

WC Prophecy Alien Fleet Descriptions

This file owned by: Ben Potter.

Alien Starships (in order of size - large to small)

Tsunami Dreadnought
Osprey Carrier
Narwhal Starship Killer
Marlin Cruiser
Orca Destroyer
Skate Fighter Destroyer (120m)
Leatherback Transport

Alien Dreadnought Fleet

1	Tsunami Dreadnought	3-5	Orca Destroyer
1-2	Osprey Carrier	0-2-3	Skate Fighter Destroyer
2-3	Marlin Cruiser	5-9	Leatherback Transport

Alien Carrier Fleet

1	Osprey Carrier	0-3	Skate Fighter Destroyer
2	Marlin Cruiser	3-5	Leatherback Transport
2-3	Orca Destroyer		

Alien Cruiser Fleet

1	Marlin Cruiser	1-3	Skate Fighter Destroyer
2	Orca Destroyer	3-5	Leatherback Transport

Alien Destroyer Fleet

1	Orca Destroyer	1-3	Leatherback Transport
1-2-3	Skate Fighter Destroyer		

Alien Ship Killer Fleet

1	Narwhal Starship Killer	2	Orca Destroyer	3-Squids per
1	Marlin Cruiser	1-3	Skate Fighter Destroyer	corvette
		1-3	Leatherback Transport	

H6 HAS CARRIER
↳ OSPREY

MORAY + Interceptors
(SQUID)

WC Prophecy Ship Sizes Weights and Lengths

This file owned by: **Ben Potter.**

Aliens

Alien Fighters (in order of size - small to large)

Ray Fighter/Bomber/Plasma Cannon Clusters

Speed Set/Aft: 450(350)/1400(800) kps (as a cluster)

Length: approx. 18 meters

Mass: approx. 10 metric tonnes (30 - 50 as a cluster)

Squid Interceptor

Max Speed Set/Aft: 650/1300 (400/800)

Length: approx. 21 meters with wings folded - approx. 17 meters with spread wings

Mass: approx. 12 metric tonnes

Siren Shield Killer

Max Speed: 800

Length: approx. 21 meters

Mass: approx. .01 (ship uses anti matter field to negate effects of angular momentum and inertia effectively making it weightless)

Skate Fighter Destroyer

Max Speed Set/Aft: 360/1000 kps

Length: approx. 21 meters

Mass: approx. 13 metric tonnes

Moray Multi-role Fighter

Max Speed Fat/Set: 420/1100

Length: approx. 24 meters

Mass: approx. 14 metric tonnes

Manta Conventional Space Superiority Fighter (Ace ship)

Max Speed Set/Aft: 500/1300

Length: approx. 26 meters

Mass: approx. 14 metric tonnes

Alien Starships (in order of size - small to large)

Leatherback Transport

Max Speed: 120 kps

Length: approx. 230 meters approx.

Mass: approx. 3000 metric tonnes

Orca Destroyer

Max Speed: 250
Length: approx. 600 meters
Mass: approx. 21,000 metric tonnes

Marlin Cruiser

Max Speed: 180
Length: approx. 620 meters
Mass: approx. 30,000 metric tonnes

Narwhal Starship Killer

Max Speed: 120 kps
Length: approx. 650 meters 1220 meters
Mass: approx. 50,000 metric tonnes

Osprey Carrier

Max Speed: 150
Length: approx. 960 meters
Mass: approx. 120,000 metric tonnes

Tsunami Dreadnought

Max Speed: 180 kps
Length: approx. 3200 meters
Mass: approx. 450,000 metric tonnes

ALL KILRATHI

Fighters (in order of size - small to large)

Dralthi

Max Speed Aft/Set: 430/1100 kps
Length: 31 meters
Mass: 15 metric tonnes

Vaktoth

Max Speed Set/Aft: 410/950
Length: 36 meters
Mass: 19 metric tonnes

Kilrathi Starships (in order of size - small to large)

Corvette

Max Speed: 200 kps
Length: 110 meters
Mass: 5500 metric tonnes

Confed

Fighters (in order of size - small to large)

Wasp Interceptor

Max Set Speed: 360/1000 kps (2400 with booster pack)

Length: 38'4" (~11.66m)

Width: 33'11" (~10.33m)

Mass: 18 metric tonnes

Tigershark Multi-Role Fighter

Max Speed Set/Aft: 480/1200 kps

Length: 44'10" (~13.66m)

Width: 33'10" (~10.33m)

Mass: 14 metric tonnes

Panther Space Superiority Fighter (Class B)

Max Speed Set/Aft: 450/1300 kps

Length: 50'4" (~15.33m)

Width: 27'4" (~8.33m)

Mass: 16 metric tonnes

Piranha Scout Fighter

Max Speed Set/Aft: 500/1300

Length: 16 meters

Mass: 12 metric tonnes

Vampire Space Superiority Fighter (Class A)

Max Speed Set/Aft: 530/1500 kps

Length: 60'1" (~18.33m)

Width: 43'9" (~13.33m)

BOMBERS (in order of size - small to large)

Shrike Torpedo Bomber (Class B)

Max Speed Set/Aft: 360/820 kps

Length: 28 meters

Mass: 18 metric tonnes

Devastator Torpedo Bomber (Class A)

Max Speed Set/Aft: 320/780 kps

Length: 36 meters

Mass: 23 metric tonnes

Other Small Ship Classes (in order of size - small to large)

Seahawk Early Warning and Control Ship (AEW/AWACS)

Max Speed Set/Aft: 300/500 kps

Length: 109`4" (~33.33m)

Width: 98'3" (~30m)

Mass: 42 metric tonnes

Condor Rescue/Refueling Shuttle

Max Set Speed: 250/450 kps

Length: 48 meters

Mass: 63 metric tonnes

Lamprey Marine Shuttle

Max Speed: 120 kps

Length: 65 meters

Mass: 88 metric tonnes

STARSHIPS (in order of size - small to large)

Pelican Transport

Max Speed: 120 kps

Length: 390

Mass: 11,000 metric tonnes

Nautilus Destroyer (DD)

Max Speed: 200 kps

Length: 460 meters

Mass: 18,000 metric tonnes

Mercury Cruiser (CA)

Max Speed: 175 kps

Length: 580 meters

Mass: 21,500

Poseidon Fleet Carrier (CV)

Max Speed: 120 kps

Length: 850 meters

Mass: 60,000

Midway CVX 1

Max Speed: 100 kps

Length: 1830 meters (6000 Feet or 1.17 miles)

