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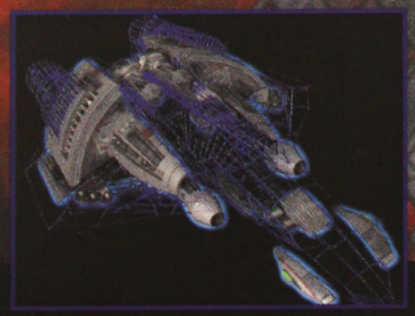

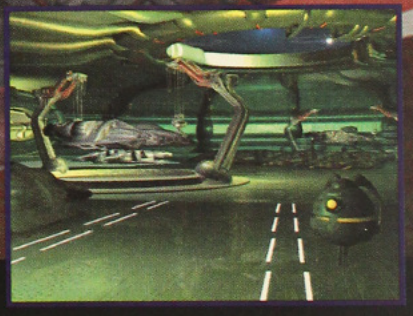

An Overview of PRIVATEER 3

PRIVATEER 3: RETRIBUTION

The Kilrathi world has been destroyed and the remaining souls have but one thing on their minds. Retribution. It is your job to discover the mystery that can rectify the unjust done within the universe. Earn your keep through an ever-expanding universe as a mercenary, merchant, Confed pilot or pirate. If it pays well and suits your temperament, the job is yours. Just remember one thing, trust no one.

Key Features:

Build Your Own Ships
Select from 3 engines, 6 different ships hulls, more than 16 weapons, armor, and unlimited color schemes.

Trade Goods for Profit
Smuggle contraband or run guns for cash. Determine which commodities are in demand.

Role-Play
Develop your character into a mercenary, pirate, merchant, or Confederation pilot based on your actions in the game.

Exploration
Explore over 50 different planets and space stations each with unique advantages. Discover unusual environments such as agricultural, industrial, war-torn, scientific, recreational, and technological.

Multiplayer
Create your own alliance, manage your space station, build up a fleet of ships, and take on the Internet. TCP/IP, LAN and IPX support.

3D Accelerated Only
3D accelerated hardware to maximize the full potential of the 3D chip set.

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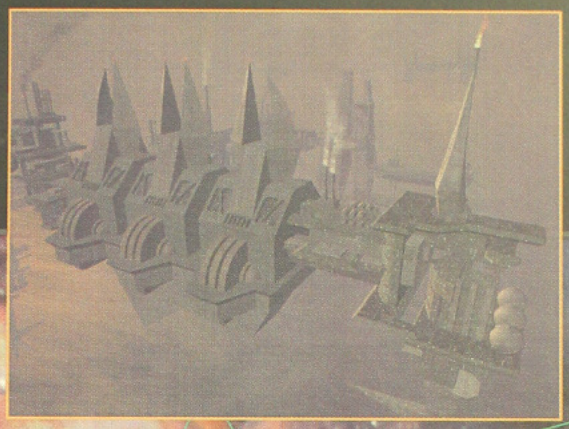

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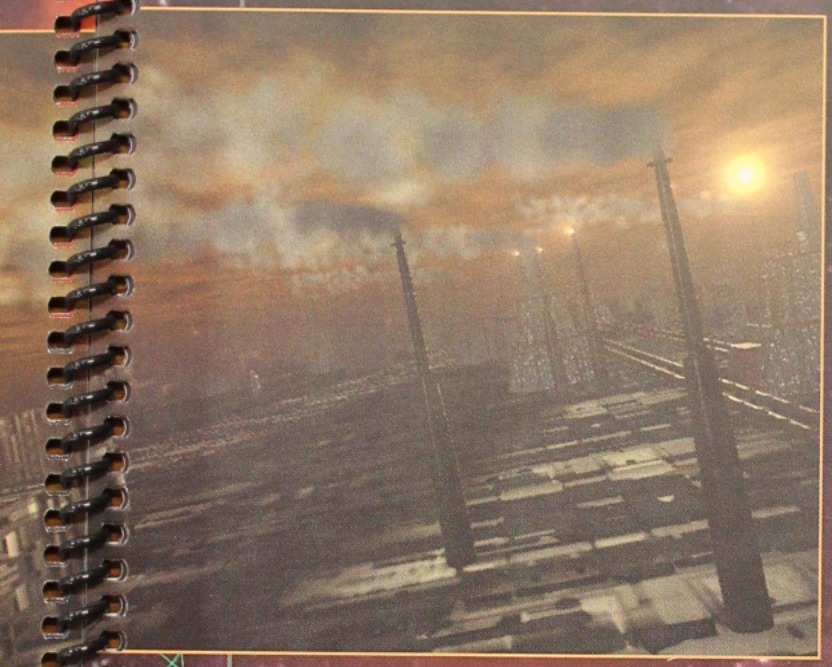
Welcome to the Universe

Welcome to the Universe



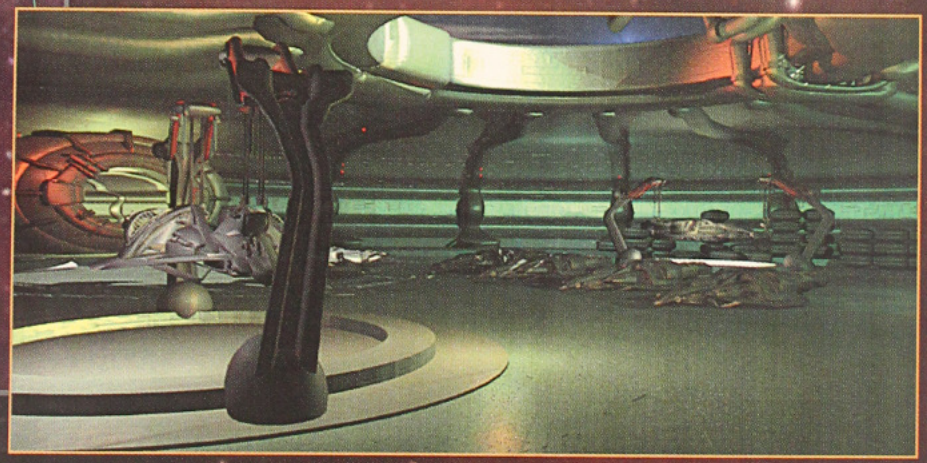
PRIVATEER 3 is a universe all its own. Never before in the space trading/combat genre has there been a game that has so fully and totally encompassed the player in a environment so rich in detail.

* 57 different ports to visit!
* 62 solar systems to investigate!
* 2264 separate action spheres to explore!

All the planets, orbiting platforms, and asteroid stations are unique, having their own economies, governments, and industry.

You will be able to spend weeks just exploring the star systems, searching for hidden outposts, derelict ships, and if you're not careful, black holes.

Kilrathi and Confederation alike will patrol the void trying to uphold the fragile peace, while pirates brigades and outcast squadrons terrorize the quadrants, looking for easy money and fresh prey.



Planets, Space

PRIVATEER 3 has 57 unique worlds and space ports to visit, each of them having its own economy, government, industry, and technology level. These factors are translated into the types and prices of commodities on the world, as well as to the availability of weapons for purchase. Each location comes complete with its own detailed history, while factors that you can manipulate can change the economy, or even the future, (running guns can lead to a change of government, while importing dangerous xenomorphs can lead to the port being quarantined!)

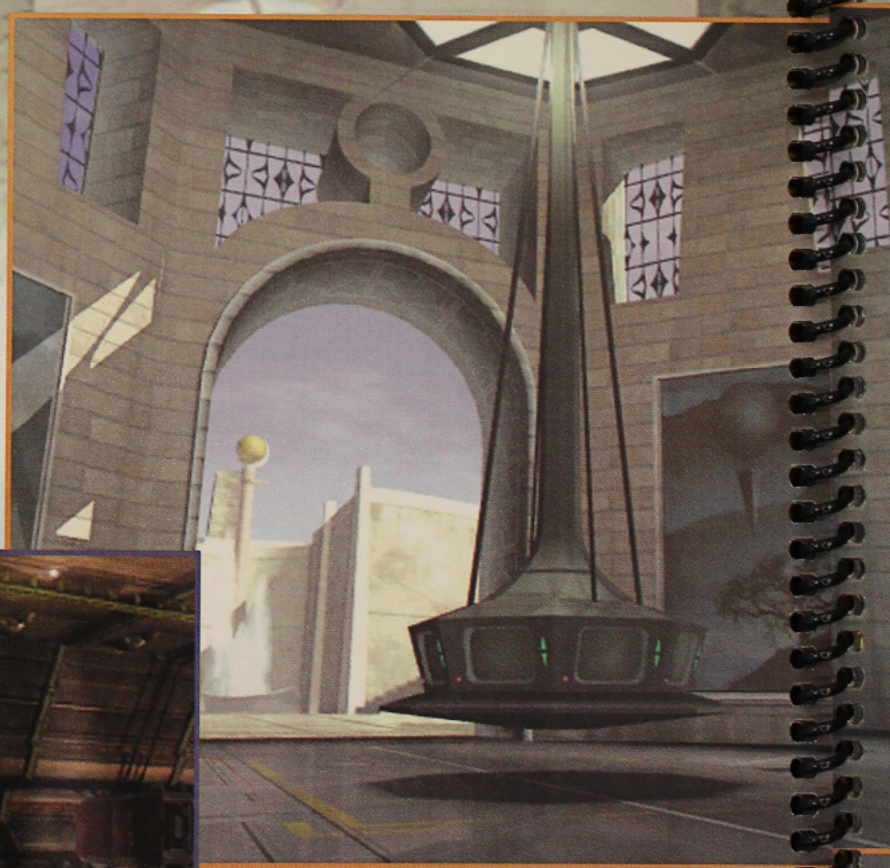
For all who play PRIVATEER 3, no two games will ever be the same.

Furnace
Type: Asteroid
Industry: Mining
Government: Corporate

Owned and operated by Furnace Metals Limited, this mining outpost is a model of efficiency. Miners from across the sector come here to prospect as the system is rich in gold, platinum, jewels and other heavy metals. The accumulation of wealth has also attracted pirates, who prey on the hapless and unlucky in the asteroid belts that litter the system.

Yena
Type: Planet
Industry: Agricultural
Government: Envirochy

Yena produces some of the finest in synthetic meats found in the quad. Its close proximity to New Damascus and Vigilance assures it of a steady supply of credits for its goods. However, much of the wealth is squandered by the government which constantly is finding new environmental concerns on which to spend money. Yenans are a hard, proud people, though many off-worlders think of them as loud and obnoxious.



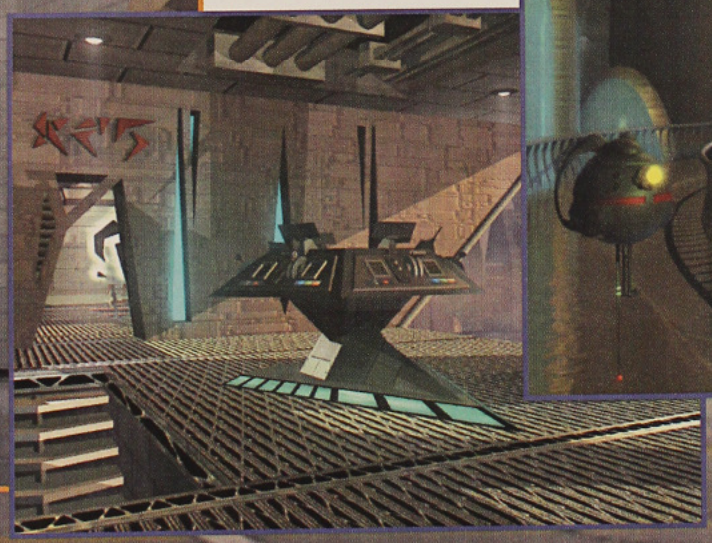
Platforms, and Asteroid Stations

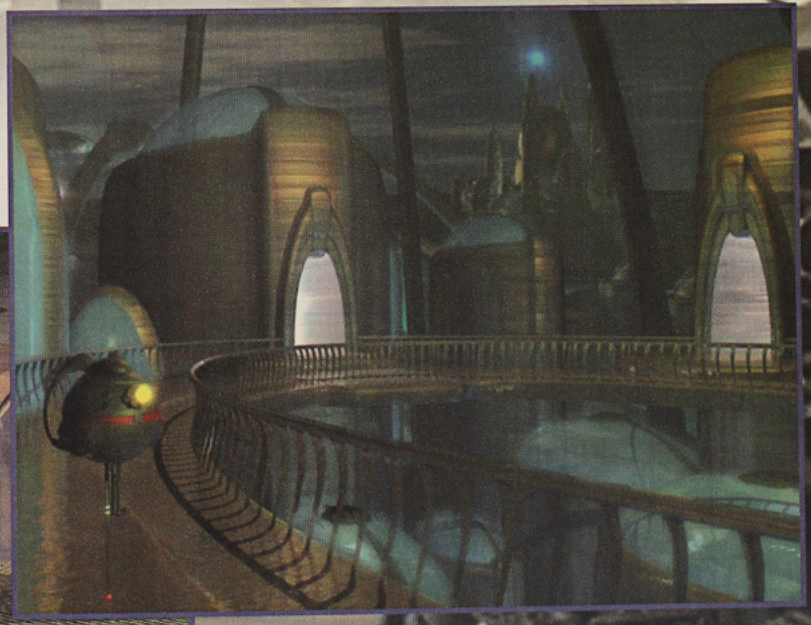
G'tok IV
Type: Floating City
Industry: Manufacturing
Government: Kilrathi

G'tok IV is a floating industrial city. Built forty years ago, it is still expanding to this day. Antigravity engines keep the platform afloat above the toxic surface of the planet which is heavily laced in highly concentrated sulfuric acid. The atmosphere is poisonous but a rebreather is all that is required, though a trip to the surface without a full body suit would result in death. G'Tok IV is a prime example of Kilrathi ingenuity and determination to dominate everything they can use. G'Tok IV is known sector- wide for its refined tritanium.

