

Class	Medium Fighter
Length	20 meters
Mass	14 tonnes
Max. Velocity	428 kps
Acceleration	60 k/s^2
Yaw	65 dps
Pitch	65 dps
Roll	65 dps

Guns	Stream Laser (4)
Missiles	3 Snipe / 1 Brute Mk II / 1 Disrupter / 1 Python / 10 Hi-Ex Mine
Decoys	10
Shields	187.5 cm
Front Armor	125 cm
Side Armor	125 cm
Rear Armor	125 cm

Hughes Dynamics CR01 Gea Transit

The other type of civilian spacecraft frequently operated today are freighters and other larger ships which are typically owned by corporations and non-profits. This Gea Transit was operated by Universal Freight, the largest shipping concern in the Tri-System region of space. Universal Freight supports some fifty thousand ships which range from smaller shuttles like the Gea to enormous cargo platforms like the Monolith. They run an elaborate schedule of cargo flights around the galaxy and also offer ships for rental at nearly every major spaceport. Gea Transits are small enough to land at any organized spaceport and they are capable of docking with most capital ships (or landing on corvette-sized pads).



CR01 Gea Transit owned by Universal Freight, retired after micrometeor damage to its structural supports in 2790

The Gea Transit was designed by Hughes Dynamics in 2760 as a followup to the ubiquitous Previa-class shuttlecraft. The Gea was intended for longer duration flights from system to system, but without the overhead required to operate an Ilia or a Monolith. The Gea's cargo bay can be configured for bulk goods, liquid transport or for passenger transport. Depending on the configuration, anywhere from 50 first class passengers to 150 coach users can be carried by a single Gea. Unlike many other civilian spacecraft, the Gea line is explicitly unarmed; Gea crews do not typically operate in more dangerous regions of space and Hughes' customer feedback has suggested that their priority is cargo capacity above everything else.

The Gea Transit was followed by the CR1A Gea Mk II in 2775, an uprated version of the ship which features a new, lighter spaceframe that allows nearly double the cargo capacity while also significantly strengthening outer hull armor and shields. Hughes' factories stopped producing the original Gea Transit in 2790 and now focus solely on the Mk II; in spite of this, countless original Geas remain in service today. Hughes has been expected to unveil an uprated Gea Mk III for several years, though its capacity and plans for launch remain only rumors at this point.

Museum visitors may tour the interior of the Gea Transit. Step in the side door and you will see the path to the ship's modest bridge on the left and a ladder leading to the secure cargo is to the right. This design is primarily for security purposes, preventing these ships from being easily boarded or hijacked by pirates. Museum visitors are permitted to enter either area, though the cargo bay on this Gea is not accessible for those with disabilities or that are from certain non-humanoid races. A holo tour is available in the adjacent kiosk for those unable to explore the interior.





Technical Specifications

Class	Transport
Length	35 meters
Mass	170 tonnes
Max. Velocity	288 kps
Acceleration	36 k/s^2
Yaw	20 dps
Pitch	20 dps
Roll	20 dps

Guns	None
Missiles	None
Decoys	Software-based
Shields	425 cm
Front Armor	375 cm
Side Armor	375 cm
Rear Armor	375 cm



CCN "Booth System" purchase screen showing how an independent Gea Transit can be easily hired at any certified spaceport in the Tri-System.

Other Artifacts

PAD: These personal communication devices are standard issue in the Tri-System, used by merchants and hunters to keep track of their mission information. PADs connect automatically to planetary datanets (and ReadyNets) to provide up to the picosecond data for civilian operators.



Krono (model): This massive spacecraft was the flagship of the "Kindred" pirate clan. It was destroyed by Vell Ricaud II during his campaign to recapture control of his family's company which had been co-opted by the pirate organization.



Mr. Kat: The initially chilly relationship between the Terran Confederation and the Tri-System Confederation was thawed when representatives of the latter dispatched a diplomatic envoy to return relics recovered from the TCS Lexington (CV-133B) which was lost in deep space in the closing days of the Kilrathi War. Her wreckage had originally been discovered by the Double Helix and then traded to the Tri-System government in exchange for a trove of historical data. Among the artifacts recovered was “Mr. Kat”, a ‘good luck’ charm that once belonged to a Confederation pilot.



Humans first took to the sky for warfare in the early 20th century. This gallery contains aircraft on loan from the Armstrong Aerospace Museum on Earth to help explain how these 'warbirds' were the predecessor of modern space fighters.

Sopwith Camel

The Sopwith Camel is a single-engine biplane aircraft which served the Royal Air Force of Great Britain during Earth's first World War. It was among the most effective fighters of its day, scoring several hundred air to air victories against its opponents over France. The aircraft of the day were constructed primarily from wood and canvas rather than titanium and durasteel, giving them an unusual ethereal sense when seen today.



Sopwith 2F.1 Camel, No. 23 Squadron, St. Marie Cappel, Belgium, 1918

Technical Specifications

Class	Multirole Fighter
Length	5.72 meters
Mass	422 kg
Max. Velocity	190 km/h
Acceleration	Unknown
Yaw	5 dps
Pitch	5 dps
Roll	5 dps

Guns	(2) .303 in machine gun
Missiles	(4) 25-pound bombs
Shields	None
Front Armor	None
Side Armor	None
Rear Armor	None

F4F Wildcat

The F4F Wildcat was the premier front line fighter of the United States Navy at the start of Earth's Second World War. When the war began, Wildcats quickly found themselves outclassed by Japanese Zero fighters, prompting American fighter pilots to develop new strategies to work together to defeat their opponents. This is considered the origin of the modern two-person wing element utilized throughout space combat.



F4F-3A Wildcat, VF-6, USS Enterprise (CV-6), 1941

Technical Specifications

Class	Fighter
Length	8.76 meters
Mass	2,610 kg
Max. Velocity	515 km/h
Acceleration	Unknown
Yaw	5 dps
Pitch	5 dps
Roll	5 dps

Guns	(4) 0.50 in machine gun
Missiles	(2) 100 pound bombs
Shields	None
Front Armor	None
Side Armor	None
Rear Armor	None

F-16 Fighting Falcon

The F-16 is a jet-powered terrestrial aircraft which entered service in the 1970s in the former United States of America. The F-16 served effectively in several wars and then during the breakup of the early 21st century it was often adopted by mercenary squadrons. Mercenary-owned F-16s operating out of bases in Turkey were responsible for several major victories in the days leading up to the Third World War. F-16s can be configured for air to air combat, ranged warfare and strike command missions.



F-16 Fighting Falcon, "Stern's Wildcats", Istanbul, 2012

Technical Specifications

Class	Multirole Fighter
Length	15.06 meters
Mass	8,573 kg
Max. Velocity	Mach 2.05
Acceleration	805 km/h
Yaw	5 dps
Pitch	5 dps
Roll	5 dps

Guns	20mm six-barrel rotary cannon
Missiles	(11) missile hardpoints
Shields	None
Front Armor	None
Side Armor	None
Rear Armor	None

Attack Helicopter

This unusual vehicle is a long-abandoned type of human aircraft referred to as a "helicopter". Instead of deriving lift from fixed wings, helicopters use horizontal rotors to control their atmospheric flight. The attack helicopter was introduced in the mid 1980s and served multiple Allied nations in several of the late 20th century brush wars. The late model “striker” variant was introduced in the 1990s and it fought in Ukraine, Korea and Azerbaijan during the upheavals of the early 21st century. These helicopters were armed with a 30 mm chain gun as well as a variety of missiles and rockets.



Attack helicopter in North American States markings from Operation Flashpoint Korea., 1996

Technical Specifications

Class	Attack Helicopter
Length	17.7 meters
Mass	5,165 kg
Max. Velocity	293 km/h
Acceleration	15.7 m/s
Yaw	5 dps
Pitch	5 dps
Roll	5 dps

Guns	30mm automatic cannon
Missiles	(16) missiles or (78) rockets
Shields	None
Front Armor	None
Side Armor	None
Rear Armor	None

Appendix: Timeline (2000-2167)

This timeline provides a brief history of interstellar expansion and warfare, with a special focus on the Terran Kilrathi War (2634-2669). It combines material from Dr. Guthrig Andropolos' *Official Terran Confederation Navy History*, Paula Garrity's *Nephilim Wars* and Steve Larson's *How We Built the Galaxy*.