Mass: 200,000 metric tonnes

ALIEN SHIPS/MISC in WING COMMANDER

This file is 'Owned' by: Ben Potter

SHIP STATS

- **Mission Role:** The type of missions this ship was built for
- **Cloaking:** If this Ship can Cloak.
- **Jump Capable:** If this Ship can Jump.
- **Max Set Speed:** Top speed without afterburners in kps (kilometers per second)
- **Max Aft Speed:** Top speed with afterburners in kps (kilometers per second)
- **Max Yaw:** Potential turning radius at full rudder left/right, degrees per second
- **Max Pitch:** Potential pitch radius at full dive or climb, degrees per second
- **Max Roll:** Potential roll radius at full spin, degrees per second
- **Mass:** Weight in metric tonnes, used in collisions and acceleration equations($F = M * a$), 10 - 50 for fighters and bombers, 2000 - 1000000 for starships and 1 - 5000 for space objects
- **Acceleration:** Ability to increase speed, in kilometers per second squared(kps^2)
- **ESM:** (Electronic Surveillance Measures) Long range passive sensors(AWACS and probes) can detect the presence of hostile targets, though it can not lock onto or classify them (extends beyond active radar range)
- **Active Radar:** The range at which radar can acquire and lock onto all targets
- **ID Sensor:** The range at which the ship can effectively identify an "unknown" target or it's cargo (a very short range for most fighters, a little longer for bombers)
- **Shield Strength(fore/aft):** Maximum strength of the shields, measured in centimeters of armor equivalent
- **Shield Recharge Rate:** Normal rate at which the shields recharge in units per second (ups)
- **Armor(fore/aft/port/starboard):** The amount of armor protection around vital areas in cm.
- **Decoys:** Number of missile decoys the ship can hold
- **Guns:** Number and type
- **Missiles:** Number of hard points and types of missiles
- **Target ID:** What the target will have as an Identifier.

FIGHTERS

CF - 1a Stingray Plasma Cannon Cluster

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Speed Set/Aft: 450(350)/1400(800) kps

Max Y/P/R: 90(45)/135(45)/135(90) dps

Acceleration: 150(60 as a cluster) kps²

ESM: Yes (as a cluster only)

Active Radar: 15000 (30000 as a cluster)

Shield Strength Fore/Aft: 120/80 cm equiv.

Shield Recharge Rate: 30 cps

Armor Fore/Aft/Port/Starboard:
120/90/105/105

Guns: 1X Light Plasma (1X Heavy Plasma as a cluster)

Missiles: None

Decoys: 1 per ray

(If cluster) Target ID: Stingray Cluster

(If single) Target ID: Stingray

Length: 18 meters

Width: unknown

Mass: 10 (30 - 50 as a cluster) metric tonnes

Description:

This "ship" is actually a collection of three to five smaller conveyors, each equipped with a single light plasma cannon mounted at their nose. Individually they function as fighters. But they may also join together into a single larger ship, the emission points of their individual cannons touching to form a single, massive plasma cannon which is effective against starships. In this configuration they are similar to a torpedo bomber (though there is no missile armament).

CF - 1bb Tri-ray Bomber Cluster

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Speed Set/Aft: 450(350)/1400(800) kps

Max Y/P/R: 90(45)/135(45)/135(90) dps

Acceleration: 150(60 as a cluster) kps²

Guns: 1X Vorilian Burst Maser

Missiles: None singly, but together, they tow self-targeting intercept missiles x12

Decoys: 1 per Ray

ESM: Yes (as a cluster only)

Active Radar: 15000 (30000 as cluster)

Shield Strength Fore/Aft: 120/80 cm equiv.

Shield Recharge Rate: 30 cps

Armor Fore/Aft/Port/Starboard:
120/90/105/105

(If cluster) Target ID: Ray Cluster – B

(If single) Target ID: Ray – B

Length: 18 meters

Mass: 10 (30 - 50 as a

Width: unknown

cluster) metric tonnes

Description: Another “swarm” fighter. In this variation, three to five small conveyors surround a single, massive weapon.

The nature of the weapon is variable.

In this variation, the weapon is a potent anti-fighter weapon which flies towards an enemy fighter or bomber formation then opens to release a large number of self-targeting interception missiles which bombard the group.

The conveyors are then free to act as individual fighters and prosecute survivors.

CF - 1bt Tri-ray Torpedo Cluster

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Speed Set/Aft: 450(350)/1400(800) kps

Max Y/P/R: 90(45)/135(45)/135(90) dps

Acceleration: 150(60 as a cluster) kps²

1.2e+5

Guns: 1X Vorilian Burst Maser

Missiles: None singly, but together, they tow a "Super Starship Torpedo" x1

Decoys: 1 per Ray

(If cluster) Target ID: Ray Cluster – T

(If single) Target ID: Ray – B

Length: 18 meters

Width: unknown

ESM: Yes (as a cluster only)

Active Radar: 15000 (30000 as cluster)

Shield Strength Fore/Aft: 120/80 cm equiv.

Shield Recharge Rate: 30 cps

Armor Fore/Aft/Port/Starboard:
120/90/105/105

1.0e+5

Mass: 10 (30 - 50 as a cluster) metric tonnes

Description: Another "swarm" fighter. In this variation, three to five small conveyors surround a single, massive weapon.

The nature of the weapon is variable.

In this case, the weapon is an enormous super-torpedo, which the conveyors release only once it has targeted a starship.

They are then free to act as fighters and defend the weapon on its way in, hampering attempts at intercept.

CF - 1bm Tri-ray Miner Cluster

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Speed Set/Aft: 450(350)/1400(800) kps

Max Y/P/R: 90(45)/135(45)/135(90) dps

Acceleration: 150(60 as a cluster) kps²

ESM: Yes (as a cluster only)

Active Radar: 15000 (30000 as cluster)

Shield Strength Fore/Aft: 120/80 cm equiv.

Shield Recharge Rate: 30 cps

Armor Fore/Aft/Port/Starboard:
120/90/105/105

Guns: 1X Vorilian Burst Maser

Missiles: None singly, but together, they tow a container with mines x12

Decoys: 1 per Ray

(If cluster) Target ID: Ray Cluster – M

(If single) Target ID: Ray – B

Length: 18 meters

Width: unknown

Mass: 10 (30 - 50 as a cluster) metric tonnes

Description: Another “swarm” fighter. In this variation, three to five small conveyors surround a single, massive weapon.

The nature of the weapon is variable.

This variation is configured as a **mine layer**. Each cluster being able to carry up to 12 mines. When the bomber has dropped all its mines, it breaks off to become Ray Bombers.