New Paris
Type: Water Planet
Industry: Tech Planet
Government: Monarchy

One of the older, populated worlds in Archangel Quadrant, New Paris has a very high population. The damage it suffered in the war has all but been repaired, and the economy is booming. Sophisticated, suave and stylish are adjectives well suited to New Parisians. The primary goods traded are high tech ship parts, and hulls. A Constitutional Monarchy, the Queen has ruled New Paris for thirty years and soon her son shall become King. New Paris is a member of the Confederation, which is the one reason it survived the war. New Paris is known for its durable and cheap power generators, a top export.





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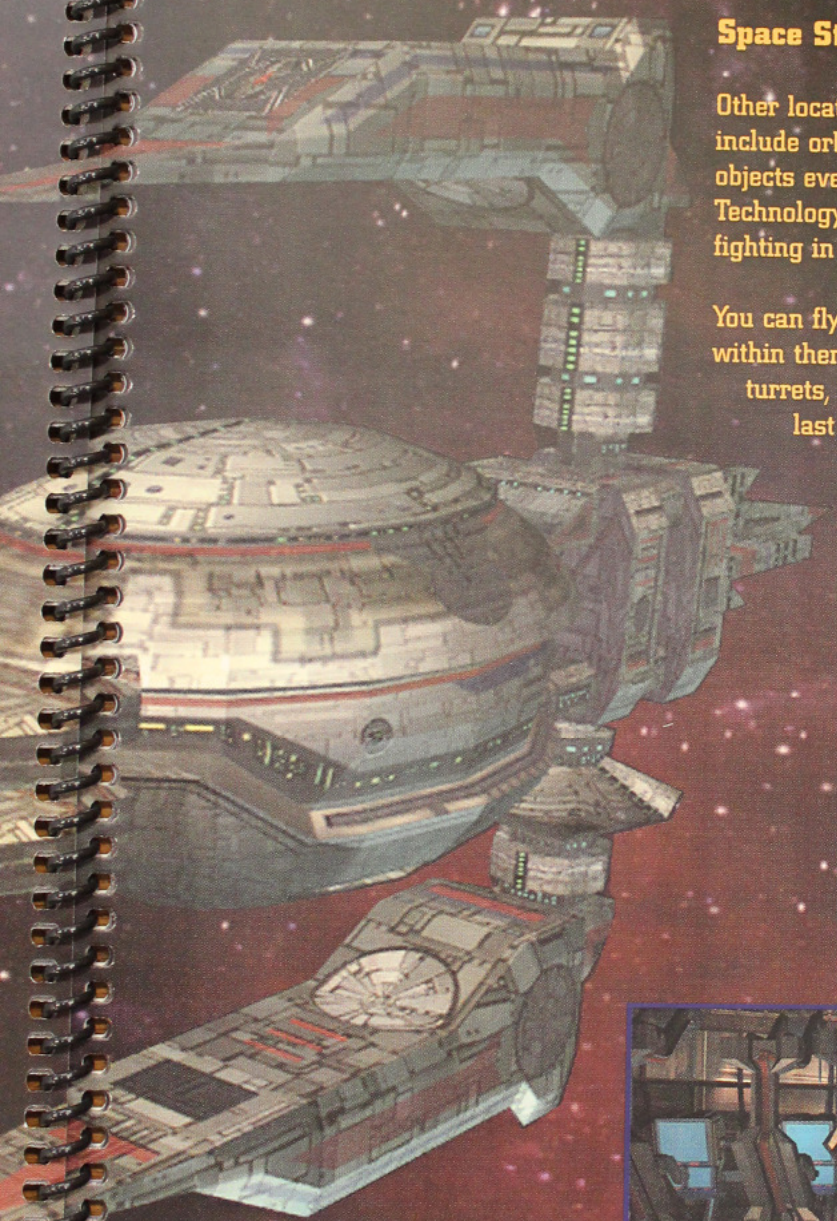
Planets, Space

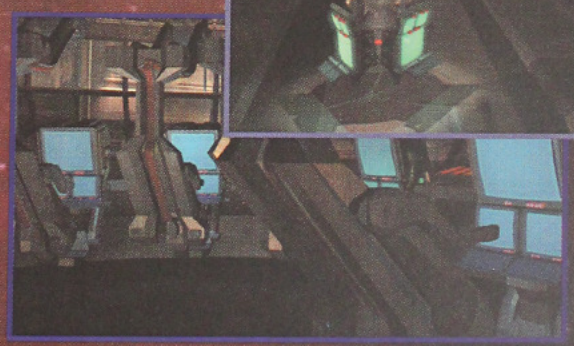
Platforms, and Asteroid Stations



Space Stations

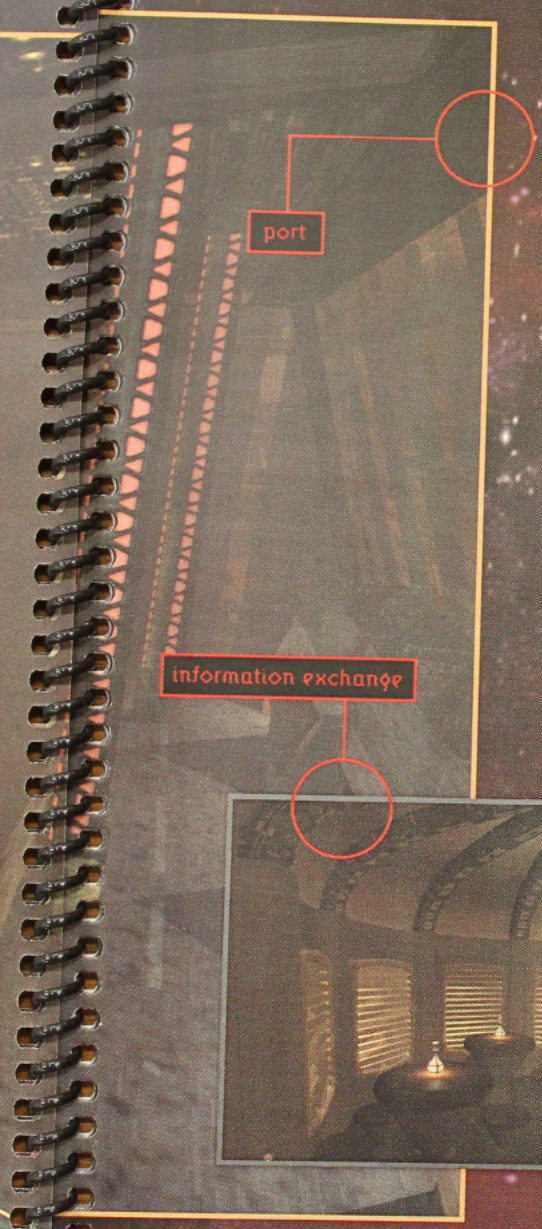
Other locations that will feature the PRIVATEER 3 new technology include orbiting space stations which are larger than any other objects ever constructed for the Wing Commander universe. Technology will not only allow you to experience the thrill of fighting in outer space, but also in inner space!

You can fly into these huge constructs and down vast corridors built within them. You will need to brave these tunnels in order to take out turrets, missile launchers and shield generators. Then, with your last torpedo, you can destroy the fusion generator that will allow you only thirty seconds to escape the huge structure before its final glory.



hangar

Locations, Locations, Locations



Exploring a PRIVATEER 3 World

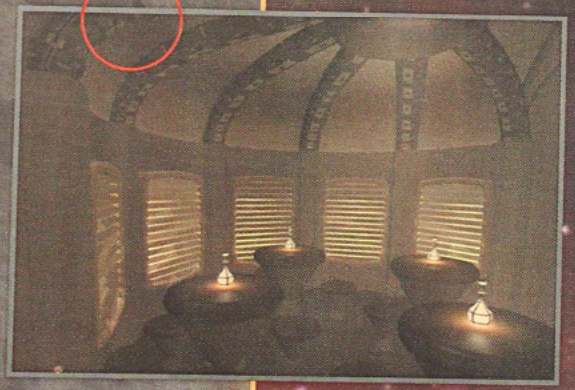
Humble beginnings
Owning nothing more than a heavily damaged space ship and the cargo in its hold, you find yourself on the twilight world of New Damascus. Without a second thought, you head for the one place that promises both creature comforts and quick cash.

Hangar - The hangar leads to where your ship is docked.. You can use the loadout computer for repairs and to purchase weapons.

Commodity Exchange - This is a doorway that leads to where you can buy and sell cargo.

Information Exchange - This is a place where you can meet characters who can help you explore the story line or offer missions for some quick cash.

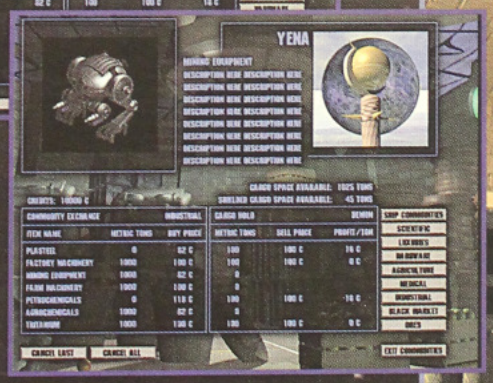
Information Kiosk - Fashioned to look like a futuristic web, this device will allow you to look up a wealth of information on most every facet of the game.



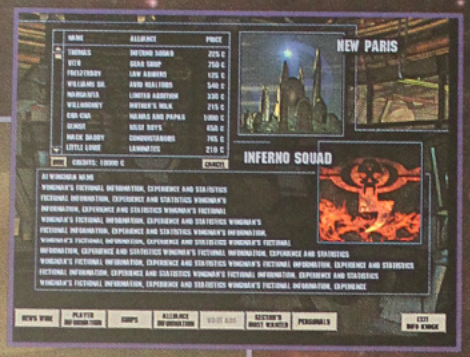
Commodity Exchange

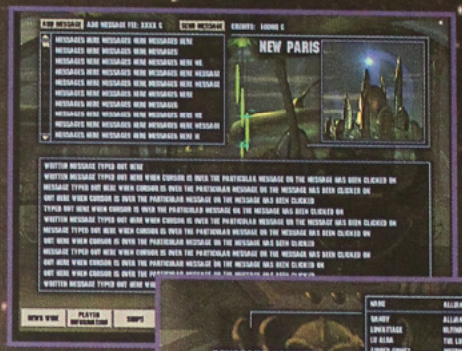
Just across the street is the Commodity Exchange. This is where you can purchase or sell cargo for your ship. The trading of goods between worlds can lead to quick cash, that is, if the pirates don't try and muscle in on the profit margin.

