

CONFED SHIPS in WING COMMANDER

This file is 'Owned' by: Ben Potter

SHIP STATS

- ☐ **Squadron:** The squadron that this ship appears in
- ☐ **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
- ☐ **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 - 30 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
- ☐ **ECM MK1 & MK2:** (Electronic Counter Measures) Creates ghost radar images that temporarily confuses radar guided weapons(turrets and guided missiles) with a 66 - 75 percent chance of success. Only available on Bombers. The effect lasts 5 - 10 seconds and the device is limited to 8 - 16 "charges"
- ☐ **Guns:** Number and type
- ☐ **Missiles:** Number of hard points and types of missiles
- ☐ **Target ID:** What the target will have as an Identifier.

Other Small Ship Classes

SR - 51 Seahawk
Early Warning and Control Ship (AEW/AWACS)

Cloaking: No
Jump Capable: Yes
Max Speed Set/Aft: 300/500 kps
Max Y/P/R: 20/35/25 dps
Acceleration:
ESM: Yes
Radar: 30000

Shield Strength Fore/Aft: 800/800 cm
equiv.
Shield Recharge Rate: 120 cm equiv.
Fore Armor: 150/120/135/135 cm
Guns: None
Missiles: 0
Decoys: 24
ECM: MK 2

Target ID: AWACS

Length: 109'4"
(~33.33m)

Width: 98'3" (~30m)
Mass: 42 metric tonnes

These are radar/passive surveillance spacecraft used solely to detect enemy fighters and other vessels, and relay information and orders to friendly fighters. Virtually unprotected, its pilots should do their best to stay out of enemy range. A force-multiplier without equal, capable of detecting and vectoring friendly pilots to potential targets their own weaker radars can not yet see, friendly pilots should do their best to make sure they survive.

The AWACS is equipped with a large, triangular radar dish which rotates continuously about its Y axis to facilitate the scanning of nearby space in three distinct bands.

SAR - 23 Condor Rescue/Refueling Shuttle

Cloaking: No
Jump Capable: No
Max Speed Set/Aft: 250/600 kps
Max Y/P/R: 35/20/25 dps
Acceleration: 150 kps
ESM: Yes

Radar: 60000
Shield Strength Fore/Aft: 1000/1500 cm equiv.
Shield Recharge Rate: 100 cm equiv.
Armor Strength Fore/Aft/Port/Starboard: 200/300/250/250 cm

Guns: 2X anti-fighter turret
Missiles: None

Target ID (if SAR): Confed SAR
Target ID (if Refueling): Confed Refueler
Target ID (if Shuttle): Confed Shuttle

Length: 48 meters

Width: unknown

Mass: 62 metric tonnes

Description:

These ships are configurable in that large external payload "packs" are exchanged from mission to mission, such that a shuttle in refueling configuration will bear a conspicuously different payload from the same shuttle engaged in pilot recovery (for which a different payload is required).

They are lightly armored and shielded for use in some combat situations, but without guns or missiles they rely heavily on fighter escort when entering hostile areas.

As SAR

These spacecraft are often tasked with recovering downed pilots, and sometimes other objects such as data buoys, etc.