2000-2020
An energy crisis upends the established order on Earth. The United States of America falls into a quasi-civil war with mercenary squadrons operating with impunity in former states. Brush wars spring up around the globe. One of these becomes the first conflict actually fought in space when an American Shuttle Orbiter fires a mass driver at a CIS Salyut space station. An energetic leader, Harold Jarvis, emerges as the leader of the remaining American states. Through his efforts, peace is restored to the planet and reconstruction begins.

2032-2041
The United Nations takes a stronger role in world government and interstellar expansion. It builds and launches the Sagan, the first fusion-powered spacecraft. By 2050, the technology becomes affordable enough for mass production.

2050-2055
World War III. The United Nations fights a worldwide conflict against dictators Tralchar and Zhing. The conflict ends following the Battle of Minsk and the Siege of London.

2079
The United Nations begins terraforming Venus (Sol II).

2082
The final major pre-interstellar era war on Earth occurs when Mongolian leader Sun Wan Lu launches the Faraday Rebellion, a New Years strike on the China Sea.

2167
Olympia Station on Mars, the first fully self sufficient human settlement on another planet, is established.

2215
The United Nations establishes permanent colonies on the moons of Jupiter and Saturn. Explorers make the first landing on Pluto.

2219-2423
The First Great Pandemic occurs on Earth, prompting a total quarantine of the world and the rapid development of self-sufficient outer planets colonies. The United Nations largely collapses and is replaced by the Terran Federation, a corporate-aligned puppet government propped up by the newly-formed World Economic Consortium. The WEC begins strip mining the planet to pay for food and manufactured goods from the outer planets.

2277-2334
The Shata begin to trade with the Kilrathi; they are ultimately slaughtered to the last man by the Kilrathi.

2304
The Morvan drive is developed allowing humans to leave the Sol System for the first time.

The first colony on Bex is established by Humanists from Anhur.

2311
The first Morvan-drive colony ship bound for Sirius vanishes during its final hopper transition.

2325
The Pilgrim Alliance is established.

2400 AD
Resistance forces free the planet XK-120 from the Tzorgs.

2416
A violent civil war on Earth breaks up the Terran Federation and its ruling World Economic Consortium. The Terran Confederation is formed.

Appendix: Timeline (2431-2594)

2431
The Mantu explore Kilrah and are attacked by the Kilrathi. The war ends in a draw, the first time the Kilrathi have failed to immediately dispatch an enemy.

2445-2648
The Terran Confederation encounters the Yan and attempt to negotiate a trade agreement. Negotiations collapse and the two sides enter into a brief shooting war. This is the first time humans have been involved in an intergalactic conflict.

2462
The Pilgrim Alliance demands that the Terran Confederation sign the Treaty of Luna, a document which limits their expansion in the 300 light year sphere around Sol.

2469
The Kiranka and Ki'ra clans fight the Seventh Dynastic War which establishes the Kiranka as the long term rulers of the Kilrathi Empire.

The Kilrathi wipe out the Utara, a race which provides them jump drive technology.

2476-2480
The Kilrathi attack and destroy the Hari Empire.

2502-2560
The Kiranka clan focuses the Kilrathi Empire on foreign threats. Over the course of the 26th century they attack and enslave the Gorth, Sorn, Ka, Eyoka and Wu.

2504
The first human jump drives are developed. Both the Terran Confederation and the Pilgrim Alliance expand rapidly.

2594
The Kilrathi attack and enslave the Varni Empire. Varni refugees begin to appear in human space with stories of their felinoid oppressors. These are largely disregarded.

2598
The Kilrathi encounter a Mantu probe and fight another short war with the species.

2613-2624
Mimist terrorists in the Sol System begin a series of deadly bombings of the inner planets. Terrorist attacks increase around the Confederation, prompting the development of an increasingly powerful combined military.

2615
The Terran Confederation begins the initial exploration of the Vega Sector.

2629.105
Iason encounters a spacecraft of unknown origin. Commander Jedora Andropolos on board Iason transmits a wide-band, non-verbal greeting and waits for a response. Less than twenty minutes later, the still-unidentified ship opens fire with full lasers, completely destroying Iason and its crew. Although the identity of the attacking ship is never definitively established, Confederation deep space tracking computers point to a possible point of origin from a previously unexplored planet, soon to be known by its native name, Kilrah.

2630-2634
The Terran Confederation receives numerous reports of unwarranted assault, space piracy, kidnapping and interplanetary plundering, all taking place at an increasingly expanding distance from the planet Kilrah. Frequent attempts to meet with Kilrathi High Command are rejected without explanation. In retaliation, the Terran Confederation Congress votes unanimously to enforce a strict non-aggression policy by the Kilrathi. The leaders of Kilrah are warned that their next transgression could lead to military reprisals.

2631-2635
The Confederation and the Pilgrim Alliance, a McDanielist splinter group, fight a civil war. Though the twelve-system conflict is minor in comparison to those fought later in the century, it is the bloodiest space war ever fought to this point. The conflict ends with a series of extended sieges leading to the complete dissolution of the Alliance.

Appendix: Timeline (2634-2639)

2634.186
The Anna Magdelena, a refitted transport ship ferrying orphans to their new homes on Dieno, is openly attacked by a pair of Kilrathi fighters. No one survives. In retaliation for this and the five-year string of equally heinous abuses of all known laws of civility, the Terran Confederation officially declares war on the Empire of Kilrah.

2634.228
TCN cryptographer Ches M. Penney intercepts and decodes a stray Kilrathi cipher implying that a strike will soon be launched against the planet McAuliffe and its orbiting space station, Alexandria. Confederation High Command orders a counteroffensive twice the size of the anticipated fleet, hoping to reach McAuliffe first and ambush the attackers.

2634.235
After a tense rush to McAuliffe, the Confederation fleet establishes a formidable defensive position around the planet. When the Kilrathi fleet arrives, however, it is quadruple the expected size. Several days of bloody fighting all but obliterate the defensive forces.

2634.239
The McAuliffe Ambush ends. Though the Confederation fleet is completely annihilated it manages to destroy the enemy flagship, causing a disruption in the Kilrathi chain of command and forcing a retreat.

2639.033
Kilrathi occupation forces land on Enyo and McAuliffe and hold a quarter of a million Terrans hostage, reinforced by orbital guns.

2639.036
The Confederation regroups under the leadership of then-Captain Geoffrey Tolwyn and brings in an attack force of Raptor-class heavy fighters.

2639.038
Simultaneously, TCN fighters drop porcupine mines in regions of space near the colonies where principal jump points are located. Kilrathi ships stay clear of the mined region, allowing the inception of Phase Two of the operation in which a scrambled radio signal detonates certain specially modified mines. This clears the way for the arrival of a sizable Terran reinforcement fleet through the jump point. Terran forces make an immediate strike against the gunships, threatening the population centers. The mines split the gunships and the fleet units assigned to intercept the Raptors, allowing the two Confederation forces to form a final pincer around the enemy fleet.

2639.040
After a pounding match which lasts only two days, the Enyo Engagement ends with the Kilrathi in full retreat. Casualties are nearly identical.

2642.082
The two sides settle into a long and unending stalemate, creating tension along the frontier. Several Terran worlds declare independence from the Confederation as a prelude to declaring neutrality in the conflict.

2644
The newly-launched TCS Tiger's Claw, on its shakedown cruise, carrying a minimal spacecrew and an under-experienced command, finds itself in the path of a surprise Kilrathi invasion force. The ship's unexpected presence along the Kilrathi flight plan, clever tactics on the part of the command crew, and performance above and beyond the call of duty by the spacecrews rout the superior Kilrathi force. Shortly thereafter, Tiger's Claw is given permanent assignment in Vega Sector.

2645-2653
Abandoning their effort to penetrate the Terran front lines in the central sectors of the border worlds, the Kilrathi switch the focus of their attack to the Pleiades Sector. After initial Kilrathi success, Terran defenses hold. This front, too, settles down to a stalemate.

Appendix: Timeline (2646-2653)

2646.005
Beginning with Baird's Star, seven systems declare independence from the Terran Confederation. Confed attempts to break the stalemate and prevent other worlds from seceding by changing their strategic aims from direct engagement to intelligence and particularly cryptography.

2648.305
The Confederation succeeds in breaking the Kilrathi encryption code. In order to prevent a repeat of the McAuliffe debacle, Confed takes pains to ensure their interpretation of the code is accurate.