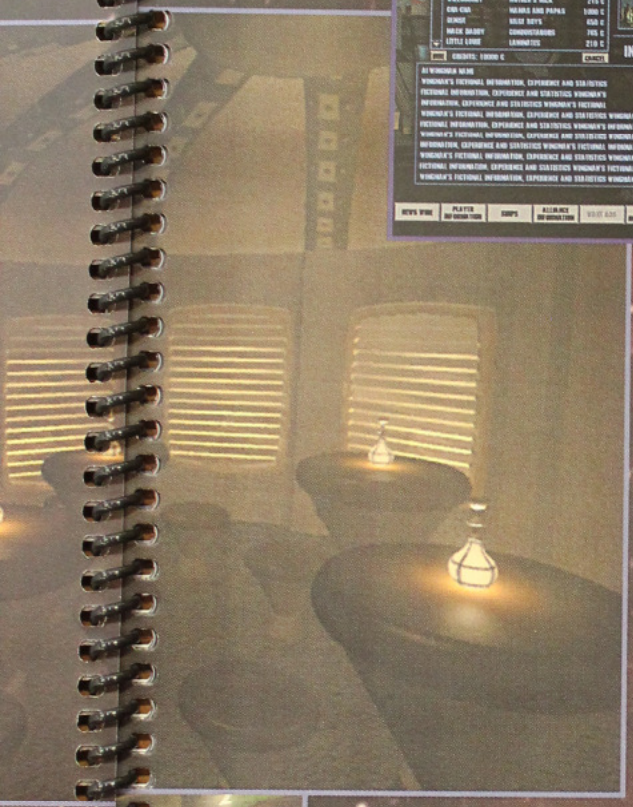
There are 40 different commodities that can be bought and sold. Because all the planets have a different industry and specific needs, you will have to research each planet to figure out which commodities or "Golden Triangles" will be the most profitable for each trade route. the you can determine profit potential.



locations, locations, locations







Information Exchange

In the local tavern, you will meet up with a shady businessman who is interested in hiring a skilled pilot to make some deliveries for him to the nearby Vigilance space station. With the offer of big payoffs for a little hazardous duty, you begin an adventure that plunges you headlong into a world of fast money and armed aggression.

On some worlds it may be a tavern, on some a temple, on another it may be a marketplace. But, it's still the place where you can go and get missions. Hauling commodities can be profitable, but getting a mission to capture a known pirate or to assassinate a corporate leader can be much more rewarding, in more ways than one.

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ship view

equipment icon

buy/sell equipment

item description

buy/sell ship hulls

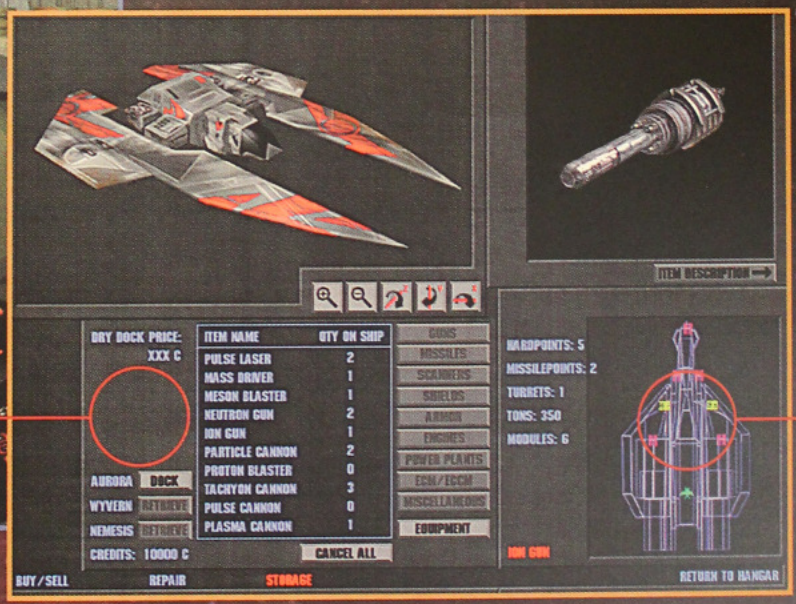
Locations, Locations, Locations

HANGAR:
This is the area where you can purchase a new ship or modify your current one. With all the options for you to choose from, there are over 200,000 different configuration!

All changes to the exterior of the ship, such as weapons, engines and armor will be visible to you IN THE GAME! No other polygonal game to date offers such features.

You can choose among six different models from a light fighter to a heavy multi-role. Each of the ships has its own attributes, including: size, tonnage, total cargo space, and maneuvering characteristics.

Using the computerized load-out system you can just point-and-click to upgrade your ship's equipment. All equipment has detailed images of each unit as well as information on the function.



hard point selection

equipment storage

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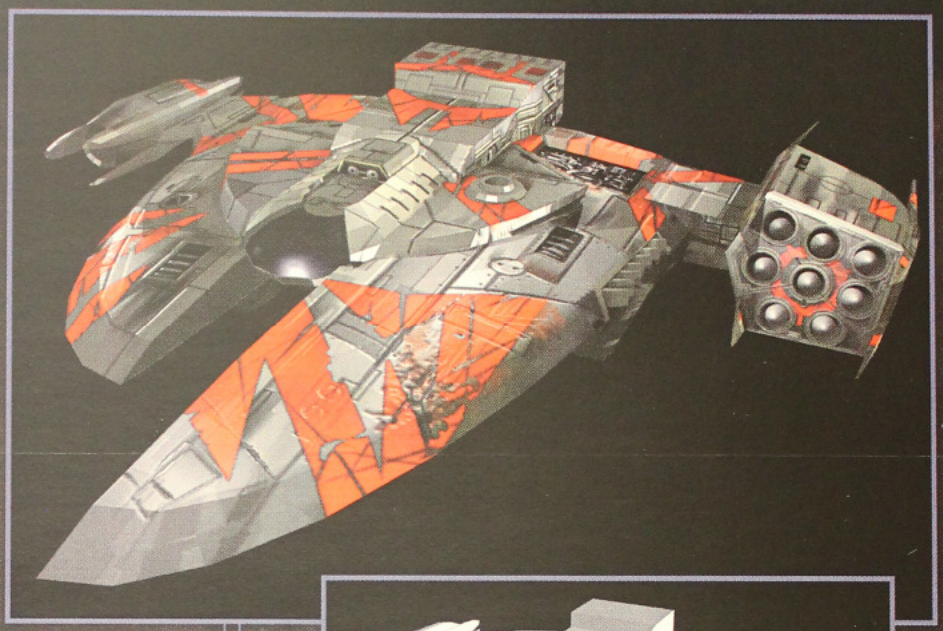
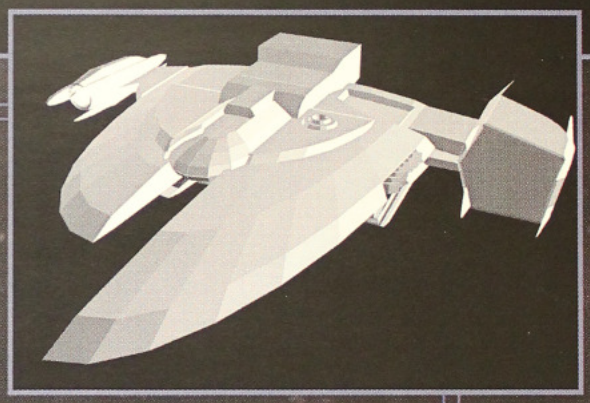
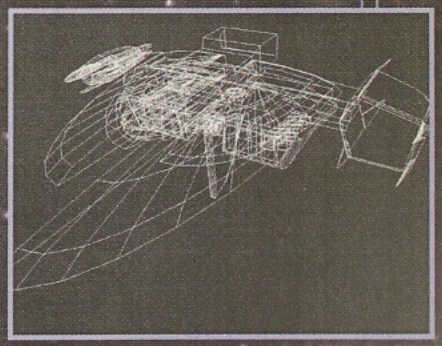






Vaktoth Light Fighter

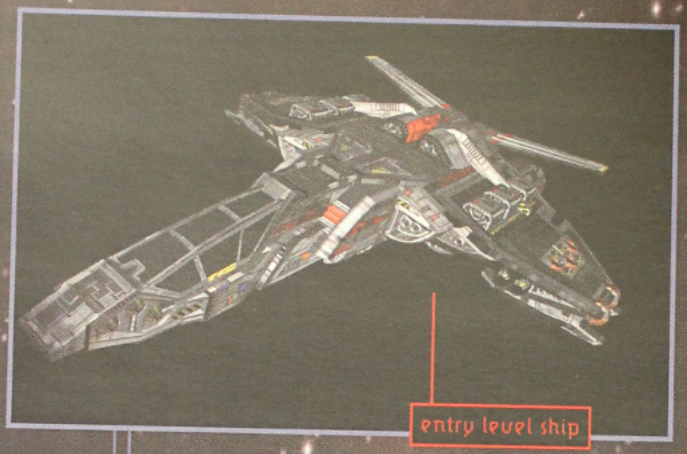
Hull Type: I
Mass: 140 tons
Crew: 1
Max Speed: 600
Shields: HZ Class I
Armor: None
Powerplant: K5 Fusion
Weapons: 2 MK II Beam Lasers, Meson Blaster
Scanner: Barris System I
Equipment: Afterburner
Cargo: None
Engine: Ion Only
Manufacturer: HSW6
Credits: 115,000

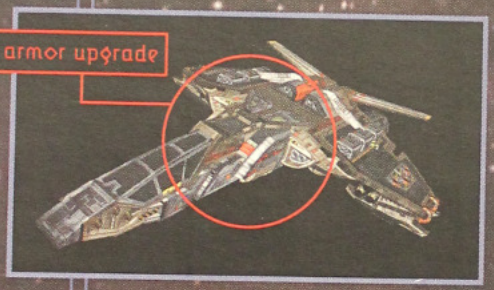
The Vaktoth is a very basic design in light-duty fighters. Produced by S'kar Kilrathi Spaceworks, the Vaktoth has found a niche market even after the Galactic War due to unsurpassed quality. Proven to be a reliable and effective craft, the Vaktoth has been picked up by the border worlds as a good in-system fighter for many pirates and mercenaries alike.

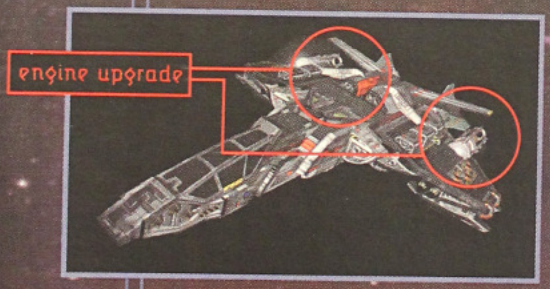
Pros: Inexpensive, very fast acceleration, top speed is high, good scanner
Cons: Light armor, light shields. The power plant is the most basic and should be updated to the newer K20 Fusion plant. No jump drive.

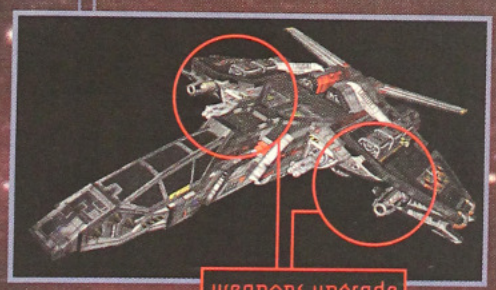
Summary: If you're looking for an inexpensive light-duty fighter for recon or escort service, this is your ship. At a total cost of just 110,000CR, it is a very cheap fighter. An improved model, the Vaktoth A-1 has recently been seen in Quadrant II serving as an escort ship to Empreyn Duras Mining Consortium ore freighters and this model comes with a jump drive.

Ships









Nemesis
Heavy Fighter

Hull Type: VI
Mass: 2000 tons
Crew: 3 (Pilot and Two Turret Crew)
Max Speed: 500
Shields: Quasar Class IV
Armor: Durasteel 16cm
Powerplant: Quad Di-Cor
Weapons:
2 Particle Cannon,
2 Tachyon Cannon,
30 Friend/Foe Missiles and One Torpedo Launcher with Two Torpedoes
Turrets: (3) Two Outfitted With Dual Tachyon Cannons
Scanner: Barris System III
Equipment: Afterburner, Jump Engine, Aurora 5K ECM
Cargo: 25 Tons
Engines: Ion, Jump
Dimensions: 94' long 41' wide
Manufacturer: GSD
Credits: 1,516,600

Though it was passed over by the Confederation due to economic reasons (ie: too expensive), it has proven extremely popular due to its overall excellent design. Not a military fighter, it has become popular among the pirates. It has a number of hard points to accommodate an array of both missiles and energy weapons. Because of its mass it does not have the superb turning rate of smaller vessels, but its heavy armor can outlast any of the lighter fighters.

Hint: Since the Nemesis is not as agile as its smaller counterparts, this ship is best when outfitted with a wide range of missiles. It is a workhorse and can take the abuse of lasers and ion cannon fire, while returning with a volley of FF rockets. This model can easily dish out more that it receives.