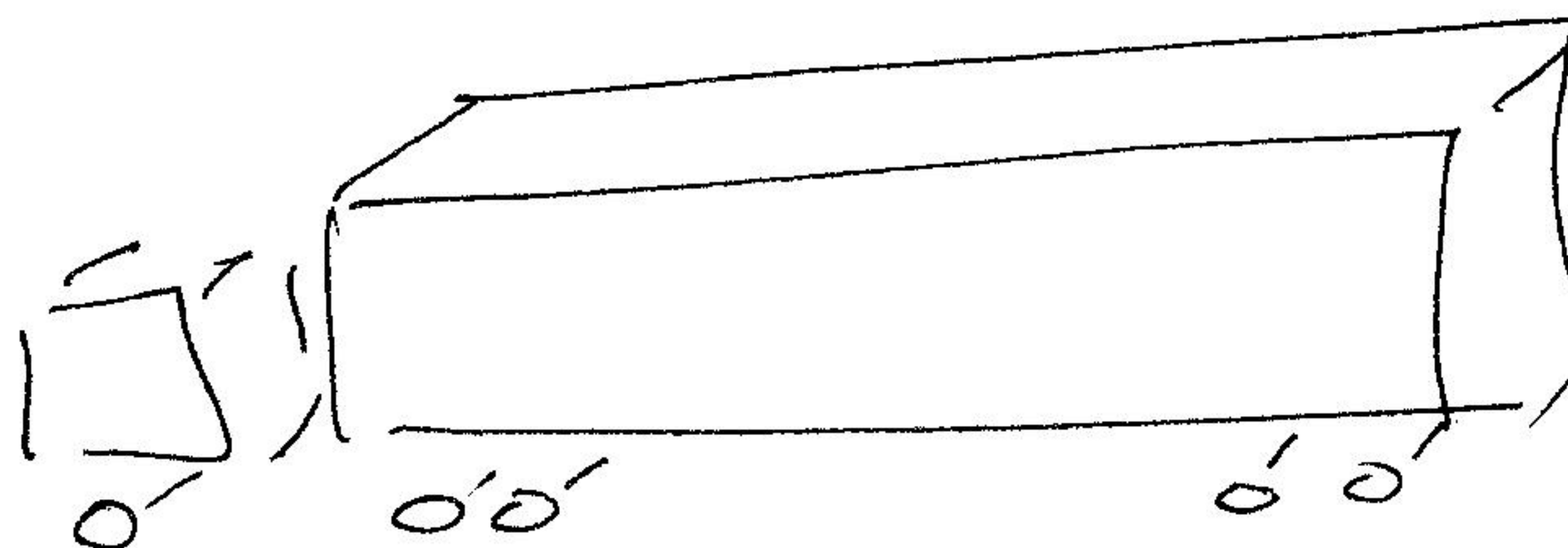
As REFUELER

They are also dedicated to refueling and rearming fighters that must fly long missions away from their carrier.

As SHUTTLE

A specialized personnel transport/carrier-on-board-delivery (COD) pack is also available.

As 18-wheeler
transport...



TS - 10 Lamprey Marine LC (Shuttle)
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Cloaking: No
Jump Capable: Yes
Max Speed: 120 kps
Max Y/P/R: 20 dps
Acceleration: 15 kps²
ESM: Yes
Radar: 15000 meters

ID Sensor: 2000 meters
Shield Strength Fore/Aft/Port/Starboard:
500/300/400/400 cm equiv.
Shield Recharge Rate: 100 cm equiv.
Armor Strength Fore/Aft/Port/Starboard:
150/100/125/125 cm

Guns: 2X anti-fighter ion turret
Missiles: 0
Constituent parts: engines, turrets, bridge

Target ID: Marine LC

Length: 65 meters **Width:** unknown **Mass:** 88 metric tonnes

These are shuttle-like vessels intended to carry Marines and their equipment from orbiting starships and into combat zones like star bases, boarded starships and planetary surfaces. Halfway between a fighter and a full-blown starship in size (about the same size as a corvette), they are roughly equivalent to the modern C-130 or C-17, and have atmospheric capability.

They are lightly shielded and armored, but carry a pair of turrets for self-defense against fighters, as well as a boarding system which can cut through starship bulkheads to facilitate troop insertion.

Some carriers have special accommodations for their carriage.

STARSHIPS

C - 9 Pelican Transport

Cloaking: No
Jump Capable: Yes
Max Speed: 180 kps
Max Y/P/R: 5 dps
Acceleration: 10 kps²

Radar: 15000
Fore Shield Strength:
2000/2000/2000/2000 cm equiv.
Shield Recharge Rate: 100 cm equiv.
Fore Armor: 100/100/100/100 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: Confed Transport