2649.189
Terran Command, using information on Kilrathi fleets and deployments gained through their breaking of encryption methods, assembles a force consisting of 60% of the Vega Sector Fleet aimed at invading and occupying Kilrah itself. Given the overwhelming superiority in force and information as well as strategy, a victory seems well in hand.

2649.205
Terran ground forces launch an attack on a fortified Kilrathi colony, only to be routed by unexpected Kilrathi fighter support. The TCS Tiger's Claw is detached from its previous station and assigned to intercept the pursuing fighters in a delaying action eventually known as Custer's Carnival. Swarmed and badly damaged by Kilrathi fighters, the carrier distracts Kilrathi forces long enough for the Terran fleet to reach safety.

Despite the fact that three-fourths of its engines are destroyed and half its pilots are listed as casualties, the heroic efforts of the Claw's crew allow the carrier to make it back into Terran space. Two Gold Stars and numerous other medals - many of them posthumous - are awarded to the ship's personnel. The carrier itself spends six months in spacedock for repairs and refitting.

2653
Because of recent heavy losses in battle against the Kilrathi, the 201st Plebe class of the Confederation's Space Naval Academy replaces the regular flight crew aboard the refurbished Tiger's Claw, Commodore Geoffrey Tolwyn commanding. The cadets are supposed to complete their course of instruction while performing routine patrols and flight training. But, in war, anything can happen...

2654.074
Aided by Pilgrim terrorists, a Kilrathi fleet destroys the Confederation's Pegasus Station and secures a path straight to Earth. Human ships rush from the front line to defend the homeworld. The Tiger's Claw, the only ship between the Kilrathi fleet and Sol, fights desperately to delay the enemy advance. Using intelligence gathered by the Tiger's Claw, Commodore Tolwyn turns the tables on the Kilrathi, surprising them and eliminating the entire fleet as it arrives in the Sol System.

2654.079
Pilgrim traitors, frustrated by the failure of the recent invasion, mutiny and capture the Olympus, a Confederation cruiser carrying an experimental weapon. Human and Kilrathi forces both race against time to stop the Olympus and capture its technology for themselves. The weapon is ultimately disabled, but the Olympus and her crew escape.

2654.130
Pilgrim explorers thought lost for generations return to known space to collect their descendants. They briefly make war on both Terrans and Kilrathi before leaving from the galaxy and virtually eliminating the Pilgrim religion.

2654.131
Prince Thrakhath abandons his live-and-let-die policy towards border pirates by destroying Base Tortuga in a massive show of force.

2654.162
The Kilrathi begin a lend-lease program with non-spacefaring races along the frontier. The primitive natives of the Dioscuri system are armed with surplus Dralthi and ordered to make war against the Confederation.

2654.176
Admiral Rhea Bergstrom attempts to trap a Kilrathi fleet in the Seti Beta system using the Tiger's Claw as bait. Prince Thrakhath turns the tables, catching the Trafalgar battlegroup in a pincer. Bergstrom's carrier and her escorts are destroyed.

2654.184
The Empire's first stealth fighter, a specially modified Sartha with radar-reflective paint and a low-emission drive. It is code-named Strakha, meaning 'hidden striker'. Confederation pilots working in pairs manage to trap and destroy the fighter.

2654.185
The KIS Naoukeric attacks Oasis, shattering a two-decade long neutrality agreement regarding the planet. The Kilrathi carrier is destroyed under mysterious circumstances.

2654.190
Dr. Bronwyn Sing, head researcher on Greenhouse, attempts to illegally infect a captured Kilrathi pilot with a bio-agent. The Kil is shot down before he can spread the disease to the rest of the army.

2654.287
Terran Intelligence reports that the Kilrathi High Command is directing war efforts from Venice System. Reconnaissance patrols identify Kilrathi ships and boldly give chase, uncovering an Imperial starbase. Terran patrols are lost, but not before relaying their coordinates back to HQ.

A small Terran fleet of elite fighters is dispatched to the Imperial starbase. The Kilrathi launch a significant resistance, but are eventually overpowered. Badly beaten, the Kilrathi move their central military command back to their homeworld of Kilrah. Simultaneously, on the far side of the galaxy, the celebrated Battle of Repleetah unfolds. The small research planet of Repleetah has long been home to dedicated researchers from various corners of the universe. Once the declaration of war against the Kilrathi makes its way to this distant outpost, Terran scientists vote to pay a visit to a Kilrathi research facility. The goal of the Terran scientists is to reaffirm their dedication to the unfettered pursuit of knowledge and to offer a peaceful co-existence with their fellow scientists.

Instead, the Terrans are exterminated in a surprise biological attack by the Kilrathi. Marines from both sides of the Terran-Kilrathi conflict rush to Repleetah and engage in the most sustained land-based fighting of the entire war.

In trench warfare reminiscent of Earth's ancient World War I, each side fights with dogged determination and in full bio-resistant suits. Meager gains are bought with hundreds of lives, only to be lost to the next counter- attack.

Since Repleetah quickly loses any strategic significance it might have had, it comes to represent what each side can win with as little investment as possible. Neither side is willing to commit anything more than ground troops, even though a single, thorough space strike could end the battle victoriously. The bloodshed continues unabated.

2654.293
Seeing an opportunity to prove himself after his disastrous involvement in the Olympus affair, Commodore Tolwyn deploys Tiger's Claw pilots to infiltrate and disrupt the annual Sivar-Eshrad ceremony in the Dolos System. The plan is a success, delivering a heavy blow to Kilrathi morale and earning Tolwyn a promotion to Rear Admiral.

2654.326
Shortly after intelligence reports indicate that Kilrathi engineers have developed a new super weapon to use against inhabited planets, all radio contact is lost with the Goddard Colony. Fighter wings from the Tiger's Claw rush to Goddard and forge a path for transports and corvettes, only to discover that a quarter-million human lives have already been sacrificed by the Kilrathi.

Deeply angered by the tragedy, the crew of the Tiger's Claw pursues the Kilrathi strike force into enemy territory, where they are ambushed by a captured Confederation Exeter-class ship. Reconnaissance ships eventually locate the dreadnought ship suspected of carrying the prototype weapon. The Claw follows, and in a stunning display of deep space logistics and fighting skill, eliminates this Sivar dreadnought.

2655
The Tiger's Claw again travels behind enemy lines, this time as part of a battle group charged with destroying the laboratories and shipyards which produced the Sivar weapon. Using captured enemy fighters to sneak behind fortified enemy lines, the carrier's pilots cripple the Kilrathi bases in the Jakarta System.

Appendix: Timeline (2653-2667)

2653-2655
The Confederation pledges to protect a newly discovered bird-like race called the Firekkans, who plan to unite with the Terran alliance. In the interim, a huge Kilrathi battle fleet commanded by Prince Thrakhath and his Drakhai (Kilrathi Imperial Guard) moves into the Firekkan system. The fleet's intent is unknown until the Kilrathi defector Ralgha nar Hhallas exposes a plan to use Firekka for a religious ritual in which warriors rededicate themselves to Sivar, the Kilrathi god of war.

The Confederation decides to disrupt the religious ceremony in hopes of breaking enemy morale. Marine troopships jump into the system and stage an assault on the Kilrathi priestesses. The mission is successful, and the Claw retreats to Terran-controlled space under heavy Kilrathi pursuit. In short order, Firekkan natives revolt and force the remaining Kilrathi forces to withdraw. Another crisis has been averted.

Meanwhile, the Battle of Repleetah grinds into its third year, with neither side gaining a significant advantage. Despite heavy losses on both sides and the tolls taken by the extraordinarily bitter weather of the research outpost, Kilrathi and Terran Marines refuse to yield.

2656.056
An attack on the Kilrathi headquarters at K'Tithrak Mang falls short when the renowned Tiger's Claw is ambushed and destroyed by Kilrathi stealth fighters. Only a small number of the carrier's fighter pilots survive to land on the TCS Austin. Lt. Colonel Christopher Blair, a star pilot who had achieved acclaim in several recent campaigns, is blamed for the attack and put on trial for treason.

2656-2667
Over the next eleven years, Confederation forces attempt to remove the Kilrathi from Enigma Sector, where strategic jump nodes lead directly to human homeworlds. Still, Confederation forces are able to successfully defend Olympus Station - a Terran starbase established for the rebel Kilrathi world of Ghorah Khar - from Kilrathi assault. Finally, in 2667, Terran forces daringly jump behind enemy lines and destroy the Kilrathi sector headquarters of K'Tithrak Mang.