The conveyors are then free to act as individual fighters and prosecute survivors.

CF - 1c Ray
Fighter Cluster

Swarm Fighter Stats:

Mission Role: The type of missions this ship was built for

Cloaking: Yes, if with NODE, below

Jump Capable: No

Speed Set/Aft: 450/1400 kps

Max Y/P/R: 90/135/135 dps

Acceleration: 150 kps²

Guns: 1X Vorilian Burst Maser

Missiles: None

(If cluster) Target ID: Ray Cluster – F

(If single) Target ID: Ray – F

Length: approx. 18 meters

Width: unknown

ESM: No

Active Radar: 15000

Shield Strength Fore/Aft: 120/80 cm equiv.

Shield Recharge Rate: 30 cps

Armor Fore/Aft/Port/Starboard:
120/90/105/105

Decoys: 1 per ray

“NODE” Power Generator Ship Stats:

Mission Role: The type of missions this ship was built for

Cloaking: Yes

Jump Capable: No

Max Speed: 200

Max Y/P/R: 15/15/15

Acceleration: 20 kps²

Guns: None

Missiles: None

(If targeted like a cap ship constituent part?) Target ID: Ray Cluster Node

(Never single) Target ID: None

Length: approx. 15 meters

Width: unknown

ESM: Yes

Radar: 15000

Shield Strength Fore/Aft: 600/450 cm equiv.

Shield Recharge Rate: 80 cps

Armor Fore/Aft/Port/Starboard:
300/150/250/250

Decoys: 7

Description:

This is a pure space superiority variation of the “swarm” fighter. A single power distribution “node ship” produces energy for up to seven smaller cannon-armed vessels which fly in space around it (unlike other cluster ships, never joining into a single unit). These smaller vessels are remotely linked and function almost as free-flying turrets.

Destruction of the node ship causes a massive explosion, plus due to the symbiotic relationship between the two ships the destruction of all associated fighters. Conversely the destruction of all of the Rays will overload and destroy the node ship.

SK - 3a Siren Shield Killer

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: 800

Max Y/P/R: 360/15/15 dps

Acceleration: 800 kps²

Guns: 1X Semi-Guided Shield Gun

Missiles: None

Decoys: 3

Target ID: Siren

Length: approx. 21 meters

Width: unknown

Mass: approx. .01 (ship uses anti matter field to negate effects of angular

ESM: Yes

Radar: 20000 km

Shield Strength Fore/Aft: 200/200 cm equiv.

Shield Recharge Rate: 40 cps

Armor Strength Fore/Aft/Port/Starboard: 60/60/60/60 cm

momentum and inertia effectively making it weightless)

Description:

This is a highly specialized vessel which can produce a discharge which temporarily overloads the shield generators of a fighter and causes them to drop entirely for a short period of time. While marginally defended and relatively vulnerable to cannon fire, the vessel is saucer-like or spherical in configuration and capable of changing directions instantaneously, rendering it a very maneuverable and difficult target. As it is otherwise unarmed, this vessel almost always operates in conjunction with other fighters.

Maneuvers:

Although this fighter zips around in space with no forward momentum, changing speeds and lateral directions almost instantaneously, it does have trouble pitching and rolling. Pilots have been known to react slowly to rear attacks, possibly due to the complex flight controls.

FA - 6a Moray Multi-role Fighter

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed Fat/Set: 420/1100

Max Y/P/R: 90/70/70

Acceleration: 200 kps²

ESM: Yes

Radar: 15000

Shield Strength Fore/Aft: 80/120

Shield Recharge Rate: 30 cps

Armor Strength Fore/Aft/Port/Starboard:
60/80/70/70

Guns: 4X Alien Cannon13

Missiles: 4X anti-fighter or anti-turret

Decoys: 3

Target ID: Moray

Length: approx. 24 meters

Width: unknown

Mass: approx. 14 metric tonnes

Description:

This is a rather conventional, multi-purpose fighter similar to the Dralhti, Hellcat, or Tigershark. It is moderately well armed, shielded, armored, and maneuverable. It is usually employed in the anti-fighter role, though anti-turret missiles can be employed.

Maneuvers:

Because of its relatively high yaw rate, Moray pilots tend to do a lot of turning maneuvers, burn & turn, Shelton slide, sit & spin.

SF - 8a Manta
Conventional Space Superiority Fighter (Ace ship)

Mission Role: The type of missions this ship was built for

Cloaking: Yes

Jump Capable: Yes

Max Speed Set/Aft: 500/1300

Max Y/P/R: 65/100/75

Acceleration: 230 kps²

Guns: 4X Alien Plasma Cannon

Missiles: 6X anti-fighter or special

Decoys: 7

Target ID: Manta Ace 1

Target ID: Manta Ace 2

Target ID: Manta Ace 3

Target ID: Manta Ace 4

Target ID: Manta Ace 5

Target ID: Manta Ace 6

Target ID: Manta Ace 7

ESM: Yes

Radar: 15000

Shield Strength Fore/Aft: 230/180 cm equiv.

Shield Recharge Rate: 50 cps

Armor Strength Port/Starboard/Fore/Aft: 140/95/110/110 cm

1 D50-50
- 103
- 64
- 67
- 93
- 15
[66]
[16]

2 columns

Length: approx. 26 meters

Width: unknown

Mass: approx. 14 metric tonnes

Description:

This is a conventional fighter, with overpowered guns and missiles. They are rather frightening compared with the alien generic multi-role fighter, being faster, better shielded, better armored, better armed, and more maneuverable.

They are flown exclusively by Aces.

Maneuvers: Manta pilots tend to employ the pitch and roll maneuvers, Emmelmans, loops, and wingovers.

VF - 2 Squid Interceptor

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed Set/Aft: 650/1300 (400/800)

Max Y/P/R: 45/45/45 (90/90/90)

Acceleration: 250 (150) kps²

Guns: 4X Alien Cannon

Missiles: 8X anti-fighter

Decoys: undecided

Target ID: Squid

Length: approx. 21 meters with wings folded - approx. 17 meters with spread wings

ESM: Yes

Radar: 15000

Shield Strength Fore/Aft: 120/160 (120/80) cm equiv.