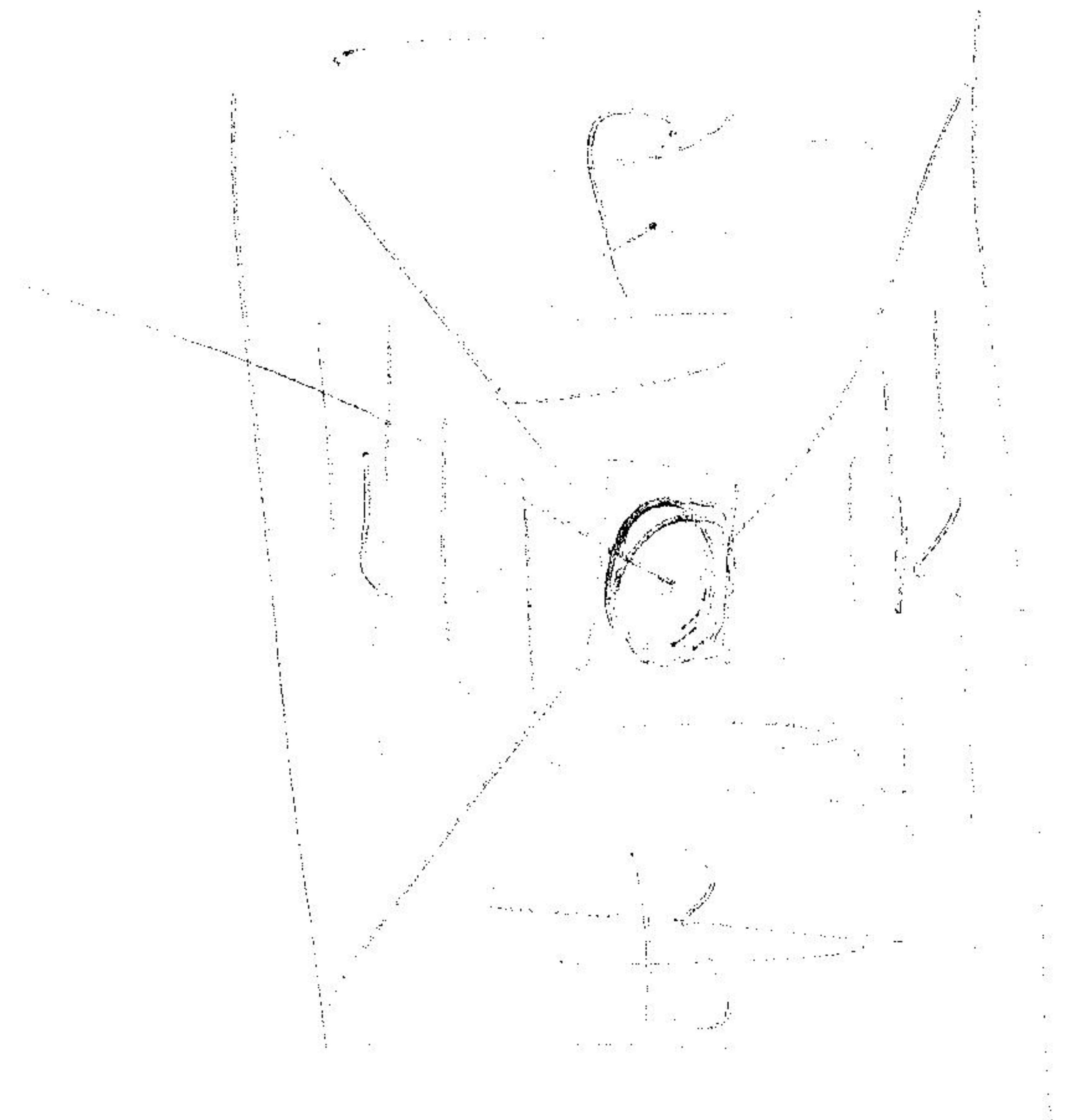
Length: 390 meters
Width: unknown
Mass: 11,000 metric tonnes

Description:

These are destroyer-sized vessels which are poor in armor, shielding, and defensive capabilities (light turrets only). They use cargo pods to convey supplies such as tanks, food, fuel and other war materiel into battle areas. They can also be used as in-flight tankers and underway replenishment vessels.

Like the general purpose shuttle, their external appearances change considerably depending on which payload pods they carry.

Coic
hit
points



D - 5 Nautilus Destroyer (DD)

Cloaking: No
Jump Capable: Yes
Max Speed: 200 kps
Max Y/P/R: 12 dps
Acceleration: 15 kps²
Radar: 40000

Shield Strength Fore/Aft/Port/Starboard:
2000/1000/1500/1500 cm equiv.
Shield Recharge Rate: 500 cm equiv.
Armor Strength Fore/Aft/Port/Starboard:
200/100/150/150 cm

Guns: 2X anti-shipping ion cannon, 8X anti-fighter ion turret
Missiles: 12X anti-ship missiles, 2-4X anti-fighter missile turret

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: Confed Destroyer

Length: 460 meters
Width: unknown
Mass: 18,000 metric tonnes

With a crews of roughly 100 to 200, the destroyer is the smallest warship with truly credible offensive applications. While armor remains poor, shields are generally good.