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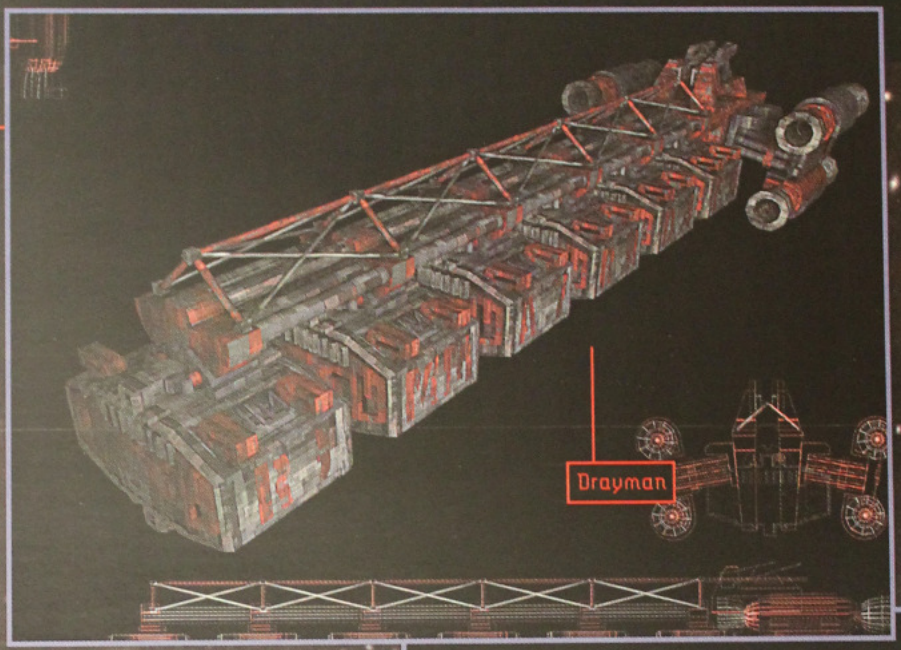


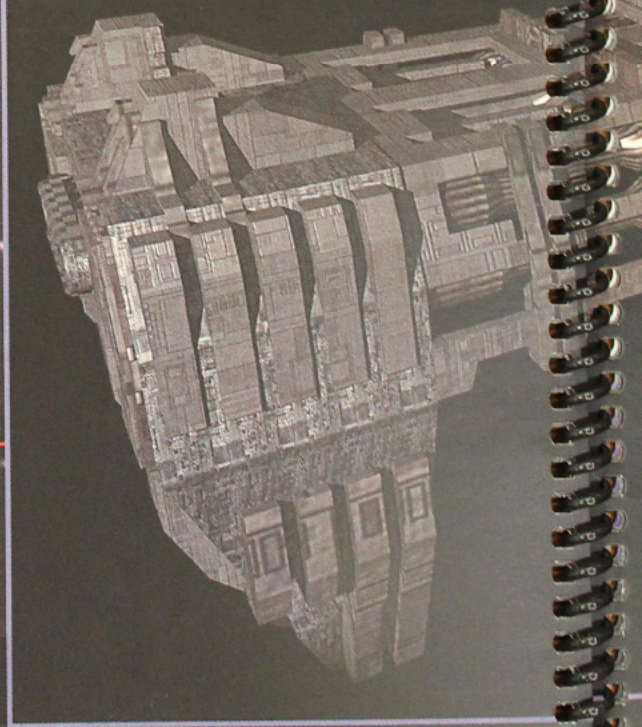
Drayman
Merchantman Class Transport

Hull Type: IV
Mass: 400 Tons
Crew: 2
Max Speed: 300
Shields: HZ Class II
Armor: Plasteel 20cm
Powerplant: K20 Fusion
Weapons:
4 Mk II Beam Lasers Turrets
10 IR Missiles
Scanner: Seker Mk V
Cargo: 85 Tons
Engines: Ion, Jump
Manufacturer: Sathori Industries
Credits: 344,000

Pros: Moderate expense, lightly armored with fair shields and power plant

Cons: No heavy weapons and low cargo space. No afterburner.

Summary: If you're looking for a durable basic small cargo freighter, this is the ship for you The workhorse of the Confederation, Sathori have been in use for over eighty years. Their basic design style has been replicated over the years by dozens of shipyards in countless systems and renamed - but the basic durability of the design shines through. Not particularly fast, it is based on a Type 4 Hull, which means it can be outfitted to house some decent firepower, powerplant, and shields if necessary.



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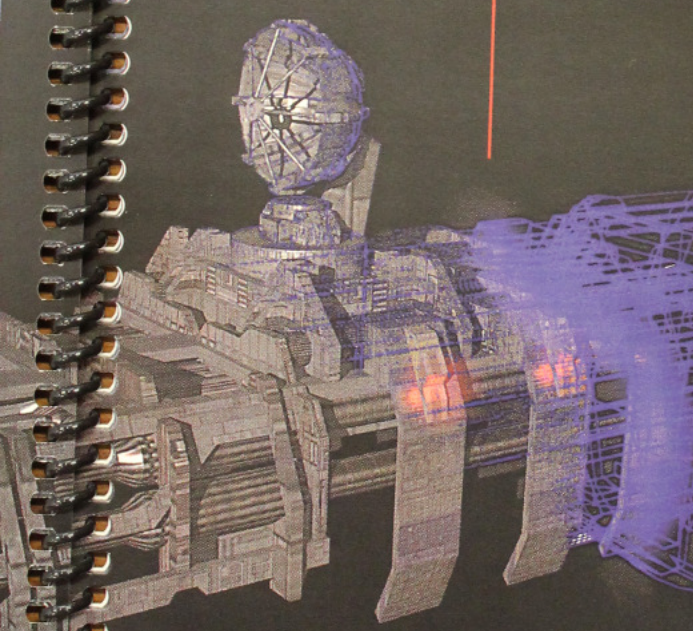
Ships



Manowar
Confed Battle Carrier

Mass: 300,000 Tons
Crew: 7000
Max Speed: 300
Engine: SD Pulsar and HyperJump
Powerplant:4 Quad Dicor Fusion
Shields: Quasar II
Armor: Carbidium
Weapons:
1 Linear Accelerator
3 Pulse Cannons
2 Tachyon Cannons
Missiles: 40 Friend/Foe
Turrets: 8 Firing Particle Cannons
Scanner: Kryton Ultimate
Equipment: ASU, Aurora 5k, HSWS Defrequencer
Cargo:2000
Cost: 252,583,450 Credits

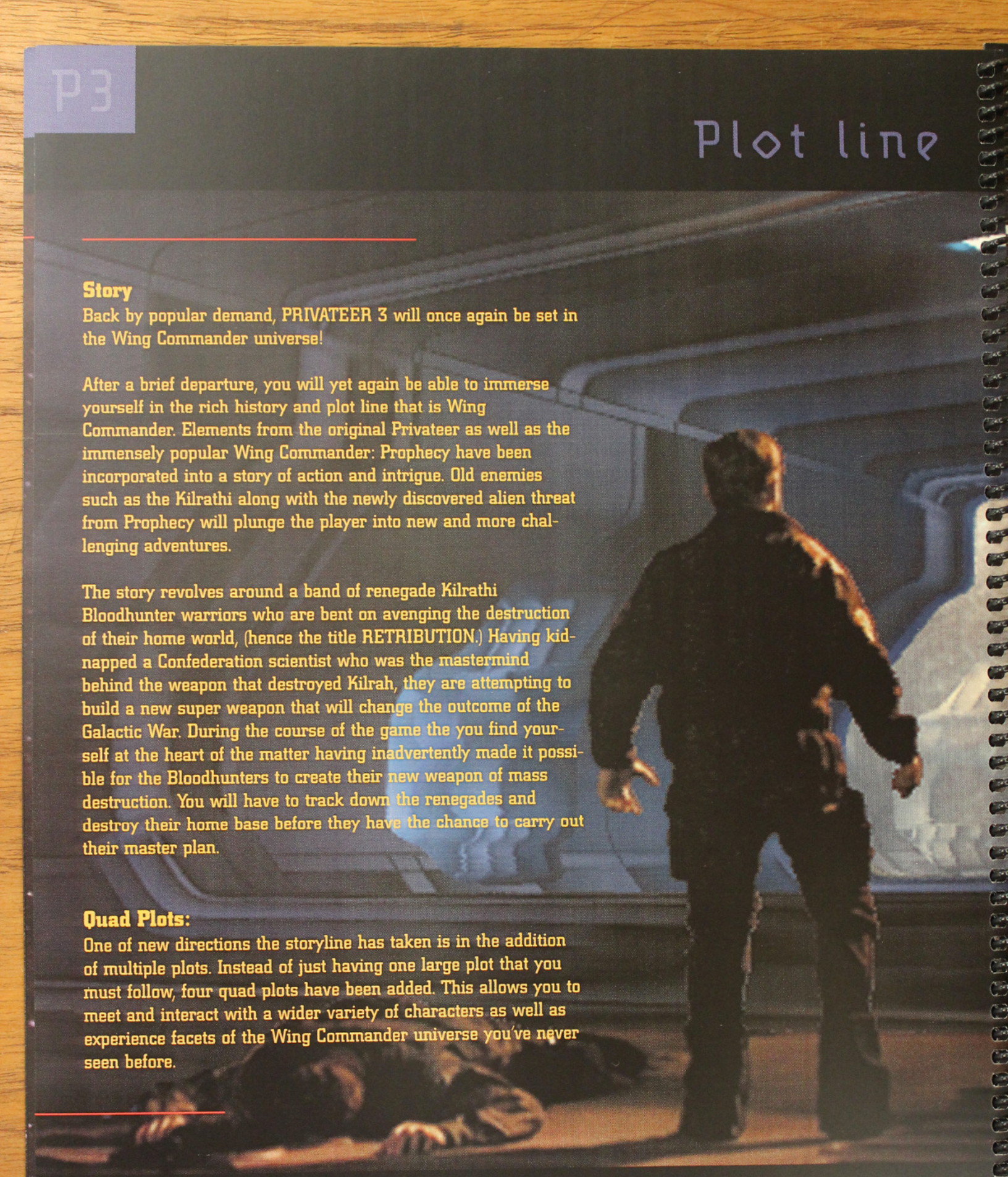
The Manowar is the latest and largest ship ever built by the Confederation. Designed during the last years of the war, the Manowar wasn't commissioned until after the war had ended. The Confederation has built only four of them since the threat from Kilrah appears to be over.

Pros: A top-of-the-line carrier, carrying a full five squadrons of heavy fighters, it is a veritable fortress that can move through the space lanes with impunity.

Cons: Expensive and the maintenance is costly. It needs the support of several other capital ships and is the flagship in any engagement, thus making it the prime target for hostile forces.

Summary: The Manowar is the most expensive ship built by the Confederation to date – it is fully capable of destroying several ships by itself and is a force to be reckoned with. The Confederation can project power deep into the galaxy with the Manowar, and as a symbol of Confederation power, it is awesome indeed..

Plot line



Story

Back by popular demand, PRIVATEER 3 will once again be set in the Wing Commander universe!

After a brief departure, you will yet again be able to immerse yourself in the rich history and plot line that is Wing Commander. Elements from the original Privateer as well as the immensely popular Wing Commander: Prophecy have been incorporated into a story of action and intrigue. Old enemies such as the Kilrathi along with the newly discovered alien threat from Prophecy will plunge the player into new and more challenging adventures.

The story revolves around a band of renegade Kilrathi Bloodhunter warriors who are bent on avenging the destruction of their home world, (hence the title RETRIBUTION.) Having kidnapped a Confederation scientist who was the mastermind behind the weapon that destroyed Kilrah, they are attempting to build a new super weapon that will change the outcome of the Galactic War. During the course of the game the you find yourself at the heart of the matter having inadvertently made it possible for the Bloodhunters to create their new weapon of mass destruction. You will have to track down the renegades and destroy their home base before they have the chance to carry out their master plan.

Quad Plots:

One of new directions the storyline has taken is in the addition of multiple plots. Instead of just having one large plot that you must follow, four quad plots have been added. This allows you to meet and interact with a wider variety of characters as well as experience facets of the Wing Commander universe you've never seen before.

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and Background Story

During the course of the of the story you will encounter Victor Strikov, a black marketeer who offers you your first chance at big money. Along the way you will need to rescue the entrepreneur's life, business, and daughter from a new faction that is flexing its muscle in the quadrant.