Shield Recharge Rate: 25 cps

Armor Strength Fore/Aft/Port/Starboard: 80/100/60/60 (80/50/60/60) cm

Width: unknown

Mass: approx. 12 metric tonnes

Description:

This is a point-defense system for cap ships. It is a small fighter designed for slashing head-to-head engagements with heavy forward defenses and four (or three) wings which usually fold back over a single engine like flower pedals. Guns are mounted on the ends of the petals, but are useless when the wings are folded. In this configuration the ship is very, very fast but not particularly maneuverable. To attack, the ship unfolds the petals, bringing the weapons to bear for devastating forward firepower. But it slows considerably, and in this configuration the single unarmored engine (previously protected only by the folded-back petals) is dangerously exposed, making the ship extremely vulnerable to attacks from the rear.

STARSHIPS

FD - 4a Skate Corvette Fighter Destroyer Corvette

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed Set/Aft: 250 kps

Max Y/P/R: 70/50/70

Acceleration: 50 kps²

Radar: 20000

Shield Strength Fore/Aft: 1300/1100 cm equiv.

Shield Recharge Rate: 70 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:
130/110/120/120

Guns: 4X Multi-directional laser spheres

Missiles: 10X anti-fighter

Follow rules for: Standard Wing Commander Sized (smaller) - Cap Ships.

Constituent parts: Engines, Bridge, Turrets, Con Towers, all weapons.

Shield Emitters for: No shield emitters. This ship has internal shields for everything. Has fore/art/port/starboard armor.

Target ID: Skate Corvette

Length: approx. 130 meters

Mass: approx. 3300 metric tonnes

Width: unknown

Description:

Intended to lay waste entire formations of opposing fighters, this is a massive, heavily shielded and armored (but not particularly maneuverable) vessel. It is armed with several small "disco ball" weapons which emerge slowly from the hull to spray concentrated and devastating anti-fighter fire in almost any direction (though the potency of the fire decreases rapidly over range). The balls then must retract into the hull to recharge, rendering the ship temporarily vulnerable for several seconds. Additionally, the balls themselves can (and generally must) be targeted and destroyed just prior to firing, when they are in the process of rising out of their charger housings.

T - 1 Leatherback TRANSPORT

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed: 120 kps

Max Y/P/R: 5/5/8 dps

Acceleration: 8 kps²

Mass: 3000 metric tonnes

ESM: Yes

Radar: 30,000 km

Shield Strength Fore/Aft: 800/600 cm equiv.

Shield Recharge Rate: 400 cps

Armor Fore/Aft/Port/Starboard:
300/200/250/250 cm

Guns: 6-8X anti-fighter turret

Missiles: 0

Follow rules for: Standard Wing Commander Sized (smaller) - Cap Ships.

Constituent parts: Engines, Bridge, Turrets, Con Towers, all weapons.

Shield Emitters for: No shield emitters. This ship has internal shields for everything. Has fore/art/port/starboard armor.

Target ID: Leatherback Transport

Length: 230 meters approx.

Width: unknown

Mass: 3000 metric tonnes

These are slow, hulking vessels much larger than their Confed counterparts, though only slightly less vulnerable. They are virtually unarmored, but carry several light anti-fighter turrets and sufficient shielding to ward off light attacks. Still, they are generally liabilities in a combat situation, and demand heavy escort and defense from more capable assets. Caught undefended by properly-equipped attackers, they are fat and volatile targets.

DD - 4 Orca DESTROYER

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed: 250 kps

Max Y/P/R: 5

Acceleration: 4 kps²

ESM: Yes

Radar: 40000

Shield Strength Fore/Aft/Port/Starboard:
1500/1300/1500/1500 cm equiv.

Shield Recharge Rate: 250 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:
150/170/130/130 cm

Guns: 2X anti-shipping Plasma cannon, 16X anti-fighter Laser turret

Missiles: 16X anti-ship missiles, 2-4X anti-fighter missile turret

Follow rules for: Standard Wing Commander Sized (smaller) - Cap Ships.

Constituent parts: Engines, Bridge, Hangar bays, Turrets, Radar, Con Towers, all weapons.

Shield Emitters for: No shield emitters. This ship has internal shields for everything. Has fore/art/port/starboard armor.

Target ID: Orca Destroyer

Length: 600 approx. meters

Mass: 21,000 approx. metric tonnes

Width: unknown

Description:

These are the most numerous jump-capable alien starship. Like most alien starships they are noticeably larger than their Confed counterparts, but serve similarly as general-purpose patrol and scout units. They have heavy anti-fighter defenses relative to Confed destroyers, moderate shields and only light armor. They are not as fast as a Corvette, but carry many more anti-shipping missiles as well as two light anti-shipping guns. Some destroyers may also embark a handful of interceptors for self-defense.

CA - 2 Marlin CRUISER

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed: 180 kps

Max Y/P/R: 7/5/5 dps

Acceleration: 50 kps²

ESM: Yes

Radar: 40000

Shield Strength Fore/Aft/Port/Starboard:
3000/7000/5000/5000 cm equiv.

Shield Recharge Rate: 500 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:
300/700/500/500 cm

Guns: 3X anti starship alien plasma cannon, 1X anti starship torpedo bay, 10X anti-fighter Laser turret, 8X Flak cannon, 4X anti fighter missile turret

Missiles: 0

Follow rules for: Wing Prophecy Sized (larger) - Cap Ships.

Constituent parts: Engines, Bridge, Hangar bays, Turrets, Radar, Con Towers, all weapons.

Shield Emitters for: Engines, Bridge, Hangar Bays.

Target ID: Marlin Cruiser

Length: approx. 750 meters

Mass: approx. 30,000 metric tonnes

Width: unknown

Description:

The alien cruiser is a fairly straightforward vessel, somewhat larger than its Confed counterparts but similar in role and capability. Its anti-shipping armament is based on gunnery, and is generally superior to its Confed equivalents. Anti-fighter defenses are somewhat superior as well. Both shields and armor are moderate in strength. Entirely unlike Confed cruisers, it carries a small hangar region for the support of several fighters. These are usually Interceptors, though it is believed other types can at times be accommodated.

CV - 5 Osprey CARRIER

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed: 170 kps

Max Y/P/R: 10/10/10 dps

Acceleration: 21 kps²

ESM: Yes

Radar: 60000

Shield Strength Fore/Aft/Port/Starboard:
2100/2100/2500/2500 cm equiv.

Shield Recharge Rate: 600 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:
1100/1100/1500/1500 cm

Guns: 15 anti-fighter Laser turret, 15X flak cannon, 3X anti fighter Ion turret

Missiles: 6X anti-fighter missile installations

Follow rules for: Wing Prophecy Sized (larger) - Cap Ships.

Constituent parts: Engines, Bridge, Hangar bays, Turrets, Radar, Con Towers, all weapons.