Vessels of this class are usually armed with two anti-shipping ion cannon, as well as up to 12 large anti-ship missiles. Their anti-fighter turret armament is good, and they are the smallest warship to routinely embark anti-fighter missiles launchers. As such, they are often equipped with good radars and deployed at the perimeters of larger battle groups where they can both act as pickets and provide a credible first line of defense against incoming fighters.

CA - 31 Mercury Cruiser (CA)

Cloaking: No
Jump Capable: Yes
Max Speed: 175 kps
Agility: 10 dps
Acceleration: 15 kps²
Radar: 40000

Shield Strength Fore/Aft/Port/Starboard:
4000/3000/3500/3500 cm equiv.
Shield Recharge Rate: 400 cm equiv.
Armor Fore/Aft/Port/Starboard:
800/600/700/700 cm

Guns: 2X anti-shipping ion cannon, 2X Heavy anti-ship plasma cannon, 8X anti-fighter ion 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: Confed Cruiser

Length: 580 meters	Width: unknown	Mass: 21,500
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With crews of roughly 450 to 500, the heavy cruiser is the smallest warship to have heavy armor. They usually embark two ion guns, and forego anti-ship missiles entirely in favor of two heavy anti-shipping plasma cannon. These are far more effective than the ion gun, and make the heavy cruiser one of the greatest and most prevalent threats to shipping.

They are noticeably slower and less maneuverable than destroyers, but are far more dangerous in ship-on-ship encounters by virtue of their armor protection and heavy firepower.

NOT IN THE GAME.

THIS IS A FURTHER DESCRIPTION OF THE MIDWAY

CV - 8 Poseidon
Fleet Carrier (CV)

Cloaking: No

Jump Capable: Yes

Max Speed: 120 kps

Max Y/P/R: 6 dps

Acceleration: 10 kps²

Radar: 60000

Shield Strength Fore/Aft/Port/Starboard:
2000/1800/1900/1900 cm equiv.

Shield Recharge Rate: 500

Armor Strength Fore/Aft/Port/Starboard:
200/200/200/200 cm

Guns: 16 anti-fighter laser turret, 8X 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: Confed Carrier

Length: 850 meters

Width: unknown

Mass: 60,000

NOTE: Later in the game we will need to have the alien ship killer weapon as a constituent part.

These are the largest carriers, the ships around which most naval activities center. Roughly twice as large as the average battleship, they are crewed by anywhere from 5000 to 7000, and embark roughly 250 fighters of all classes (save the lightened versions of space superiority and torpedo bomber classes, which are usually represented here by the heaviest, most capable types). While anti-fighter defenses remain excellent, these are slower and therefore more vulnerable ships than CVE's, and are almost always supported by strong escorts.

The Midway, described below, is a new class of CV.

TCS MIDWAY - CVX 1

Cloaking: No

Jump Capable: Yes

Max Speed: 100 kps

Crew: 6000 naval personnel, marines and pilots

Armament: 16 light laser turrets

8 medium ion cannon turrets

6 anti-fighter missile vertical launch installations

Shield Strength Fore/Aft/Port/Starboard:

Very heavy

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

Armor Strength Fore/Aft/Port/Starboard:
Light

Fighter Complement: Approx. 200 fighters and support craft

Additional Complement: Equipment for two full Marine armored brigades

Additional Visible Features:

Communications arrays, fighter launch tubes, fighter recovery bays

Launch Tubes: 6

Recovery Tubes: 6

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

Shield Emitters for: Engines, Bridge, Hangar Bays.

NOTE: Later in the game we will need to have the alien ship killer weapon as a constituent part.

Target ID: TCS Midway

Length: 1830 meters

(6000 Feet or 1.17 miles)

Width: unknown

Mass: 200,000 metric tonnes

Description:

TCS *Midway* is the first in a new class of Confed. "megacarriers" intended to replace the rapidly aging fleet of war-era vessels. Almost as much a mobile starbase as a conventional CV, *Midway* is intended to assume the roles of several carriers and Marine assault vessels at once, providing an extremely powerful presence across an entire sector where previously many starships would have been required. While impressive in its own right, this philosophy of "putting one's eggs in one basket" is driven largely by simple economic and industrial factors: the long-term costs of building and supporting half a dozen smaller carriers within a single sector has become prohibitive.