As a precursor to the main story, you will be thrust into a heated situation between Kilrathi and their arch rivals, the Outcasts. Evolving out of the Black Lance squadron from Wing Commander IV, the Outcasts are Kilrathi-haters who have sworn to destroy even the peaceful Kilrathi of the Plieades sector. These two factions are about to erupt into open conflict until you intervene.

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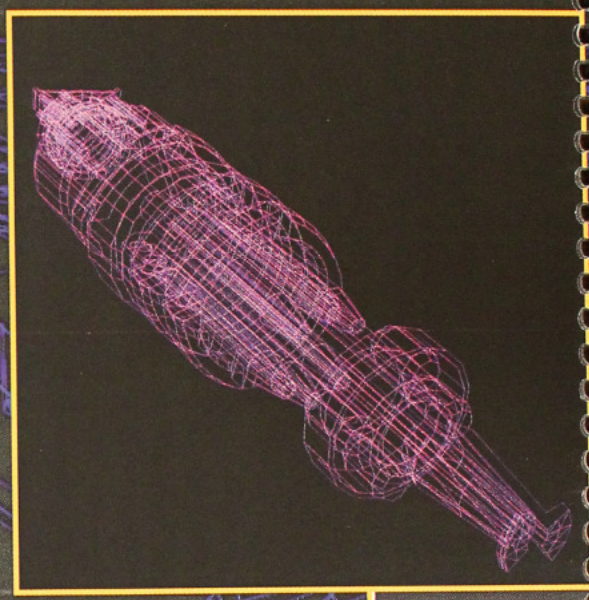

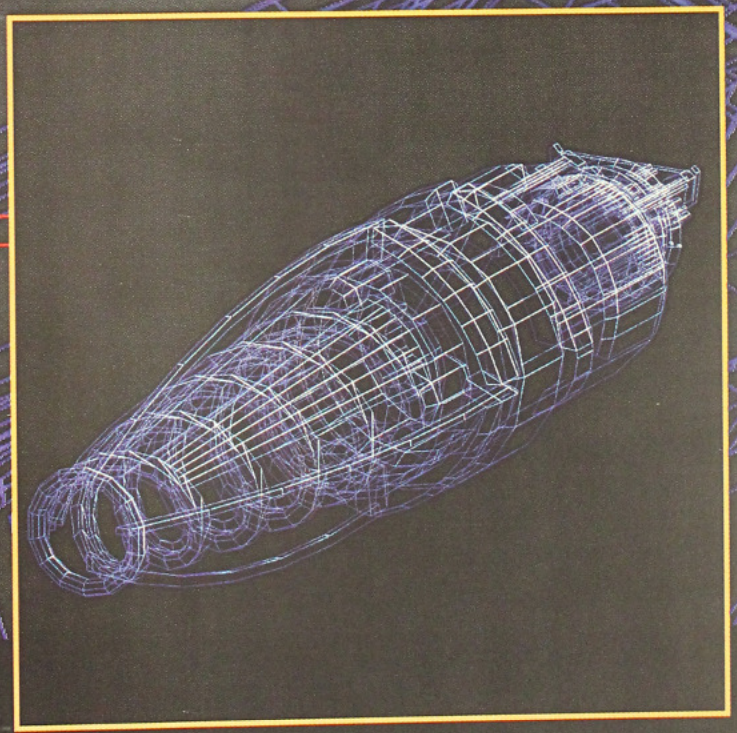

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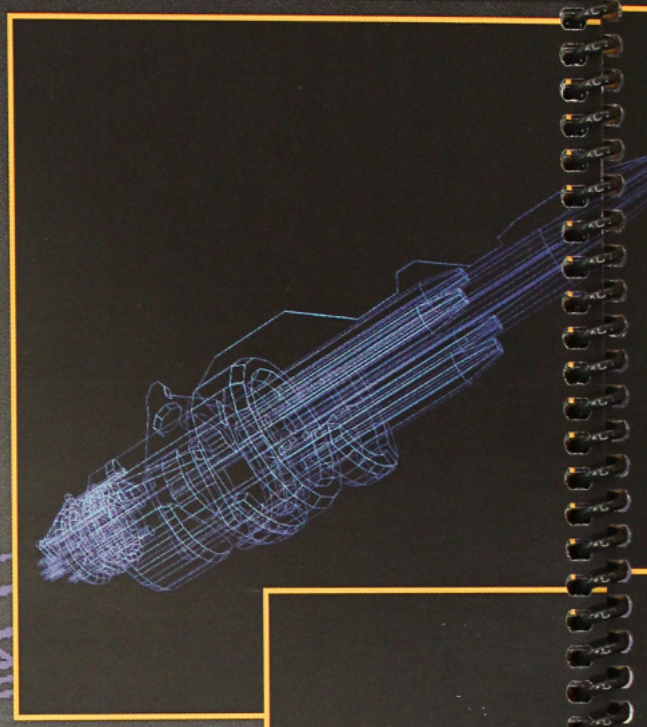

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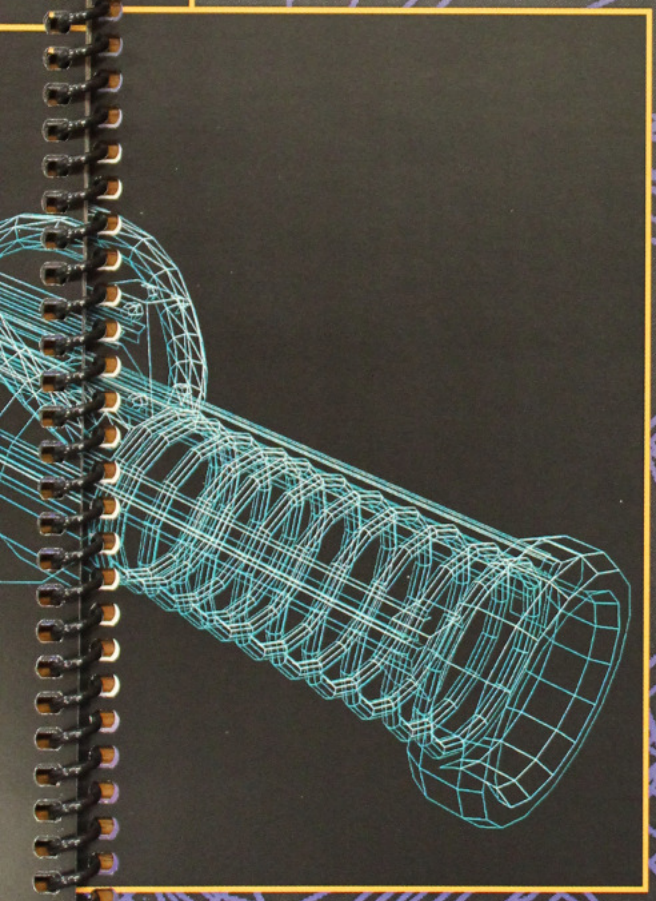

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P3

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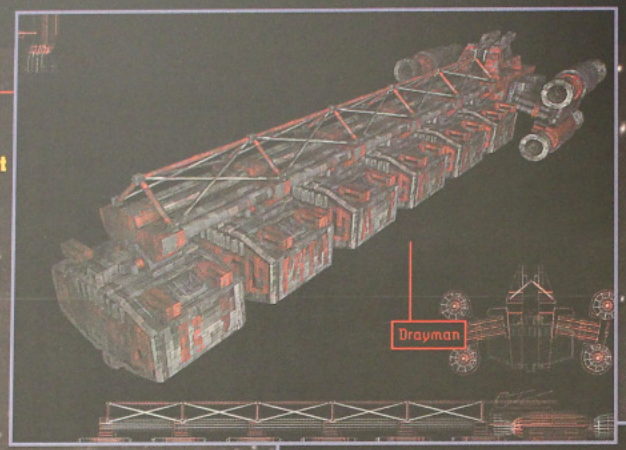
ORIGIN™

P3

PRIVATEER 3



Drayman
Merchantman Class Transport

Hull Type: IV
Mass: 400 Tons
Crew: 2
Max Speed: 300
Shields: HZ Class II
Armor: Plasteel 20cm
Powerplant: K20 Fusion
Weapons:
4 Mk II Beam Lasers Turrets
10 IR Missiles
Scanner: Seker Mk V
Cargo: 85 Tons
Engines: Ion, Jump
Manufacturer: Sathori Industries
Credits: 344,000

Pros: Moderate expense, lightly armored with fair shields and power plant

Cons: No heavy weapons and low cargo space. No afterburner.

Summary: If you're looking for a durable basic small cargo freighter, this is the ship for you The workhorse of the Confederation, Sathori have been in use for over eighty years. Their basic design style has been replicated over the years by dozens of shipyards in countless systems and renamed - but the basic durability of the design shines through. Not particularly fast, it is based on a Type 4 Hull, which means it can be outfitted to house some decent firepower, powerplant, and shields if necessary.

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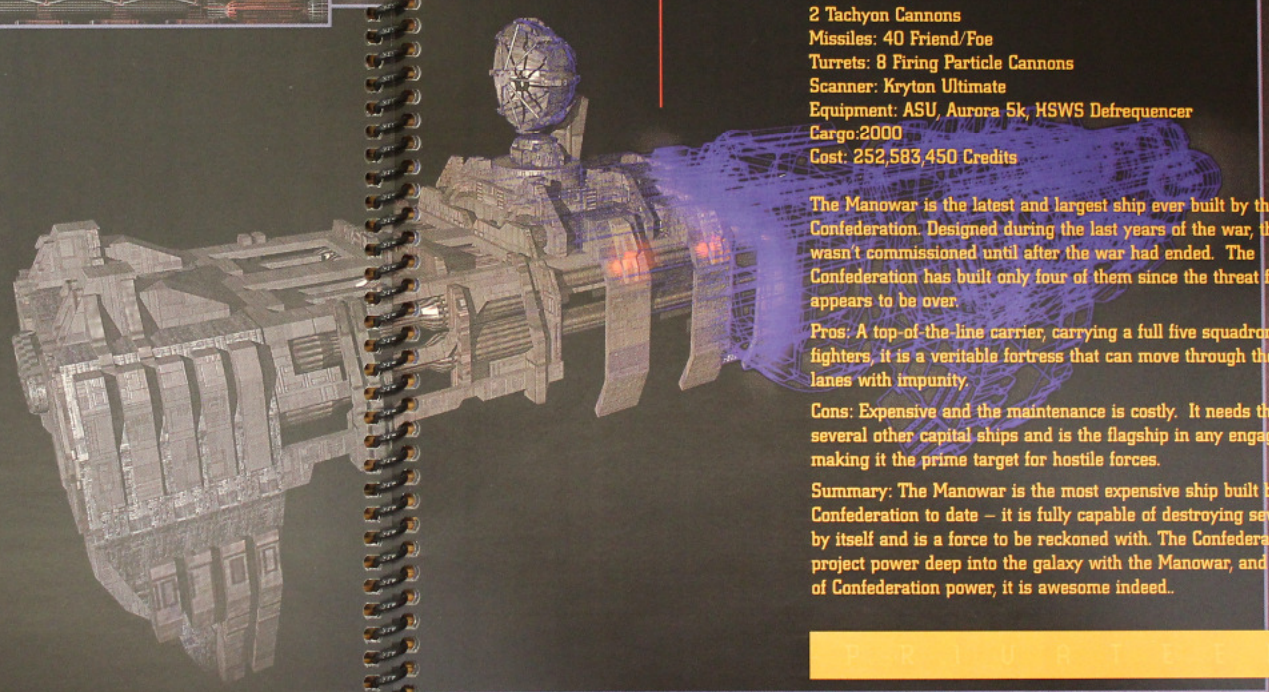

Manowar
Confed Battle Carrier

Mass: 300,000 Tons
Crew: 7000
Max Speed: 300
Engine: SD Pulsar and HyperJump
Powerplant:4 Quad Dicor Fusion
Shields: Quasar II
Armor: Carbidium
Weapons:
1 Linear Accelerator
3 Pulse Cannons
2 Tachyon Cannons
Missiles: 40 Friend/Foe
Turrets: 8 Firing Particle Cannons
Scanner: Kryton Ultimate
Equipment: ASU, Aurora 5k, HSWS Defrequencer
Cargo:2000
Cost: 252,583,450 Credits

The Manowar is the latest and largest ship ever built by the Confederation. Designed during the last years of the war, the Manowar wasn't commissioned until after the war had ended. The Confederation has built only four of them since the threat from Kilrah appears to be over.

Pros: A top-of-the-line carrier, carrying a full five squadrons of heavy fighters, it is a veritable fortress that can move through the space lanes with impunity.