Shield Emitters for: Engines, Bridge, Hangar Bays.

Target ID: Osprey Carrier

Length: approx. 960 meters

Mass: 120,000 metric tonnes

Width: unknown

Description:

The alien carrier is large, roughly the size of TCS *Midway*, and sports frightening anti-fighter defenses. It bristles with launch tubes for all types of alien fighters, but carries no anti-shipping armaments of its own. The number of fighters embarked may be as high as several hundred, and at times the ship might also serve as a mobile base for fast attack craft. It is well-shielded but lightly armored, and therefore extremely vulnerable to torpedo attack once its shields have been compromised.

SSK - 1 Narwhal STARSHIP KILLER

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed: 180 kps

Max Y/P/R: 10 dps

Acceleration: 60 kps²

ESM: Yes

Radar: 40000

Shield Strength Fore/Aft/Port/Starboard:
700/1100/900/900 cm equiv.

Shield Recharge Rate: 300 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:
300/500/400/400 cm

Guns: 1X Super Plasma cannon, 7X anti-fighter Laser turret, 6X Flak cannon

Missiles: 0

Follow rules for: Wing Prophecy Sized (larger) - Cap Ships.

Constituent parts: Engines, Bridge, Hangar bays, Turrets, Radar, Con Towers, all weapons.

Shield Emitters for: Engines, Bridge, Hangar Bays, Plasma Weapon.

Target ID: Narwhal Ship Killer

Length: approx. 1200 meters

Width: unknown

Mass: approx. 50,000 metric tonnes

This starship is slightly larger than a typical cruiser, and is designed for rapidly destroying opposing capital ships. It has an extremely powerful offensive armament in the form of a prow-mounted plasma generation weapon capable of breaching the shields of almost any starship type in Confed service with one shot. This weapon apparently diverts energy from other systems to charge, and as such is not activated until just prior to firing. It is also relatively short-ranged, requiring the ship to streak fairly close to its intended target before firing.

Fortunately, the ship-killer's anti-fighter defenses are stiff but not overwhelming, and while heavily-shielded it is only moderately armored. It carries only a few Interceptors for indigenous fighter support.

DN - 6 Tsunami DREADNOUGHT

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed: 210 kps

Max Y/P/R: 7/7/7 dps

Acceleration: 30 kps²

Radar: 100000

ESM: Yes

Shield Strength Fore/Aft/Port/Starboard:

3000/3000/3000/3000 cm equiv.

Shield Recharge Rate: 700 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:

1100/1100/1100/1100 cm

Guns: 17X anti fighter laser turrets, 11X heavy Ion turrets, 7X heavy Plasma cannons, 1X Ship Killer Plasma Weapon.

Missiles: 6X anti-fighter missile installations, 3X torpedo launch bays

Follow rules for: Wing Prophecy Sized (larger) - Cap Ships.

Constituent parts: Engines, Bridge, Hangar bays, Turrets, Radar, Con Towers, all weapons.

Shield Emitters for: Engines, Bridge, Hangar Bays, Plasma Weapon.

Target ID: Tsunami Dreadnought

Length: 3200 meters

Mass: 450,000 metric tonnes

Width: unknown

Description:

These miles-long warships serve as centerpieces of the alien fleet. It has the fighter complement of a carrier, the anti-shipping capability of multiple ship-killers, and the anti-fighter defenses of ten cruisers. It is also fast for its size, and extraordinary in both shields and armor. The Confederation has never produced anything close to its equivalent, save perhaps *Behemoth*, which matched it only in raw firepower.

MISC. ALIEN SPACEFLIGHT OBJECTS

Cargo Container: Alien Cargo (Red Cross, Ammo, Generic)

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: 0 kps

Agility: 0 dps

Acceleration: 0 kps²

Radar: 0

Shield Strength Fore/Aft/Port/Starboard: 0

Shield Recharge Rate: 0

Armor Fore/Aft/Port/Starboard: 0

25/25/25/25

Guns: 0

Missiles: 0

(if Red Cross) Target ID: Alien Container

Target Contents: Unknown (MED will have data)

(if Ammo) Target ID: Alien Container

(Target Contents: Unknown (MED will have data)

(if Generic) Target ID: Alien Container

Target Contents: Unknown (MED will have data)

Length: undecided *60 meters*

Width: unknown *60 meters*

Mass: undecided

1 metric tonne

There should be many types of Alien containers. These should fall into 3 categories:

Red Cross Supplies – Some sort of specific Alien markings on the sides.

Ammo – Some sort of specific Alien markings on the sides.

Generic – Some sort of specific Alien markings on the sides.

If the player identifies these, he will be able to see what's in them.

Worm Hole Towers: Alien Worm Hole Towers (Seven)