During these years, the focus of the Intergalactic War drifts away from the decade-long Battle of Repleetah. Supply ships and reinforcements have long since ceased to visit the research planet. Finally, by late 2664, only a handful of troops remain on either side. The sole surviving Terran officer, Lieutenant Miles D'Arby, leads his men in a last ditch effort to overrun the Kilrathi position. No one lives through this last action on either side. The Battle of Repleetah has finally come to an end.

2667

Confederation forces dispel a Kilrathi attack on Pembroke Station, the gateway system between Enigma and Vega Sectors. These same forces then attend to a mutiny aboard Rigel Supply Depot, where mutineers split into two factions. The pirated ship is eventually gunned down.

The Kilrathi unsuccessfully attempt to quell rebelling planets in Ghorah Khar System, and an Imperial leader tries to assassinate Prince Thrakhath. Thrakhath is captured and brought aboard the Bonnie Heather, but eludes his captors through a daringly engineered escape. Finally, a desperate attack against Olympus Station in Ghorah Khar is thwarted, saving the rebel Kilrathi planet.

A massive Kilrathi invasion of the Deneb Sector eliminates the Confederation's 6th Fleet in a matter of hours. The tattered remnants of the fleet escape to the Enigma Sector.

The Concordia begins testing the new Morningstar heavy fighter, a powerful new ship which carries a nuclear missile. Society of Mandarin traitors, lead by Zachary Colson, interrupt the tests and steal a prototype Morningstar. Special Operations responds by locating the Society's main base of operations. A team sneaks behind enemy lines in a captured freighter to destroy the base and the stolen fighter.

Hoping to reverse recent setbacks in the Deneb Sector, the Confederation plots a trap for the Empire. Human escort carriers launch an amphibious invasion of Vukar Tag, a planet considered sacred by the Kilrathi. Their warrior culture forces the Kilrathi to respond in force, deploying their entire home fleet to retake the planet – where a large Confederation force is waiting to spring the trap.

In order to divide the Kilrathi fleet, the Tarawa is sent through a newly discovered jump point to threaten Kilrah itself. What is planned as a suicide mission succeeds beyond anyone's expectations – Tarawa pilots destroy carrier construction yards on Kilrah's moon, significantly damaging the enemy war effort.

2668

Terran Fleets strike hard against Kilrathi Forces on the front lines, eliminating nine carriers under construction and crippling dozens of transports and four shipyards. Running low on combat ships, the Kilrathi military appears on the verge of retreating for supplies.

As the pendulum of war swings toward the Terrans, a peace accord is unexpectedly offered by Kilrah. All fleets are withdrawn, even those in the midst of combat.

In the following months, several frontier colonies refuse to abide by the armistice rulings, investing both forces and ships in an attempt to search out suspected active shipyards on the far side of the Kilrathi Empire. Using captured stealth equipment, private forces intercept a HoloVid of the rumored facility along with a message that Kilrathi forces are embarking to attack Earth. The armistice is renounced, and a hastily assembled force of still-intact Confederation ships prepare to defend against the attack, bolstered by private ships and carriers.

The first hits result in total radiation-warhead destruction of Warsaw, Gilead and Sirius Prime. Front line Marines land on the Imperial flagship carrier where a few brave volunteers place mines in suicide missions. The volunteers destroy three of the super carriers, but the remainder of the fleet reaches striking distance. The Kilrathi successfully launch anti-matter rockets on crucial defense cities - Chicago, Pittsburgh, Boston, Miami, Quebec, Berlin, Paris, Kyiv and others - then retreat to friendlier space.

2669

Following the attack on Earth, the Terran Intelligence Agency deploys a top secret, tactical search party through a previously uncharted Kilrathi jump point. The TCS Lexington is equipped with self-sustaining recycling systems, mining apparatus, and a 62 person Special Operations team.

This unit leaves Goddard Transfer Station on 2669.011 and passes through a newly discovered jump point. Its mission - to search out and destroy Kilrathi forces, sector by sector. Though the Special Operations team reached Kilrah, the Lexington was never recovered.

A rogue Steltek Drone, an unmanned fighter belonging to a precursor civilization, begins terrorizing the Gemini Sector. Meanwhile, Dr. Lemuel Monkhouse discovers a mysterious map on Mars, leading to another cache of Steltek technology. Mercenaries, explorers and Kilrathi race to find this unexplored star system. Grayson Burrows, a Privateer, finds the treasure, a powerful new type of gun, and uses it to defeat the deadly drone fighter.

2669.221
Dr. Forbin, a prominent scientist aboard the solar shadow ring station La Belle Dame Sans Merci, reports gravitometric disturbances in the Tanhauser Nebula. This radiation is determined to be consistent with that emitted during jump point formation. In the midst of investigating what might have been the first ever observations of a jump point formation, the solar shadow ring station was viciously attacked by a raiding party of Kilrathi light attack fighters that were apparently using the nebula as camouflage. Despite its total lack of military value, all aboard the defenseless station were slaughtered, many of them inexplicably tortured to death. This marks the eighteenth such occurrence that has been reported in the last two years. Forbin's discovery later leads to a peacetime TCN task force designed solely for the purpose of observing and analyzing jump points.

2669.233
The Trafalgar Outerworlds report a devastating outbreak of disease that eradicates in excess of four percent of the system's population. The disease vector is proven to be human blood, most commonly found in the world's contaminated blood supply. Trafalgar Disease Control halts the mortality rate at 23 deaths per day and identifies biochemical weaponry as the guilty carrier.

Simultaneously, the Kilrathi mount a constant series of similar bioweapons attacks in Locanda and Delius systems. The presence of the Victory spared all but one of the Locanda worlds, but several colonies in Delius were eliminated before Confed forces could respond to the attacks. The accountable death toll was last reported at 2,867.

Linguistics specialists at the University of Hawaii on Earth make marked progress in deciphering the intricacies of the Kilrathi language and begin publishing their research in leading journals. Civilian research access to these discoveries becomes sharply restricted after this news causes Kilrathi forces to adopt another encryption scheme.

2669.242
Confed forces liberate the enslaved population of Cabrea System. But the TCN Human Relations Agency clamps down on all vid-transmissions from the system, citing "the interests of Confed-security." Reports emerge that horrific conditions exist within the system. A psychological assistance team en route to counsel survivors and deliver supplies is obliterated in a surprise attack as they pass through a normally peaceful asteroid belt. Transmissions from the cargo ship indicate that the Kilrathi have developed a new fighter that is nearly indistinguishable from a small asteroid chunk.

TCN headquarters orders a strategic withdrawal from outlying Confederation sectors as part of a larger operation to give up sectors of minor importance. It is hoped that the Kilrathi will spread themselves too thinly across the galaxy. Military strategists receive great criticism from those who claim that the withdrawals are only an improvised response to the advance of the enemy. The criticism lessens, however, with the advent of the new Excalibur fighter and with successful pushes into Ariel System.

2669.247
Confed Intel tests its new secret weapon, the Behemoth super gun, on a Kilrathi colonial planet. Humanists argue against its use to no avail, and the test run disintegrates an entire planet in just under five seconds. Approximately 1,500 Kilrathi settlers are eradicated, raising critical judgments from the Terran Diplomatic Association. An internal security leak reveals design information to Kilrathi forces, who intercept and eliminate the prize offensive weapon.

Several weeks later, Victory squadrons support a Marine-led effort to liberate Dr. Philip Severin from a Kilrathi prison planet. A key player in TCN detonation technology, he immediately begins research on another weapon, the Temblor bomb.

TCN military police fighters squelch a civilian attack on Rampart military station in Enyo System, where organized protesters attempted to damage communication facilities and 27 fighters parked for repairs. The leader of the protest, Alexander Romorin, was killed by one of his own followers during the hand-to-hand melee as he struggled with minimally armed personnel. Participants are questioned and sent to a minimum security holding moon. This event marks a swelling current of civilian unrest after forty years of the Terran-Kilrathi conflict.

2669.262
Confederation forces break through Kilrathi lines into Freya and Hyperion Sectors, where they meet heavy Kilrathi resistance. Facing an imminent homeworld invasion, the enemy boosts its forces here and eases up attacks on outlying colonial worlds. Construction begins on temporary bases, and Confed transmissions in and out of the area are encoded with the newly discovered UUENSX-17 encryption system. The conflict index reaches 10.2, the highest average posted in the war's history. Galaxy Red Cross troops run medical supplies, food and fuel dangerously close to the front lines, losing approximately 1/3 of their transports to ambushes. The Civilian Pilot's Association volunteers troop and supply transport runs as the war progresses closer and closer to the Kilrathi sector.