Cons: Expensive and the maintenance is costly. It needs the support of several other capital ships and is the flagship in any engagement, thus making it the prime target for hostile forces.

Summary: The Manowar is the most expensive ship built by the Confederation to date – it is fully capable of destroying several ships by itself and is a force to be reckoned with. The Confederation can project power deep into the galaxy with the Manowar, and as a symbol of Confederation power, it is awesome indeed..

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Plot line and Background Story

Story

Back by popular demand, PRIVATEER 3 will once again be set in the Wing Commander universe!

After a brief departure, you will yet again be able to immerse yourself in the rich history and plot line that is Wing Commander. Elements from the original Privateer as well as the immensely popular Wing Commander: Prophecy have been incorporated into a story of action and intrigue. Old enemies such as the Kilrathi along with the newly discovered alien threat from Prophecy will plunge the player into new and more challenging adventures.

The story revolves around a band of renegade Kilrathi Bloodhunter warriors who are bent on avenging the destruction of their home world, (hence the title RETRIBUTION.) Having kidnapped a Confederation scientist who was the mastermind behind the weapon that destroyed Kilrah, they are attempting to build a new super weapon that will change the outcome of the Galactic War. During the course of the game the you find yourself at the heart of the matter having inadvertently made it possible for the Bloodhunters to create their new weapon of mass destruction. You will have to track down the renegades and destroy their home base before they have the chance to carry out their master plan.

Quad Plots:

One of new directions the storyline has taken is in the addition of multiple plots. Instead of just having one large plot that you must follow, four quad plots have been added. This allows you to meet and interact with a wider variety of characters as well as experience facets of the Wing Commander universe you've never seen before.

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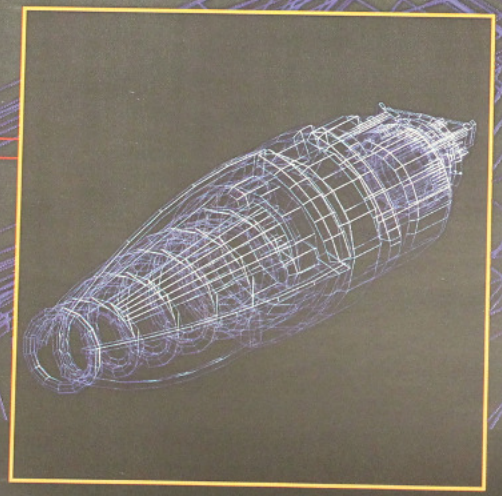

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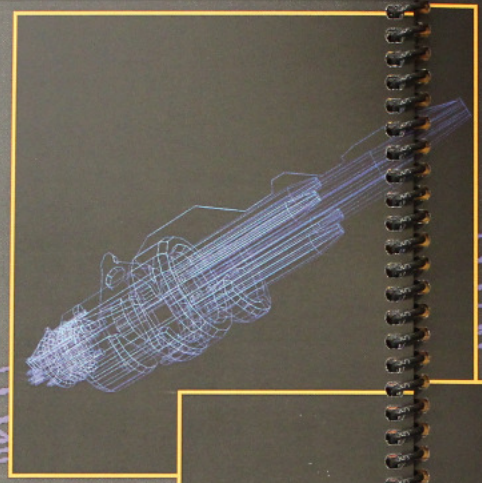

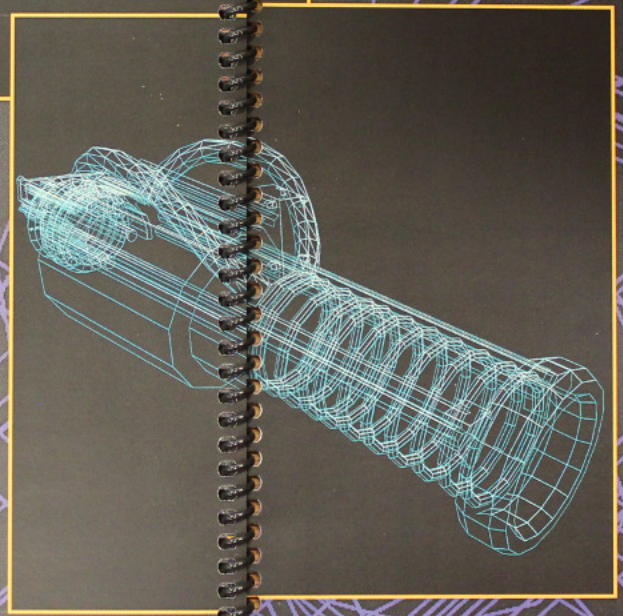

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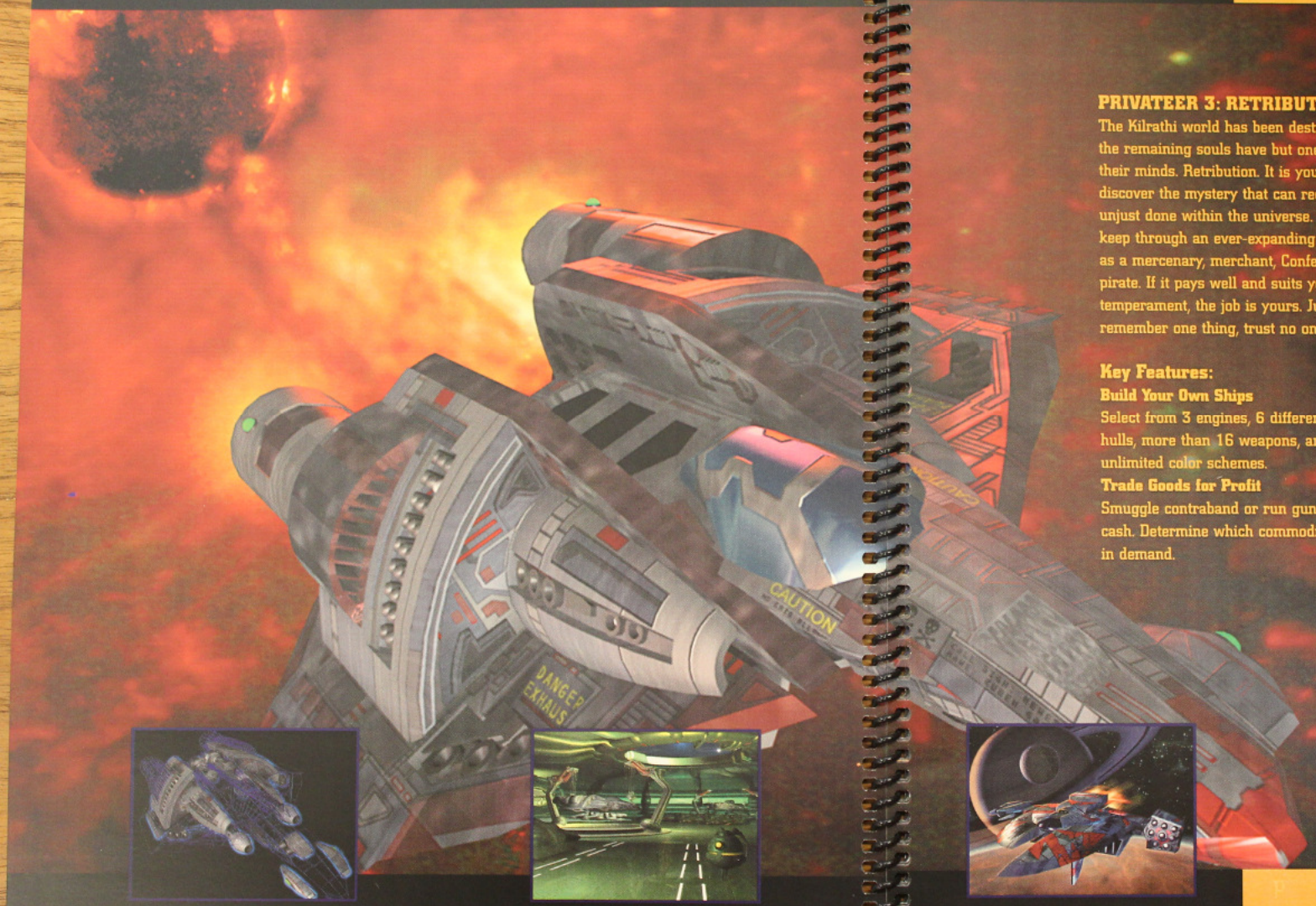


PRIVATEER 3: RETRIBUTION

The Kilrathi world has been destroyed and the remaining souls have but one thing on their minds. Retribution. It is your job to discover the mystery that can rectify the unjust done within the universe. Earn your keep through an ever-expanding universe as a mercenary, merchant, Confed pilot or pirate. If it pays well and suits your temperament, the job is yours. Just remember one thing, trust no one.

Key Features:

Build Your Own Ships
Select from 3 engines, 6 different ships hulls, more than 16 weapons, armor, and unlimited color schemes.

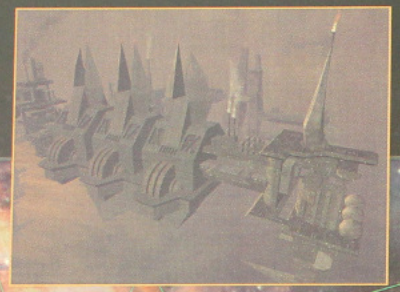
Trade Goods for Profit
Smuggle contraband or run guns for cash. Determine which commodities are in demand.

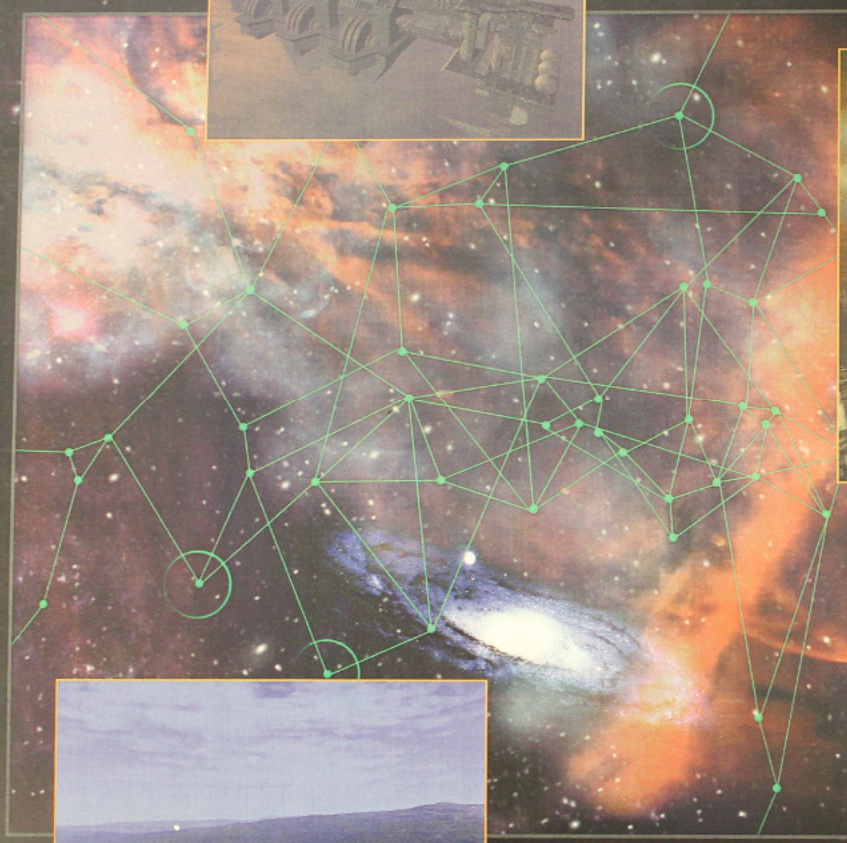
Role-Play
Develop your character into a mercenary, pirate, merchant, or Confederation pilot based on your actions in the game.

Exploration
Explore over 50 different planets and space stations each with unique advantages. Discover unusual environments such as agricultural, industrial, war-torn, scientific, recreational, and technological.

Multiplayer
Create your own alliance, manage your space station, build up a fleet of ships, and take on the Internet. TCP/IP, LAN and IPX support.

3D Accelerated Only
3D accelerated hardware to maximize the full potential of the 3D chip set.