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: 0 kps

Agility: 0 dps

Acceleration: 0 kps²

Radar: 0

Shield Strength Fore/Aft/Port/Starboard: will have shields

Shield Recharge Rate: will have powerful shields *on - 100% power*

Armor Fore/Aft/Port/Starboard: will have pretty good armor

Guns: 0

Missiles: 0

Target ID: Tower 1

Target ID: Tower 2

Target ID: Tower 3

Target ID: Tower 4

Target ID: Tower 5

Target ID: Tower 6

Target ID: Tower 7

Length: undecided

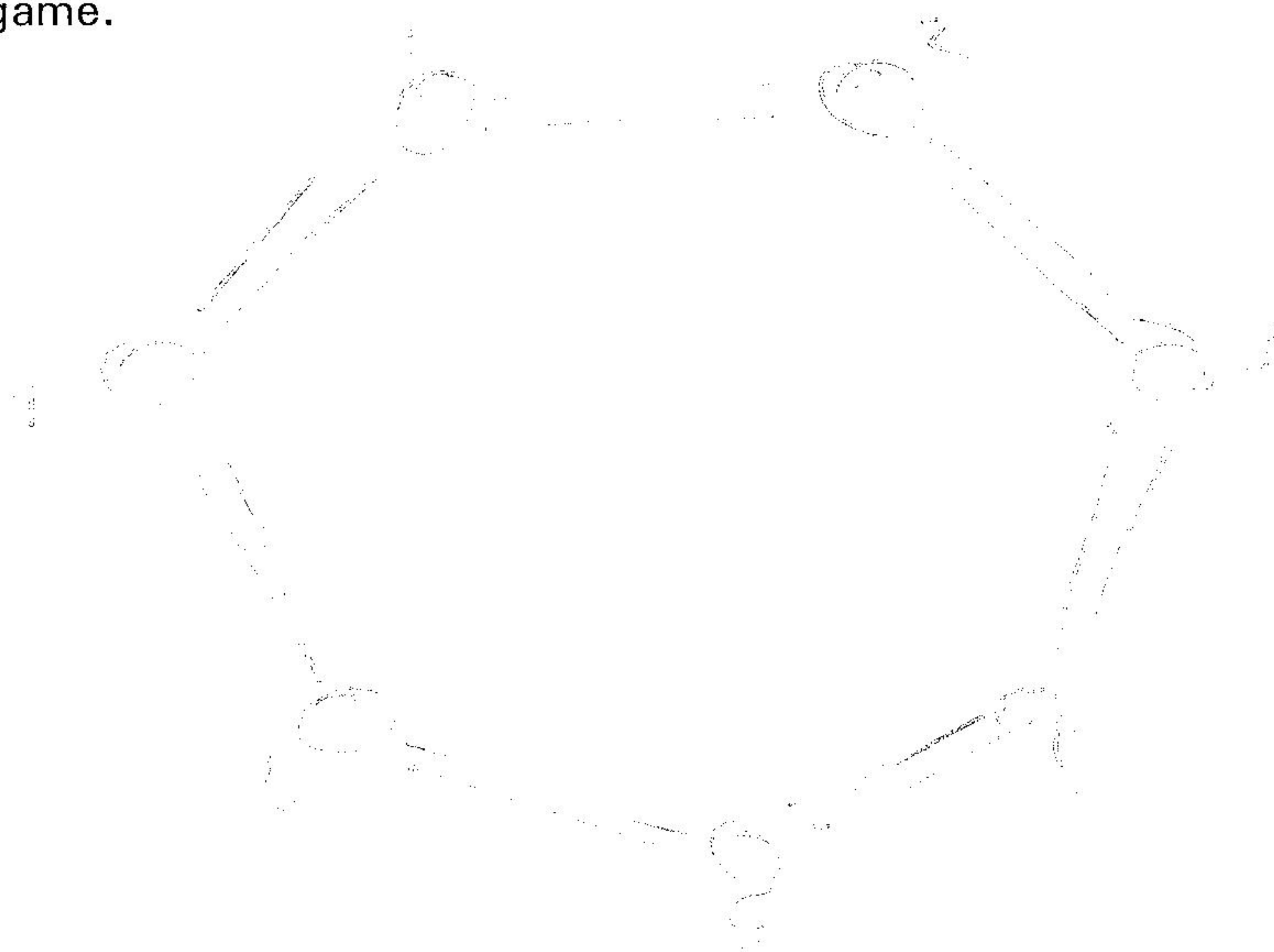
Width: unknown

Mass: undecided

will NOT be moved

There will be seven towers. They will have shields that get 'turned off' by marines that have landed on the Worm Hole command center. They will turn off towers TWO at a time, until the last one is standing. Then Blair comes in and 'saves the day' and turns off the last tower.

The structure is like a big circle, encompassing the perimeter of the worm hole. The structure CAN survive with the towers disabled, and only upon destruction of the last tower, will the wormhole command center self destruct, falling into the Worm Hole itself, completing the game.



CONFED

Alien Starbase

Mission Role: The type of missions this ship was built for
Cloaking: No
Jump Capable: No
Max Speed: 0 kps
Agility: 0 dps

Guns: 0
Missiles: 0

Target ID: Alien Starbase

Length: undecided - 40-60
Width: unknown

Acceleration: 0 kps²
Radar: 0
Shield Strength Fore/Aft/Port/Starboard: 0
Shield Recharge Rate: 0
Armor Fore/Aft/Port/Starboard: 0

Mass: undecided
30,000 met tons
(same as Starbase)

Starbase

Copied from online

Alien Dry Dock

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: 0 kps

Agility: 0 dps

Guns: 0

Missiles: 0

Target ID: Dry Dock Piece 1

Target ID: Dry Dock Piece 2

Target ID: Dry Dock Piece 3

Target ID: Dry Dock Piece 4

Length: undecided

Width: unknown

Acceleration: 0 kps²

Radar: 0

Shield Strength Fore/Aft/Port/Starboard: 0 *NONE*

Shield Recharge Rate: 0 *NONE*

Armor Fore/Aft/Port/Starboard: 0

100/100/100/100

Mass: undecided.

14 metric tonnes

The Alien Dry dock is harboring a Ship Killer. There will be a number of different pieces that will have to be pieced together (maybe NOT really together) in the game engine to appear as if there's a dry dock construct.

The Ship Killer will have to be able to pull away from the dock when it's time to do so.

I'm guessing at 4 pieces for the dry dock.

Alien Ship Repair Drone

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Guns: undecided

Missiles: undecided

Target ID: Repair Drone

Length: undecided

Width: unknown

Acceleration: undecided kps²

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard:

undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Mass: undecided

These are the repair drones that take care of the damage to cap ships. The more of these that swarm around the cap ships, the faster they'll repair the cap ships.

These guys do NEGATIVE damage to cap ships.

Alien AA Turrets

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

Target ID: Floating Turret

Length: undecided

Width: unknown

Mass: undecided

These are the floating turrets that surround areas that the aliens want to defend.

They will have engines to reposition themselves and guns. No missiles.

Alien Modified Kilrathi Buoy

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps Cap

Acceleration: undecided kps²

Radar: undecided 2000

Shield Strength Fore/Aft/Port/Starboard: undecided 1E

Shield Recharge Rate: undecided 50 50%

Armor Fore/Aft/Port/Starboard: undecided

200/200/200/200

Guns: undecided NONE

Missiles: undecided none

Target ID: Unknown, until ID'ed and then it'll say Kilrathi-Modified Buoy or something... short

Length: undecided 5m

Mass: undecided

Width: unknown 5m

7m x 10m

This is the buoy that the player will have to find in a mission. It should be difficult to ID.

This is a war era Kilrathi Buoy that the player will have to ID. It is in Mission Ex?

Hammerhead

Alien Communication Facility (Radar/Comm)

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Guns: undecided none

Missiles: undecided none

Target ID: Comm Facility

Length: undecided

Width: unknown

Acceleration: undecided kps²

Radar: undecided - 3000

Shield Strength Fore/Aft/Port/Starboard: 200/200/200/200

Shield Recharge Rate: undecided - 600 per sec

Armor Fore/Aft/Port/Starboard: undecided

300/300/300/300

Mass: undecided

20,000
Does not turn
Doesn't move horizontally

This is the station the player will have to disable in the G series. The radar part will have to be destroyable.