The Temblor test project enters the completion stage and the prototype model is successfully detonated on a seismographic fault in Hyperion System. Dr. Severin is subsequently named an honorary captain in the Terran Navy and awarded a research bonus of 1.2 million credits.

2669.267
The President and the Scientific Warfare panel approve the use of the Temblor bomb in six instances, including that of attacking the aggressive Kilrathi home planet. Having expected this decision, the Victory pushes into the far region of Hyperion sector. Col. Christopher Blair, Maj. Todd Marshall, 2nd Lt. Winston Chang and 2nd Lt. Robin Peters launch from the carrier at 0545 hours. With the aid of covert fuel depots, they penetrate Kilrah's atmosphere and launch the Temblor into the V'rakath fault.

In a devastating tectonic blast, the bomb rips Kilrah along its three major faults, killing millions of inhabitants.

Appendix: Timeline (2669)

Aboard the Hvar'kann, Kal Shintahr Melek nar Kilra'hra formally surrenders to TCN officials. After decades of loss, 4.2 quadrillion credits' worth of war materials, and a total count of 9,500,012,432,187 deaths, the Terran-Kilrathi war is finally over...

2669.322

In the ensuing months, a P.O.W. exchange is implemented and sectorial diplomats begin negotiations with Kilrathi colonial settlers. Eighty-six new bills are introduced in the 1,234th Confederation Congress, all of which pertain to the rights of Kilrathi survivors. Riots driven by racism among Terran colonies peak, paralleling the integration of the early 20th century.

M'ragrakath nar Hhallas is appointed as the main Kilrathi spokesperson and is assassinated during an international conference on Alliance Rights on Venus. Following his death, an overwhelming percentage of Kilrathi survivors commit Zu'kara, a popular form of ritual suicide. In an effort to ease tensions, the Terran Diplomatic Association sets up eighteen reservation worlds and fights to incorporate them into the Alliance.

The Terran Navy concentrates peace efforts on outer worlds, where renegade forces stage brutal attacks on the Kilrathi colonial worlds. Many of the rebels are from Sol System, where unemployment has skyrocketed to 22.3 percent since three-quarters of the TCN enlistees were decommissioned.

Analysts predict that recovering from half a century of warfare will be a long, consuming task that requires at least two decades of economic and social adjustment in every facet of life...

The Terran Confederation assigns eighteen reserve marine units to civilian trade bases in Gemini Sector, where reports filter in concerning contraband activity. Gemini has long been a problem area for patrolling forces due to the large number of Kilrathi inhabitants and the localized Free Trade Agreement. The move sparks unrest among the Merchant's Guild after over half the trading force relocates across enemy lines. Military officials step up patrols along the Kilrathi lines as attacks on civilian merchant ships reach an all time high.

A team of sociologists and archeologists en route to Gemini Sector are captured and vid-transmissions of their torture beamed back to Sol. News leaks out to the general public, who become outraged and demand reprisals on Kilrathi P.O.W.s. The four men aboard had been undertaking the dangerous trek to investigate rumors of a Steltek alien "Rosetta" stone believed to contain valuable information about uncharted sectors.

2670

Mordecai Jones, leader of the Church of Man temple, is exposed as having headed up an attack on a Terran super-weapon tested in a nearby sector. The church, which vehemently preaches antitechnology measures, denies responsibility for the attack, which was led by several squadrons of Kilrathi ships. All 25 technical assistance crew members that were working on the weapon's components were killed when three squadrons of Kilrathi fighters ambushed the light fleet.

Six months later, Jones is reported as missing by his Retro church followers, and his temple is bombarded. Following his death, TCN officials inspect the remnants of Base Gaea and find detailed accounts of over 35 attacks on orbital guns and scientific research outposts.

2669-2671

For the Terran Confederation, the war is over. Not so for outlying colonies. In the Free Republic of the Landreich, raids by independent Kilrathi warlords become more frequent. The Republic's President, Maximilian Kruger, authorizes massive expenditures towards the goal of creating a modern space navy. The fledgling Free Republic Navy recruits a cadre of Kilrathi War heroes, including Geoffrey Tolwyn, Vance Richards and Jason Bondarevsky. It receives a major boost when a crippled Kilrathi super-carrier is found abandoned in a nearby star system. Landreich pilots salvage the alien technology just in time to fight off a major Kilrathi invasion.

2671-2672

Open warfare breaks out between the Free Republic of the Landreich and the Terran Confederation.

Appendix: Timeline (2671-2680)

Rear Admiral Jason Bondarevsky takes command of the Landreich's escort carrier fleet, ultimately ending the conflict in a strategic draw with the help of Vance Richards, who comes out of hiding. President H. Maximilian Kruger's hold over the government begins to slip as a result of the affair.

2672

A rare Steltek weapon is discovered on Challenger. As the conflict in the border worlds heats up, Joe Turner and Marc Lassiter race against time to stop Phillip Rickman's crime syndicate from acquiring it. In the process the pair involve themselves in a Church of Man plot to destroy Perry Naval Base and a Strategic Readiness Agency scheme to reappropriate munitions from the Gemini Sector fleet for Admiral Tolwyn's black ops division.

2673.219

The galaxy's peace is interrupted once again as pirate raids against peacetime shipping become more and more common. Admiral Geoffrey Tolwyn, having descended into madness in the years following the war, has recruited a secret team of pilots to instigate a new war between the Terran Confederation and the newly formed Union of Border Worlds. Believing that the human race needs to be genetically purified before it faces another threat like the Kilrathi, Tolwyn begins secretly eliminating massive populations using biological weapons. As civil war breaks out, pilots on both sides rush to prove to the Senate who is responsible for the attacks. The final battle takes place on the floor of the legislature, where Colonel Christopher Blair confronts Tolwyn into implicating himself.

2675

Murragh Cakg dai Nokhtak leads the FRLS Mjollnir (ex-Karga) into Kilrathi space in a bid to take the Kiranka throne for himself. However, expected support from the Landreich Navy never materializes and Murragh's coup falls apart short of the planned invasion of Pasqual. Murragh fights an epic retreat, pursued by Chancellor Melek's police forces. He returns to the Landreich to live in exile.

2680

The Confederation in conjunction with Hurston Dynamics begins field-testing chain ion or "cloud burst" weapons technology at Krieger Starbase.

Influence of Kilrathi culture on fashion and entertainment begins to spread outside of the Border Worlds. Some systems put a ban on the import of all imitation Kilrathi weaponry and human-styled armor/clothing wear. This only increases the value of the items on the market.

Border Worlds Kilrathi TPFs (temporary placement facilities) are reduced to only three planetary locations (as opposed to 50 a decade earlier) as another displaced clan is relocated to a system within Kilrathi space. These facilities, nothing more than reservations for the Kilrathi, were beginning to come under the scrutiny of several Sentient Rights groups. Charges of neglect and cruel treatment go unheard at the General Assembly. Governor Cavazos, then head of the General Assembly, publicly states that the remaining Kilrathi will be relocated in under five years. His statements are almost drowned out by representatives of the Border Worlds calling for faster action.

Rein Ertrobs releases the fourth book in his wildly popular series of fantasy novels set within the Darkening universe. The book, entitled Lev's Pact, forces the publisher to restructure its flat-scan transmit hub in order to accommodate the over one billion requests.

2681

The Nephilim, a race of insect-like creatures from outside our galaxy, terrorizes remote Confederation installations. Their motives are unknown, but Confed reacts in force, sending out the newly commissioned "Super Carrier" Midway to assist in quelling the threat. After intensive engagements over the course of several months the Nephilim are defeated in the Kilrah System.

Leonard Styles, staff photojournalist for ISDN (Intersystem Daily News) takes the first shots of the Nephilim in action against a transport convoy fleeing the Kilrah Sector after the official evacuation order was given. His stark images of a Nephilim destroyer slicing through a civilian transport with a plasma beam put an image to the threat most remote sector citizens had dismissed.

A joint Hurston/Bartok Industries and Confederation research program develops the "dust cannon", a mass-driver variant using "dust-cull" technology to recycle power plant waste matter into a limitless ammunition supply.