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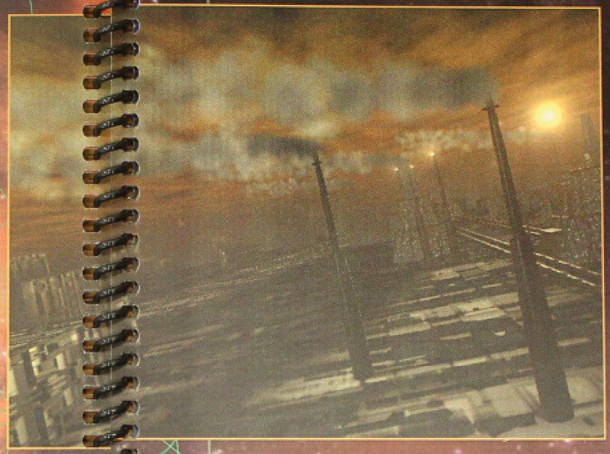


Welcome to the Universe

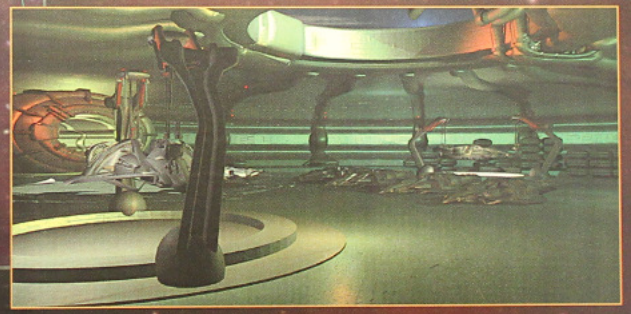
PRIVATEER 3 is a universe all its own. Never before in the space trading/combat genre has there been a game that has so fully and totally encompassed the player in a environment so rich in detail.

* 57 different ports to visit!
* 62 solar systems to investigate!
* 2264 separate action spheres to explore!

All the planets, orbiting platforms, and asteroid stations are unique, having their own economies, governments, and industry.

You will be able to spend weeks just exploring the star systems, searching for hidden outposts, derelict ships, and if you're not careful, black holes.

Kilrathi and Confederation alike will patrol the void trying to uphold the fragile peace, while pirates brigades and outcast squadrons terrorize the quadrants, looking for easy money and fresh prey.



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Planets, Space Platforms, and Asteroid Stations

PRIVATEER 3 has 57 unique worlds and space ports to visit, each of them having its own economy, government, industry, and technology level. These factors are translated into the types and prices of commodities on the world, as well as to the availability of weapons for purchase. Each location comes complete with its own detailed history, while factors that you can manipulate can change the economy, or even the future, (running guns can lead to a change of government, while importing dangerous xenomorphs can lead to the port being quarantined!)

For all who play PRIVATEER 3, no two games will ever be the same.

Furnace
Type: Asteroid
Industry: Mining
Government: Corporate

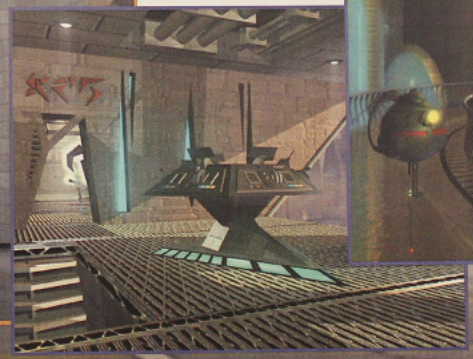
Owned and operated by Furnace Metals Limited, this mining outpost is a model of efficiency. Miners from across the sector come here to prospect as the system is rich in gold, platinum, jewels and other heavy metals. The accumulation of wealth has also attracted pirates, who prey on the hapless and unlucky in the asteroid belts that litter the system.

Yena
Type: Planet
Industry: Agricultural
Government: Envirochy

Yena produces some of the finest in synthetic meats found in the quad. Its close proximity to New Damascus and Vigilance assures it of a steady supply of credits for its goods. However, much of the wealth is squandered by the government which constantly is finding new environmental concerns on which to spend money. Yenans are a hard, proud people, though many off-worlders think of them as loud and obnoxious.

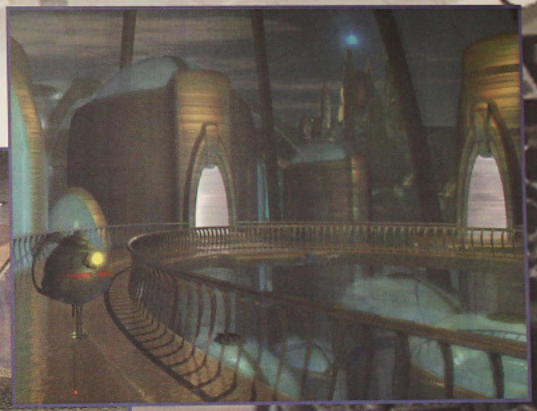
G'tok IV
Type: Floating City
Industry: Manufacturing
Government: Kilrathi

G'tok IV is a floating industrial city. Built forty years ago, it is still expanding to this day. Antigravity engines keep the platform afloat above the toxic surface of the planet which is heavily laced in highly concentrated sulfuric acid. The atmosphere is poisonous but a rebreather is all that is required, though a trip to the surface without a full body suit would result in death. G'Tok IV is a prime example of Kilrathi ingenuity and determination to dominate everything they can use. G'Tok IV is known sector- wide for its refined tritanium.



New Paris
Type: Water Planet
Industry: Tech Planet
Government: Monarchy

One of the older, populated worlds in Archangel Quadrant, New Paris has a very high population. The damage it suffered in the war has all but been repaired, and the economy is booming. Sophisticated, suave and stylish are adjectives well suited to New Parisians. The primary goods traded are high tech ship parts, and hulls. A Constitutional Monarchy, the Queen has ruled New Paris for thirty years and soon her son shall become King. New Paris is a member of the Confederation, which is the one reason it survived the war. New Paris is known for its durable and cheap power generators, a top export.



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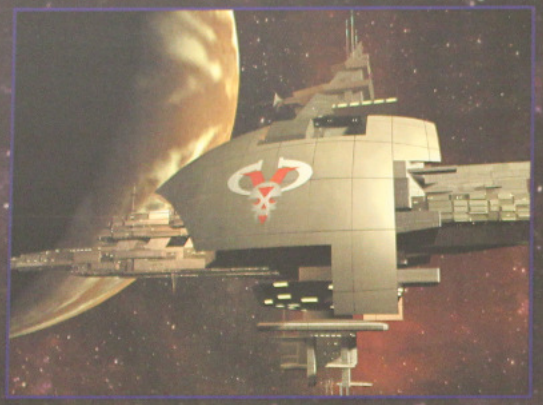
Planets, Space Platforms, and Asteroid Stations



Space Stations

Other locations that will feature the PRIVATEER 3 new technology include orbiting space stations which are larger than any other objects ever constructed for the Wing Commander universe. Technology will not only allow you to experience the thrill of fighting in outer space, but also in inner space!

You can fly into these huge constructs and down vast corridors built within them. You will need to brave these tunnels in order to take out turrets, missile launchers and shield generators. Then, with your last torpedo, you can destroy the fusion generator that will allow you only thirty seconds to escape the huge structure before its final glory.

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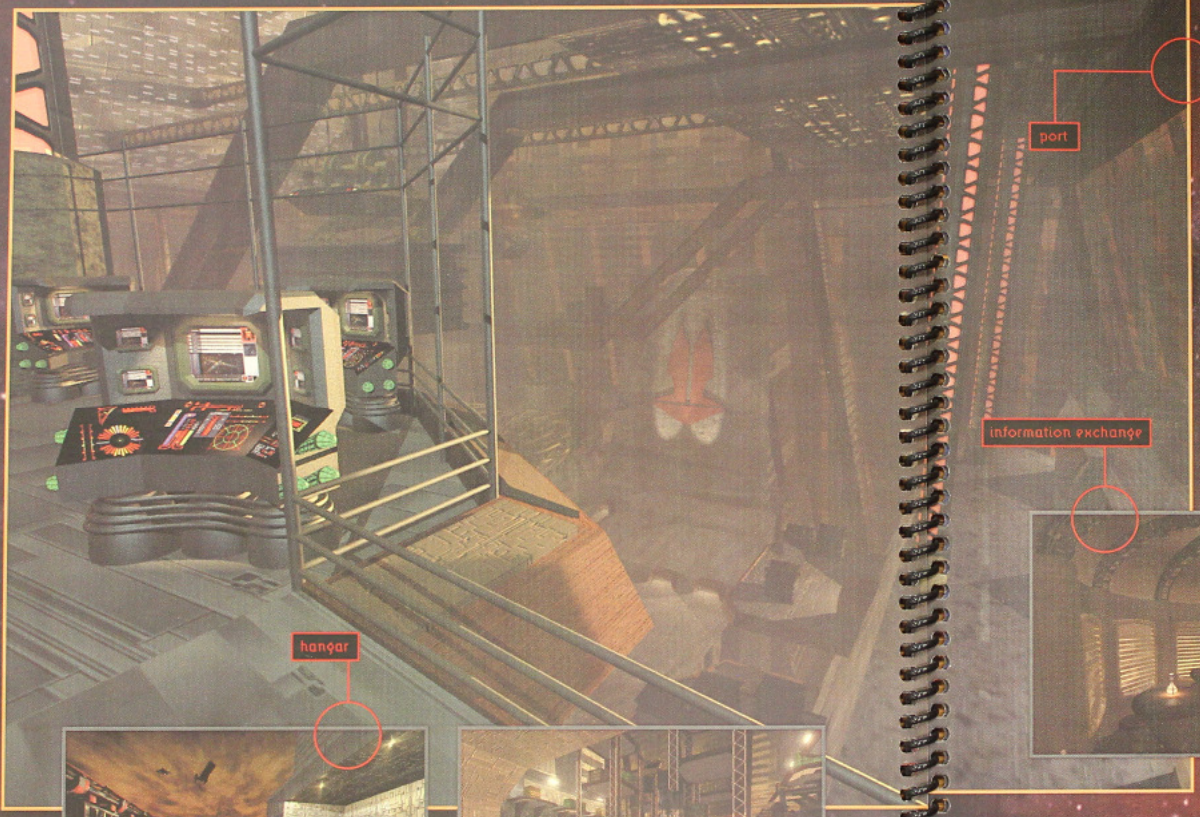
Locations, Locations, Locations



Exploring a PRIVATEER 3 World

Humble beginnings
Owning nothing more than a heavily damaged space ship and the cargo in its hold, you find yourself on the twilight world of New Damascus. Without a second thought, you head for the one place that promises both creature comforts and quick cash.

Hangar - The hangar leads to where your ship is docked.. You can use the loadout computer for repairs and to purchase weapons.

Commodity Exchange - This is a doorway that leads to where you can buy and sell cargo.

Information Exchange - This is a place where you can meet characters who can help you explore the story line or offer missions for some quick cash.

Information Kiosk - Fashioned to look like a futuristic web, this device will allow you to look up a wealth of information on most every facet of the game.

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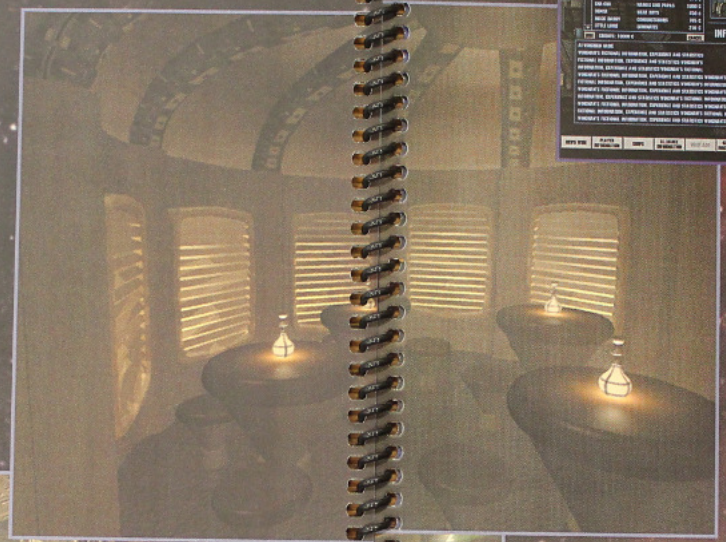
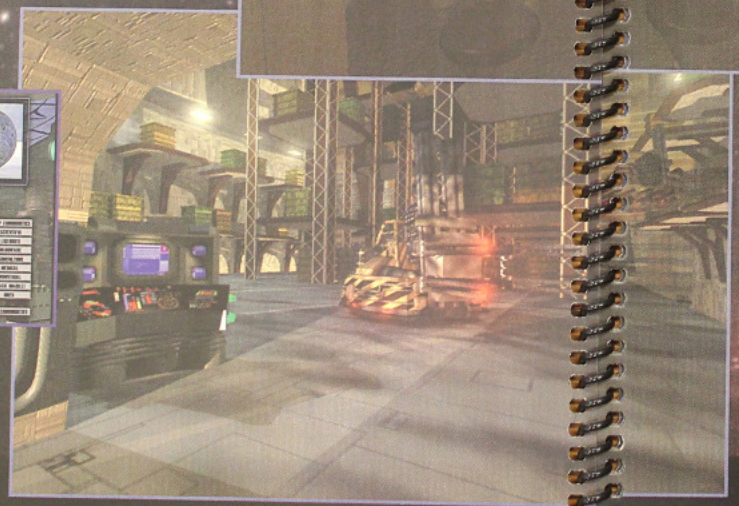
Locations, Locations, Locations

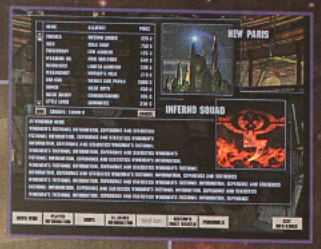
Commodity Exchange

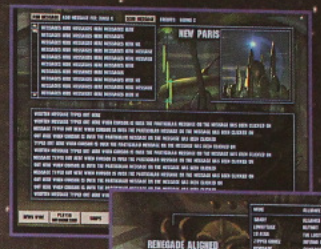
Just across the street is the Commodity Exchange. This is where you can purchase or sell cargo for your ship. The trading of goods between worlds can lead to quick cash, that is, if the pirates don't try and muscle in on the profit margin.