Midway has been designed with extensive and sophisticated defenses, further reducing fleet-wide costs by minimizing her need for escort vessels (though some may nevertheless provide an anti-starship element). Her fighter complement includes three full air groups of varying capabilities (previously assigned one a piece to smaller carriers). These include several squadrons of highly specialized point-defense interceptors which greatly enhance *Midway's* defensive capabilities. The starship also embarks all armored vehicles and support vessels for her two Marine expeditionary brigades.

To further lower operating costs, *Midway's* design incorporates many revolutionary automated features. In particular, the traditional hangar decks of previous carriers has been replaced by an expansive fighter stowage system which runs the full length of the ship. Here fighters are stored nose-down in low-G conditions on automated "racks", where they may be repaired and maintained without the hindrances of full gravity. When a launch is required, the rack mechanisms lower the fighters into individual launching bays where they are armed and fueled by additional automated systems and take on pilots. They are then

ejected vertically through launch tubes on the bottom of the starship. (Several specially enlarged launch tubes accommodate Marine planetary assault heavy transports.) For recovery several landing bays are mounted in the ship's stern, from which the fighters can be re-introduced directly into the stowage area. These bays also include provisions for shuttle landing, stowage, and launch.

MISC. CONFED SPACEFLIGHT OBJECTS

Confed Cargo Container (Red Cross, Ammo, Generic)

Cloaking: No	Radar: 0
Jump Capable: No	Shield Strength Fore/Aft/Port/Starboard: 0
Max Speed: 0 kps	Shield Recharge Rate: 0
Agility: 0 dps	Armor Fore/Aft/Port/Starboard: 0
Acceleration: 0 kps ²	

Guns: 0
Missiles: 0

(if Red Cross) Target ID: Confed Cargo
Target Contents: Unknown (MED will have data)

(if Ammo) Target ID: Confed Cargo
(Target Contents: Unknown (MED will have data)

(if Generic) Target ID: Confed Cargo
Target Contents: Unknown (MED will have data)
Length: undecided **Width:** unknown **Mass:** undecided

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

Red Cross Supplies – Red Cross on the sides.
Ammo – DANGER or stuff like this on the sides.
Generic – Confed logos on the sides.

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

Confed Ship Repair Drone

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Repair Drone

Length: undecided

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Width: unknown

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.

Confed Distress Beacon – Not Jump Capable

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: Distress Beacon

Length: undecided

Width: unknown

Mass: undecided

This is what we need to drop in MED whenever we need to send the player to another actionsphere.

It is likely that we may need a small object to actually have in space.

Confed Distress Beacon – Jump Capable

Cloaking: No

Jump Capable: Yes

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Distress Beacon

Length: undecided

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Width: unknown

Mass: undecided

This is what we need to drop in MED whenever we need to send the player to another actionsphere.

It is likely that we may need a small object to actually have in space.

This one is from the intro. It's a bit special.

WC 5 - Confed Ships Tab Section

03/12/97 12:46 PM

Page 21

Confed Ejection Pod

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Ejected Pilot

Length: undecided

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Width: unknown

Mass: undecided

This is what an ejected pilot will look like.

We need an object to actually have in space.

WC 5 - Confed Ships Tab Section

03/12/97 12:46 PM

Page 22

CONFED RELAY STATION

Confed Relay Station

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Relay Station

Length: undecided

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Width: unknown

Mass: undecided

This is the Relay Station where the player will lose Blair.

We will need a gameflow room.

There will need to be TWO launch bays. One for the Marines and Blair, and one for the Alien Warlord that 'steals' Blair.

We need an object to actually have in space.

WC 5 - Confed Ships Tab Section03/12/97 12:46 PMPage 23

Confed Spy-Eye (Alien Mods)

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Unknown

Length: undecided

Radar: undecided

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Width: unknown

Mass: undecided

THIS MAY BE IN THE ALIEN SHIPS DOC. DO NOT PROCEED UNTIL FURTHER NOTICE. bjc

It is unknown (at this writing) if we need a spaceflight object for this piece.

The player will see this in a movie. That’s all I know for sure right now. bjc

Confed Star Base From Series L

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: Confed Star Base

Length: 2500 meters

(according to the Star

Base in the book for

Wing Kilrathi Saga)

Width: unknown

Mass: undecided

This Starbase is from Series L.

We can NOT show this, and have it just assumed to be there.