Appendix: Timeline (2681-2683)

Robert Brindle's novel, Clipped, about conditions at Kilrathi placement facilities is criticized by veterans and administrators as both inaccurate and inflammatory. The publicity generated causes thirty system representatives to call for a committee to be formed on placement conditions.

The TCS Cerberus, a new "quick strike" cruiser, is unveiled by the Confederation. Constructed by Bartok Industries, the Cerberus is quickly put on a secret assignment by the TCIS to investigate reported straggler Nephilim within Sol Sector.

As the galaxy mourns the loss of Christopher Blair and begins to repair its wounds, a larger Nephilim strike force emerges. At the same time, a deadly virus released by the alien ships begins causing even greater casualties. Intelligence believes that the Nephilim are searching for something — or someone. The Cerberus fights through the alien hordes to capture their new wormhole in the Proxima System. While the Confederation prepares to use its newly captured wormhole to strike back against the Nephilim, three more open — in the K'sktag System, the Hhallas System and the Valgard System…

2682.005
The CIS deploys the 'Phantom Force' aboard the TCS Cerberus in a desperate race with Nephilim invaders to locate and capture a Steltek artifact which will give the users access to the wormhole gate system.

2682.110
With their newfound access to the wormhole gates, the Confederation makes the first raids on Nephilim space. The TCS Midway leads the assault on Construction Reef 68C-Delta, a massive blow to an enemy that until this point had been on the offense.

2683.080
TCS Fanchiang, the first of the Northridge class of mega hospital ships, was commissioned following the initial Nephilim invasion into Confederation space. Under the command of Captain Eleanor McHale, the ship provided critical medical care to more than 1.27 million Confederation citizens infected with the Nephilim virus in its first two years of service.

The ship received 8 Confederation Presidential Unit Citations and 18 Force Health and Wellness Awards (the Green "H"). It was the most highly decorated medical vessel in Confederation history.

2686
Raids on Nephilim space become a regular occurrence, with Terran Confederation fleets regularly moving through the captured Sirius wormhole. Enemy tactics change to focus entirely on destroying the gate itself.

2692
VN Day. The Aligned People offer formal surrender terms to the Terran Confederation, formally cutting off the Nephilim from their hegemony and gate system. Nephilim raids using forces marshaled locally continue to this day, but with a significantly reduced furor.

2694.276
The TCS Port Broughton, lost in Nephilim space after the destruction of the Sirius gate, emerges from Charybdis pursued by an unaligned Nephilim battle group. The resulting battle is the last significant appearance of alien capital ships as the Port Broughton fights "the burning battle," a delaying action that allows the 18th Fleet to arrive.

2692-2705
The Antares Quadrant, wrecked by the Nephilim War, undergoes a series of local revolutions that disconnect it from the Terran Confederation. The region becomes an arena for human and Kilrathi mercenaries fighting for control in the vacuum left by the government's retreat. This ultimately proves temporary as the Confederation reestablishes control over the region and begins reconstruction in 2705.

2714
McDanielite forces that were thought to have exited the galaxy with the help of an unidentified alien intelligence suddenly reappear and launch a massive attack on the center of the Confederation government in Washington, D.C. Earth is devastated but the attack is ultimately repelled.

Appendix: Timeline (2760-2790)

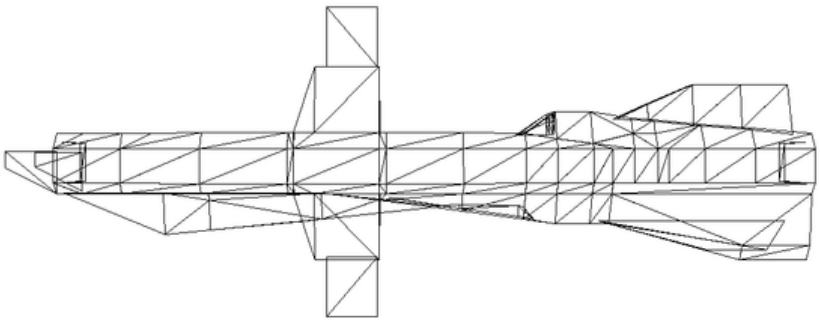
2760
An otherwise unidentified alien race launches a massive assault on the planet Bex. The attack fails completely when the alien commander-in-chief accidentally overshoots the planet and jumps his entire force into the echo dimensions.

2780
The ongoing oppression of mutants on Karatikus breaks out into full scale guerrilla war, prompting the CIS to enforce a quarantine of the planet itself. Fighting continues to rage today.

2785
A series of Scatterbelt Wars occur in the Tri-System. Slade "Tex" Carver flies what becomes known as the 'One-Way Ticket Torpedo Run' to destroy the pirate cruiser leading the attacks on the region's asteroid belt.

2785-2788
The Cod Wars. Conflict over deep space fish farms off Leviatha goes hot, with opposing fish ranches employing militia and pirate forces to attack one another.

2790
The Tri-System is rocked when the heir to the Ricaud Interplanetary fortune re-emerges. He sides with the CIS in a violent war to take control of the Kindred, the pirate organization his brother had formed in his absence.



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Appendix: Hall of Heroes - Command

STAMP RALLY! Can you find displays recognizing all of these Terran Confederation heroes that served aboard the TCS Victory? They're hidden around the exhibit galleries! Scan each holostamper and return the completed pages to the orange deck compumat for an educational prize!

File Name: Blair, Christopher
Callsign: "Maverick"
Primary Military Specialty: Fighter Pilot
Birthplace: Nephele II
Grade: O-11 (Space Marshal)



Biography: Christopher Blair is recognized as the most significant fighting hero of the Terran-Kilrathi War. He served aboard the TCS Tiger's Claw in 2654 where he played a key role in preventing a Kilrathi invasion of Earth. He served with distinction during the Vega Campaign, Operation Thor's Hammer and Operation Crusade but was court martialed for a suspected role in the destruction of the Tiger's Claw. The discovery of Strakha full spectrum cloaked fighters in 2667 cleared his name. Flying off the TCS Concordia, Blair fired the torpedo that destroyed K'Tithrak Mang. He served two tours with Special Operations and then returned as wing commander for the Concordia until he was badly burned during the Battle of Earth. After recovering, he was assigned as wing commander of the TCS Victory where he flew the famous final mission over Kilrah. After the war, he denounced his former commander, Admiral Tolwyn, in front of the Great Assembly, preventing war with the newly-formed Union of Border Worlds. Blair was captured by Nephilim forces in 2681 and was not recovered until the post-war McDanielite attack on Earth.

Quote: "*They can promote us, demote us, bounce us all over the galaxy. There's only one thing that matters . . . That first time you shaved? You could look yourself in the mirror. You can still do that now.*"

STAMP HERE

STAMP HERE

Have You Heard About the Maniac?

File Name: Marshall, Todd
Callsign: "Maniac"
Primary Military Specialty: Fighter Pilot
Birthplace: Leto
Grade: O-6 (Colonel)



Biography: Todd Marshall was one of the Terran Confederation's top aces of both the Kilrathi and Nephilim wars. He scored his first partial kill before even being assigned to the front lines when he and a wingman discovered a Kilrathi blockade runner spying on the Sirius datanet during a flight school training mission. He flew off the Tiger's Claw for the Vega Campaign. He began to suffer from PTSD during Operation Thor's Hammer and returned to Earth to recover. On return to combat status, Marshall brilliantly saved a Confederation fleet during the Deneb Campaign, destroying two Kilrathi destroyers at once. For the duration of the war he would split time between tours as a test pilot, a TCSO envoy and in combat. He helped develop the Morningstar heavy fighter and the Mace tactical nuclear missile before a final tour with the 36th Fighter Wing aboard the TCS Victory. Marshall was shot down during the final mission over Kilrah and ended the war a POW. He flew for the Border Worlds during the 2673 crisis and then returned to command an escort carrier wing for the Confederation. He was present aboard the TCS Midway during the 2681 Nephilim invasion. He spent much of the rest of the Nephilim War as a TCSN lobbyist, arguing before the Assembly for the needs of his fellow pilots.