It will also need launch bays for alien fighters to be launched from.

Launch Bays (2)

Launch Bays? maybe 2 or 4

Does it get jammed? Bubble Sensor? Radar?

Alien Probe

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: undecided kps 10kps

Agility: undecided dps Kelly's

Guns: undecided NONE

Missiles: undecided NONE

Target ID: Alien Probe

Length: undecided 5m

Width: unknown 5m

Acceleration: undecided kps² 25

Radar: undecided 3000

Shield Strength Fore/Aft/Port/Starboard: undecided 10000/10000/10000/10000

Shield Recharge Rate: undecided 25kps

Armor Fore/Aft/Port/Starboard: undecided 20000/20000/20000/20000

Mass: undecided 10k tons

These are the radar-like probes that direct the cluster attacks on Cap ships. If the player destroys these, it will be difficult for the clusters to form and attack the Confed guys.

It should have some blinking lights, and look cool.

Alien Mines (Series E)

Mission Role: ~~The type of missions this ship was built for~~ *None*
Cloaking: No
Jump Capable: No
Max Speed: undecided kps *None*
Agility: undecided dps *None*

Acceleration: ~~undecided kps²~~ *None*
Radar: ~~undecided~~ *C*
Shield Strength Fore/Aft/Port/Starboard: ~~undecided~~ *C*
Shield Recharge Rate: ~~undecided~~ *C*
Armor Fore/Aft/Port/Starboard: ~~undecided~~ *C*

Guns: ~~undecided~~ *None*
Missiles: ~~undecided~~ *None*

Target ID: Mine

Length: ~~undecided~~ *3 meters*
Width: ~~unknown~~ *3 m*

Mass: ~~undecided~~ *1 metric tonne*

These will be lain in a jump point for destroying big ships that come in.

They explode upon contact, doing damage

ALL KILRATHI

DRALTHI

Fighter
Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed Aft/Set: 430/1100 kps

Max Y/P/R: 55/65/55

Acceleration: 200 kps²

Mass: 15 metric tonnes

ESM: None

Radar: 15000

ID Sensor: None

Shield Strength Fore/Aft: 120/120

Shield Recharge Rate:

Armor Strength Fore/Aft/Port/Starboard:
80/80/60/60

ORIGINAL FIGHTER LOAD-OUT:

Guns: 2X Photon Gun, 1X Particle

Missiles: 4X dogfight

Decoys: 6

WING 5 FIGHTER LOAD-OUT:

Guns: 2X (substitute with available gun), 1X (substitute with available gun)

Missiles: 4X dogfight

Decoys: 6

Target ID (always known): Dralhti

Length: 31 meters

Width: unknown

Mass: 15 metric tonnes

Description:

This is the Dralhti we all know and love. The original gun load out may need to be changed because we have cut the original gun types from the game. We could bring these weapons (photon gun and particle cannon) back just for the Kilrathi.

VAKTOTH

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes

Max Speed Set/Aft: 410/950

Max Y/P/R: 45/55/45

Acceleration: 150 kps²

Mass: 19 metric tonnes

ESM: Yes

Radar: 20000 km

Shield Strength Fore/Aft: 250/250 cm equiv.

Shield Recharge Rate:

Fore Armor: 6

Aft Armor: 6

Port Armor: 6

Starboard Armor: 6

Length: 36 meters

Width: unknown

Mass: 19 metric tonnes

ORIGINAL FIGHTER LOAD-OUT:

Guns: 2X Plasma gun(NOT OUR CURRENT PLASMA GUN), 2X Ion cannon, 1X Tachyon gun, 1X rear Meson cannon

Missiles: 8X dogfight

Decoys: 6

WING Prophecy FIGHTER LOAD-OUT:

Guns: 2X (substitute with available gun), 2X Ion cannon, 1X Tachyon gun, 1X rear (substitute with available gun)

Missiles: 8X dogfight

Decoys: 6

Target ID (always known): Vaktoth

Description:

Heavy duty fighter from Wing 3. While the ships internal design is somewhat outdated, its armament of five guns and a rear turret make it a devastating offensive weapon against fighters and light star ships.

Kilrathi Starships

CORVETTE

Mission Role: The type of missions this ship was built for
Cloaking: No
Jump Capable: Yes
Max Speed: 200 kps
Max Y/P/R: 5/5/5 dps
Acceleration: 20 kps²
Mass: 5500 metric tonnes

ESM: Yes
Radar: 25000
Shield Strength Fore/Aft/Port/Starboard: 1000/650/800/800 cm equiv.
Shield Recharge Rate: 300
Armor Strength Fore/Aft/Port/Starboard: 300/150/200/200

Guns: 5X anti-fighter turret
Missiles: 0
Constituent parts: engines, turrets, bridge

Target ID (always known): Corvette

Length: 110 meters
Width: unknown

Mass: 5500 metric tonnes

MISC. KILRATHI SPACEFLIGHT OBJECTS

Fralthi - Kilrathi Cruiser, Derelict – In first mission

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: Yes, but not when disabled.

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

Target ID: Fralthi Cruiser

Length: 500 meters (official)

Width: unknown

Mass: undecided

This is the cruiser the player will have to land the marines on in the first mission. It would have to have fires, look destroyed, damaged, etc.

It will need a landing bay for the Marines.

Kilrathi Destroyed Fleet Debris Field

Mission Role: ~~The type of missions this ship was built for~~ *Debris*

Cloaking: No

Jump Capable: No

Max Speed: undecided kps *none*

Agility: undecided dps *none*

Guns: undecided *none*

Missiles: undecided *none*

Target ID: None

Length: undecided

Width: unknown

Acceleration: undecided kps²

Radar: undecided *none*

Shield Strength Fore/Aft/Port/Starboard:

undecided *none*

Shield Recharge Rate: undecided *none*

Armor Fore/Aft/Port/Starboard: undecided *none*

Mass: undecided *302,134.8*

This is the destroyed Fleet in the first mission. It should mimic the debris in the flick for the first mission.

The more recognizable Kilrathi ship parts, the better. Dralthi wings, parts of cap ships, burning embers, etc.

*miscellaneous pieces of Debris
burning embers
some can be identified
as such.*

Kilrah (Frozen Magma and Rubble) Wallpaper object

Mission Role: The type of missions this ship was built for
Cloaking: No
Jump Capable: No
Max Speed: undecided kps
Agility: undecided dps

Acceleration: undecided kps²
Radar: undecided
Shield Strength Fore/Aft/Port/Starboard: undecided
Shield Recharge Rate: undecided
Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided
Missiles: undecided

Target ID: None

Length: undecided **Width:** unknown **Mass:** undecided

This is the wallpaper that shows the player that he's near Kilrah. It's just an extra note to make sure we get it.