There are 40 different commodities that can be bought and sold. Because all the planets have a different industry and specific needs, you will have to research each planet to figure out which commodities or "Golden Triangles" will be the most profitable for each trade route. the you can determine profit potential.









Information Exchange

In the local tavern, you will meet up with a shady businessman who is interested in hiring a skilled pilot to make some deliveries for him to the nearby Vigilance space station. With the offer of big payoffs for a little hazardous duty, you begin an adventure that plunges you headlong into a world of fast money and armed aggression.

On some worlds it may be a tavern, on some a temple, on another it may be a marketplace. But, it's still the place where you can go and get missions. Hauling commodities can be profitable, but getting a mission to capture a known pirate or to assassinate a corporate leader can be much more rewarding, in more ways than one.

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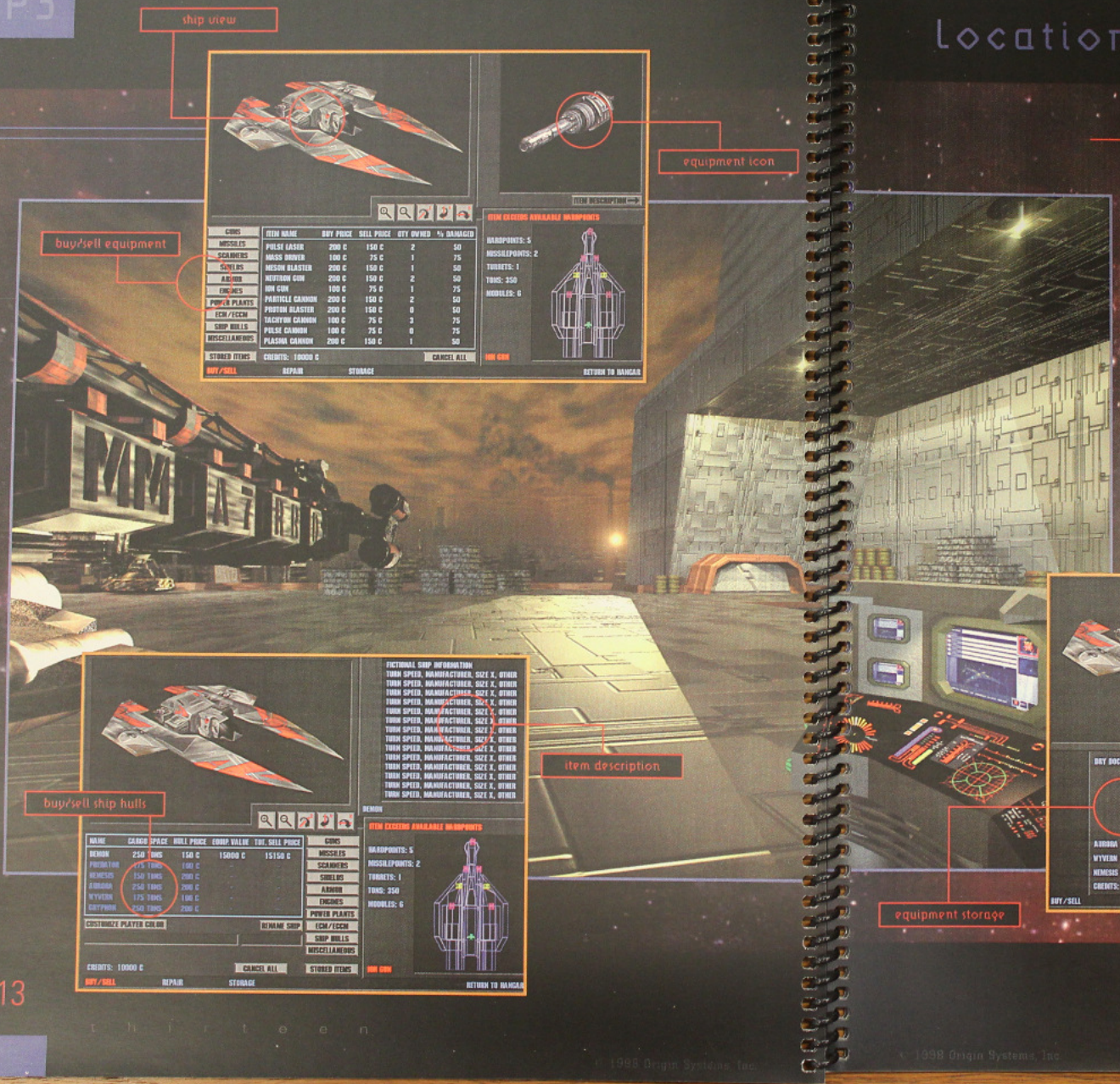


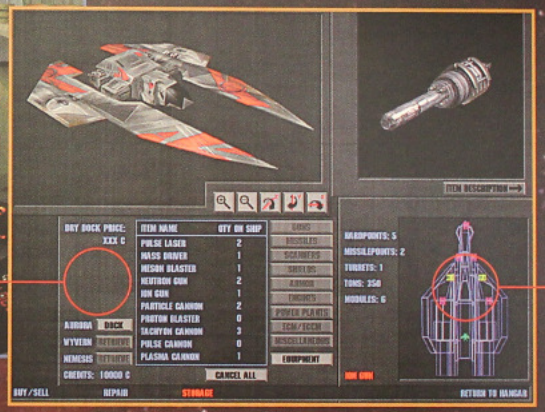
Locations, Locations, Locations

HANGAR:
This is the area where you can purchase a new ship or modify your current one. With all the options for you to choose from, there are over 200,000 different configuration!

All changes to the exterior of the ship, such as weapons, engines and armor will be visible to you IN THE GAME! No other polygonal game to date offers such features.

You can choose among six different models from a light fighter to a heavy multi-role. Each of the ships has its own attributes, including: size, tonnage, total cargo space, and maneuvering characteristics.

Using the computerized load-out system you can just point-and-click to upgrade your ship's equipment. All equipment has detailed images of each unit as well as information on the function.



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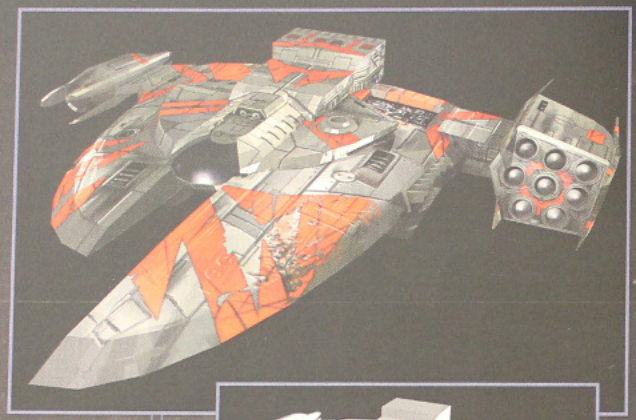

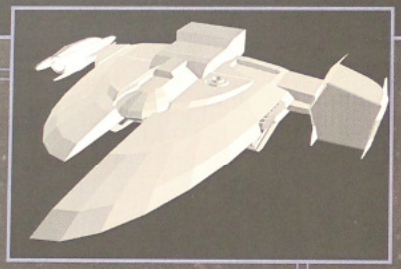

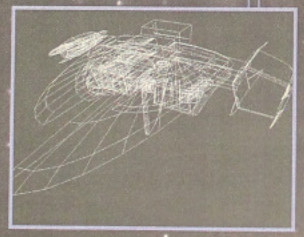

Vaktoth
Light Fighter

Hull Type: I
Mass: 140 tons
Crew: 1
Max Speed: 600
Shields: HZ Class I
Armor: None
Powerplant: K5 Fusion
Weapons: 2 MK II Beam Lasers, Meson Blaster
Scanner: Barris System I
Equipment: Afterburner
Cargo: None
Engine: Ion Only
Manufacturer: HSW6
Credits: 115,000

The Vaktoth is a very basic design in light-duty fighters. Produced by S'kar Kilrathi Spaceworks, the Vaktoth has found a niche market even after the Galactic War due to unsurpassed quality. Proven to be a reliable and effective craft, the Vaktoth has been picked up by the border worlds as a good in-system fighter for many pirates and mercenaries alike.

Pros: Inexpensive, very fast acceleration, top speed is high, good scanner
Cons: Light armor, light shields. The power plant is the most basic and should be updated to the newer K20 Fusion plant. No jump drive.

Summary: If you're looking for an inexpensive-light-duty fighter for recon or escort service, this is your ship. At a total cost of just 110,000CR, it is a very cheap fighter. An improved model, the Vaktoth A-1 has recently been seen in Quadrant II serving as an escort ship to Empreyn Duras Mining Consortium ore freighters and this model comes with a jump drive.

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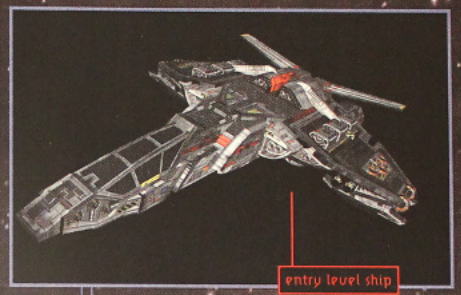

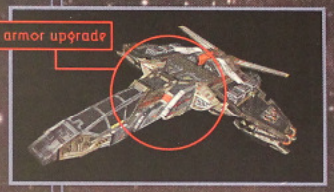

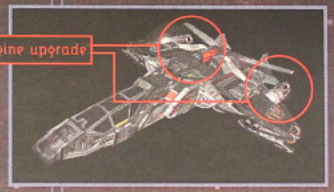

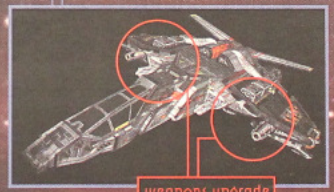

Nemesis
Heavy Fighter

Hull Type: VI
Mass: 2000 tons
Crew: 3 (Pilot and Two Turret Crew)
Max Speed: 500
Shields: Quasar Class IV
Armor: Durasteel 16cm
Powerplant: Quad Di-Cor
Weapons:
2 Particle Cannon,
2 Tachyon Cannon,
30 Friend/Foe Missiles and One Torpedo Launcher with Two Torpedoes
Turrets: (3) Two Outfitted With Dual Tachyon Cannons
Scanner: Barris System III
Equipment: Afterburner, Jump Engine, Aurora 5K ECM
Cargo: 25 Tons
Engines: Ion, Jump
Dimensions: 94' long 41' wide
Manufacturer: GSD
Credits: 1,516,600

Though it was passed over by the Confederation due to economic reasons (ie: too expensive), it has proven extremely popular due to its overall excellent design. Not a military fighter, it has become popular among the pirates. It has a number of hard points to accommodate an array of both missiles and energy weapons. Because of its mass it does not have the superb turning rate of smaller vessels, but its heavy armor can outlast any of the lighter fighters.

Hint: Since the Nemesis is not as agile as its smaller counterparts, this ship is best when outfitted with a wide range of missiles. It is a workhorse and can take the abuse of lasers and ion cannon fire, while returning with a volley of FF rockets. This model can easily dish out more that it receives.

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