Quote: "*Me? Any chance I get, I'm up in the air. I mean, they're gonna have to pry my dead carcass out of the cockpit.*"

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The Captain

File Name: Eisen, William
Callsign: "Round Table" (during Kilrah campaign)
Primary Military Specialty: Starship Command
Birthplace: Chicago, Earth
Grade: O-8 (Rear Admiral)

Biography: William "Bill" Eisen graduated from the TCSNA at the start of the Kilrathi War. His first assignment was as a communications officer aboard the TCS Victory during her first tour, making him a "plank owner". Eisen served with distinction throughout the duration of the war, with most of his tours aboard the Victory. As a lieutenant he played a major role in the Venice Campaign, for which the Victory earned a senatorial battle star. Eisen established himself as a stern commander but also a deep tactical thinker. In 2658, he became the Victory's executive officer and five years later was promoted to Captain. He commanded Victory through the final missions of the war. In 2670, Admiral Tolwyn asked Eisen to lead development of the Confederation's post-war carrier operations doctrine. Eisen spoke at the opening of the Victory museum shortly before taking command of the newly rebuilt TCS Lexington. He defected to the Outerworlds Fleet during the 2673 crisis. He used his contacts with the navy to capture the TCS Mt. St. Helens which was a key part of the end of the Black Lance. He returned to Confederation service as a Rear Admiral after the crisis. The Vesuvius-class TCS William Eisen (CV-73) was named after him.

Quote: "*Now, some of these newbies rattle on about "what if this happens", "what if that happens". This is the brain case, I tell them: make good use of it.*"

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The Voice of Freedom

File Name: Rollins, Theodore
Callsign: "Radio"
Primary Military Specialty: Communications
Birthplace: Warsaw
Grade:O-4 (Lieutenant Commander)

Biography: Theodore "Ted" Rollins avoided the draft by volunteering for the space force in 2667. With interests in cryptography and electronic engineering, he quickly drew the attention of the signals bureau. His attitude changed after the 2668 Kilrathi offensive which eliminated his homeworld, among many others. No longer believing the war could be won, he quickly found himself reassigned as his intercept work suffered. He was assigned to the TCS Victory, where Captain William Eisen took a liking to him in spite of his recent downchecks. Eisen encouraged Rollins to serve in a more personal capacity and he generally put up with his love of conspiracy theories. As a result, Rollins was a major part of discovering the true identity of Ralgha nar Hhallas. He served aboard the Victory through its retirement. During the post war period, Rollins served at the TCSNA on Hilthros, a role he found himself surprisingly suited for. During the Nephilim War, Rollins partnered with his former comrade Todd Marshall to lead a group of academy trainees on a secret mission in enemy space. The specifics of this action remain classified. Rollins was a major supporter of the museum, donating his papers and routinely presenting at lecture series' through his elder years.

Quote:"*Yeah, well you haven't been monitoring transmissions like I have. If you did, you'd jump sector in a nano.*"

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Keep 'Em Flying

File Name: Coriolis, Rachel
Callsign: "Chief"
Primary Military Specialty: Engineering
Birthplace: Rockford, Earth
Grade: E-5 (Master Chief Petty Officer)

Biography: Rachel Coriolis was born with a natural ability for mechanical work; she began disassembling and repairing toys and household electronics as early as she could remember. graduated from the University of Texas with a degree in mechanical engineering and enlisted in a TCSN ROTC program for promising engineering candidates. She found she did not enjoy the role of officer and dropped out, enlisting in the navy instead. In 2666, she was assigned to the TCS Victory as the youngest deck chief ever to serve on a Confederation carrier, a record she still holds. During the final days of the war, Coriolis found herself operating an overworked flight wing flying front line combat missions for months on end. She oversaw the combat testing of the Excalibur fighter-bomber and ran the flight wing through the final mission over Kilrah. After the war, she retired from the service briefly but found herself unhappy living on a farm. She returned to duty during the Border Worlds crisis and was later called to help her old compatriot Commodore Blair develop the Midway heavy carrier. She served as chief of the Midway during its first campaign against the Nephilim.

Quote: "*These loving hands, I can tweak anything and make it work just a little better.*"

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What's a Paladin?

File Name: Taggart, James
Callsign: "Paladin"
Primary Military Specialty: Special Operations
Birthplace: Ares
Grade: O-10 (General)



Biography: James Taggart rose from unlikely roots as a spaceborne colonist from a McDanielite family to serve as the most influential Assembly Master in Terran Confederation history. His life and career between those two points is truly incredible and would take volumes to detail correctly. Taggart acted as a spy during the Pilgrim War. Disgusted by the conflict and the breakup of his family over it, he asked to be reassigned to a non-combat role. As a reconnaissance pilot aboard the CS Iason, he became one of the first Kilrathi prisoners of war. After fighting his way back to Polaris Roads, he had a very different attitude: that the Kilrathi must be destroyed. He returned to active duty as a fighter pilot, eventually serving aboard the TCS Tiger's Claw where he was decorated for his actions during Custer's Carnival. He alternated covert operations and fighter assignments for years, spying on Pilgrim renegades and then almost immediately flying some of the final missions of the Vega Sector. In 2656, Taggart took over the Terran Confederation Navy's new Special Operations office where he helped ignite the Ghorah Khar rebellion, discover the Haraka carrier fleet and develop the temblor bomb that would destroy Kilrah. After the war, he was elected Senator for Altair and then Assembly Master during his first term. He would continue to serve as Assembly Master until the first years of the Nephilim War, where he resumed his commission as General to command the war effort.

Quote: "*'All roads lead to Kilrah.' Every Kilrathi lives . . . and dies for the Emperor. Destroy that hierarchy . . . and you destroy them.*"

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A Man of Honor

File Name: Bondarevsky, Jason
Callsign: "Bear"
Primary Military Specialty: Starship Command
Birthplace: Razin, Alpha Centauri
Grade: O-7 (Commodore, TCSN), O-10 (Admiral, FRLN)



Biography: Jason Bondarevsky lied about his age to sign up for the Confederation Navy after his father was killed in 2657. He proved himself an able turret gunner in a single tour aboard the TCS Lumi and was recommended for Academy OCS. Upon graduation, he was assigned to the TCS Gettysburg where he found himself in the middle of the ship's infamous mutiny. Bondarevsky refused to obey Captain Ransom's illegal order and also to align himself with the mutineers that captured Rigel Station. He agreed to travel to the TCS Concordia to negotiate an end to the situation. There he managed to greatly impress Admiral Tolwyn, who soon tapped him as wing commander of the newly constructed TCS Tarawa. He then became "first to Kilrah," a celebrated hero around the Confederation. During the Earth campaign, he commanded the Tarawa in the search for the Hakagas and then to defend both the Landreich and, in a dramatic final minute rescue, Earth itself. During the the TCS Victory's final command, Tolwyn placed now Commodore Bondarevsky in charge of the carrier's escorts. He commanded Destroyer Squadron 67 from the bridge of the TCS Coventry until he was severely injured during Operation Behemoth. After the war, he resigned his commission at Tolwyn's behest to relocate to the Free Republic of the Landreich. There he commanded the operation to recover the KIS Karga and fought several brush wars for President Kruger. He offered the Outerworlds Fleet material support during the 2673 crisis.

Quote: "*If I'm asked about it, sir, I plan to tell the truth.*"

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File Name: Dulbrunin, Jared
Callsign: "Phoenix"
Primary Military Specialty: Fighter Pilot
Birthplace: Los Angeles, Earth
Grade: O-6 (Colonel)
Biography: Jared Dulbrunin graduated from the Terran Confederation Space Naval Academy at Hilthros in 2658. He served as a Ferret pilot aboard the TCS Confederation during the Deneb Campaign and went on to gain additional command experience aboard escort carriers in the mid-2660s. He was assigned to the TCS Victory in 2668 as wing commander of the 36th Fighter Wing. As a commander, he preferred not to fly except during magnum launches. He was killed in action during one such scramble during the cleanup operations after Vespus. This opening allowed Admiral Tolwyn to assign Colonel Blair to the ship in preparation for Operation Behemoth.
Quote: "*A wing commander in a war zone has three jobes: kill cats, kill cats, kill cats.*"



File Name: Bruce, Craig
Callsign: "Bacon Boy"
Primary Military Specialty: Fighter Pilot
Birthplace: Baltimore, Earth
Grade: O-1 (Second Lieutenant)
Biography: [HIGHLY CLASSIFIED]
Quote: No recorded quote.