Kilrathi Star Base

Scans A

Kilrathi Mining Facility (may have been cut - bjc)

Mission Role: The type of missions this ship was built for

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

Target ID: Unknown

Length: undecided

Width: unknown

Mass: undecided

I don't believe this is still needed.

It's a bonus if we get this

OTHER MISC. SPACEFLIGHT OBJECTS

Asteroids

Mission Role: The type of missions this ship was built for
Cloaking: No
Jump Capable: No
Max Speed: undecided kps
Agility: undecided dps

Guns: undecided
Missiles: undecided

Target ID: Asteroid

Length: undecided **Width:** unknown **Mass:** undecided

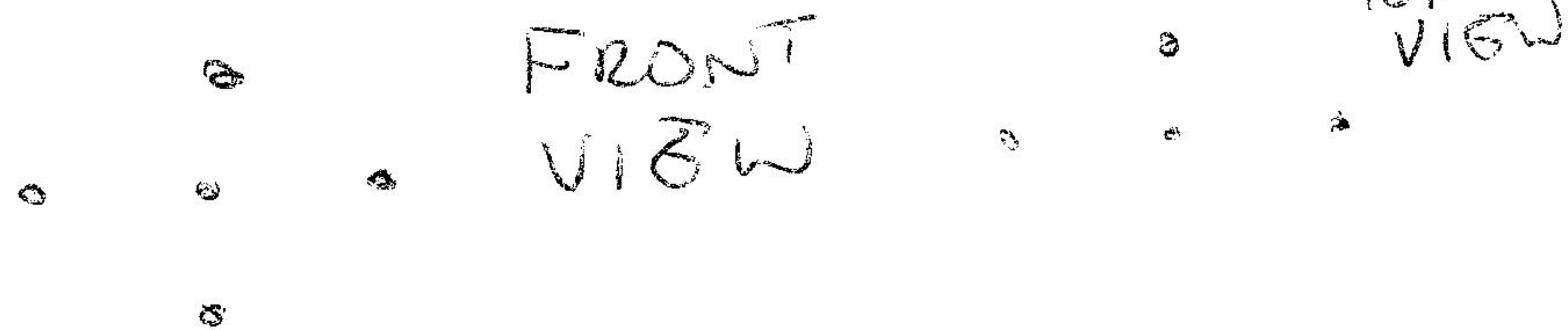
We will need at least 3 sizes of asteroids. More would be better.

Acceleration: undecided-kps²
Radar: undecided
Shield Strength Fore/Aft/Port/Starboard: undecided
Shield Recharge Rate: undecided
Armor Fore/Aft/Port/Starboard: undecided

10-1000
[Hit-Points]

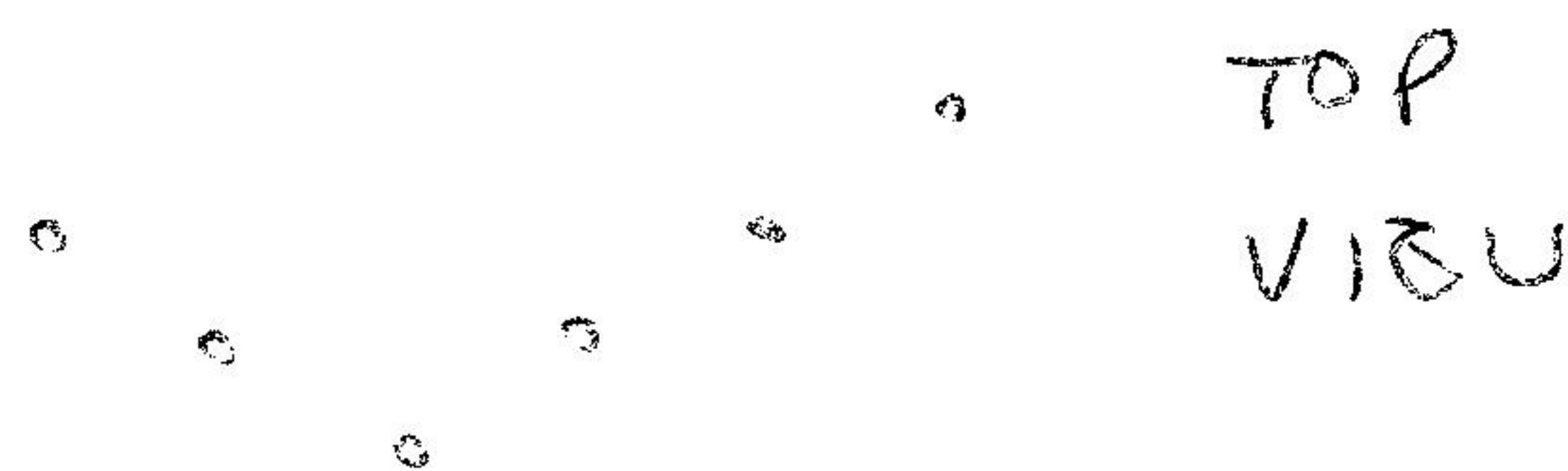
Formations =

"THE CROSS"



Setup for 4 vs DNB

"FLYING V"



* "ATTACK FORMATION"

• • • TOP / FRONT VIEWS

DEFENSIVE ATTACK PATTERNS

"MANTA"

SIDE VIEW



TOP VIEW

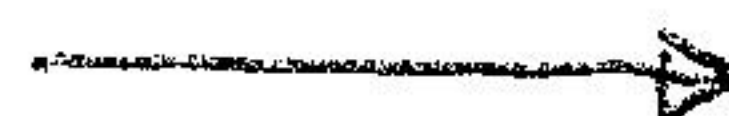


"SERPENTING"

TOP VIEW



SIDE VIEW



"JUKE"

TOP



SIDE



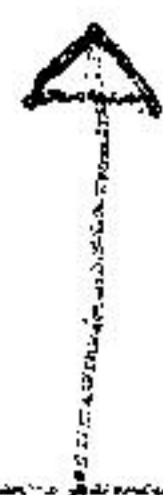
DEFENSIVE ATTACK PATTERNS

"MANTA"

SIDE VIEW



TOP VIEW



"SERPENTING"

TOP VIEW



SIDE VIEW



"JUKE"

TOP



SIDE