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File Name: Peters, Robin
Callsign: "Flint"
Primary Military Specialty: Fighter Pilot
Birthplace: Locanda IV
Grade: O-2 (First Lieutenant):
Biography: Robin Peters was the youngest daughter of a veteran fighter pilot who served during several of the Confederation's earliest campaigns against the Kilrathi. After her brother was killed in action, she swore revenge against the Kilrathi and promised to score at least one kill for each year of his life. She was assigned to the 36th Fighter Wing in 2667 where she quickly proved herself as an able dogfighter and a reliable wingmate. Her hatred of the Kilrathi was reignited when they tested their pandemic weapon on her homeworld of Locanda IV. She flew Thunderbolts and then Excaliburs with Gold Squadron and volunteered for the final attack on Kilrah. She was killed in action during the approach to the planet.
Quote: "*It was a beautiful world. Dark purple nights and burnt moons that chased each other across the sky. The insects would sing . . . different serenades, depending on how close the moons were.*"



File Name: Roosevelt, Corwin
Callsign: "Weasel"
Primary Military Specialty: Fighter Pilot
Birthplace: Austin, Earth
Grade: O-4 (Major)
Biography: Corwin Roosevelt was born in 2632 on McLean. He attended Tarjik University as an exchange student and earned a degree in electrical engineering. He enlisted in the Terran Confederation Space Force in 2653 and was chosen for command school training due to his natural skill. He was assigned as a replacement pilot aboard the TCS Victory for its 2669 deployment to the Orsini System. He was flying CAP for the carrier when it jumped to the Tamayo System and found itself under attack by a Kilrathi fleet. He was killed when his Arrow was hit in the first moments of the engagement.
Quote: Weasel was noted for being particularly taciturn.

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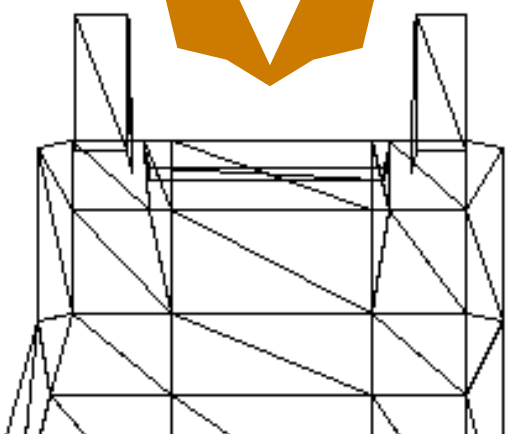


File Name: Chang, Winston
Callsign: "Vagabond"
Primary Military Specialty: Fighter Pilot
Birthplace: Enigma
Grade: O-2 (First Lieutenant)

Biography: Winston Chang was the older of two brothers who both became Terran Confederation Space Force pilots. Much of his military records were destroyed and historians remain divided over his involvement in Dr. Severin's Paxan experiments and several other points of speculation. What is known is that he served with the 36th Fighter Wing during the last year of the Kilrathi War where he was known as a reliable wingman and a deadly marksman. He volunteered for the final bombing run over Kilrah but was shot down shortly after jumping into Kilrathi space. His pod was recovered. He switched to reserve status after the war but was recalled by Admiral Tolwyn as part of his plot to convince Colonel Blair to support the Black Lance. This proved a mistake, as Chang was one of the first of the Lexington pilots to defect to the Border Worlds. He was killed by Confederation security while covering an intelligence operation aboard a signal relay station. The Miyamoto-Barnfield galactic bridge established at the conclusion of the Nephilim War was named after Chang.

Quote: "*Yeah, I've knocked around some.*"

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Appendix: Ralgha nar Hhallas



What Happened With Hobbes?

One of the most confusing elements of the story of the Terran Kilrathi War and the Victory herself is that of Ralgha nar Hhallas aka "Hobbes", the Kilrathi lord who defected to the Confederation only to return to the Empire carrying intelligence to Prince Thrakhath. If Ralgha was a deep cover spy, why did he position himself to do so much damage to the Empire in the first place? Historians have studied Kilrathi records and other sources for decades to determine exactly what happened.

In 2655, Prince Thrakhath succeeded his father, Prince Gilkarg, as effective heir to the Empire. His position was tenuous: he had personally failed to prevent disaster at the Sivar-Eshrad ceremony on Dolos the previous year and he was viewed by many commoners as nothing more than the last living son of a disgraced admiral. To reassert his dominance over the empire (and to continue his plans to unite the clans under his leadership rather than that of their barons) he developed a plan to stage public revenge. He issued "Thrakhath's Vow", a rare direct communication with the Confederation threatening to exact revenge on then-Lieutenant Colonel Blair's family for his involvement in the destruction of the Sivar dreadnought which led to Gilkarg's execution. This message set Ralgha's activation phrase, "heart of the tiger", but was generally ignored by human intelligence as simply court posturing.

Ralgha nar Hhallas was a loyal Kilrathi lord who had lost his immediate family in a Confederation attack. He was also the first cousin of Thrakhath's most loyal friend, Gharal nar Hhallas. Ralgha volunteered to have his personality overlaid with an artificial one fabricated to support the revolutionary movement on Ghorah Khar, then known to be in communication with the Confederation but thought to be well in paw. Ralgha's job was intended to be quick: befriend the Confederation, activate when close to Blair's lair-mate and then kill her and commit Zu'kara.

Events did not go as intended. Despite being kept from the Firekka Sivar-Eshrad, Ralgha's false identity ended up betraying Thrakhath's plans for the event before getting anywhere close to Blair. Then, a fortuitous alliance with Zack "Jazz" Colson allowed Thrakhath to gain his revenge over Blair without activating Ralgha at all: Blair was blamed for the destruction of the Tiger's Claw and retired to InSystem Security. Thrakhath's position in the new court order was solidified and Ralgha's identity overlay was largely forgotten.

Then, over a decade later, Thrakhath learned through his spy network that Admiral Tolwyn had assigned Ralgha to the TCS Victory as part of his plans for Operation Behemoth. Sensing a new opportunity to adapt his old plan, Thrakhath activated Ralgha remotely. The key phrase “Heart of the Tiger,” the term Kilrathi had commoners begun to use to refer to Blair after Operation Thor’s Hammer, returned Ralgha to his original consciousness and instructed him to contact his handlers for further orders.

Ralgha ultimately gathered information that allowed Thrakhath to lure in and destroy the Behemoth weapons platform. Ragha went on to record General Taggart’s T-bomb briefing. The thought that a stealth weapon might be used to destroy the Kilrathi homeworld with no chance of opposition prompted him to attempt to escape from the Victory with details of the operation. He was shot down by Colonel Blair during the attempt, though an attack on the Victory arranged by his handlers as a distraction killed Lt. Mitchell “Vaquero” Lopez.



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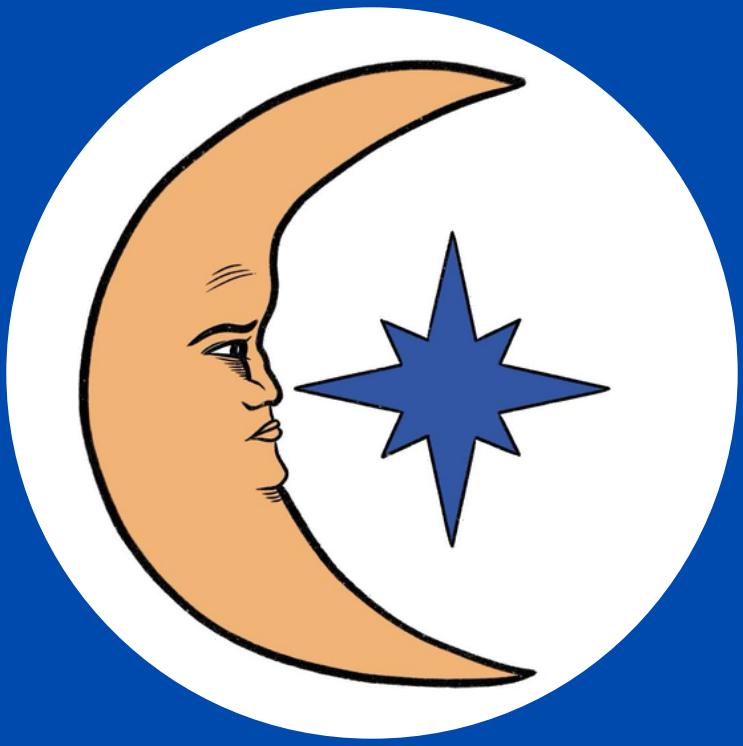
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