

WEAPONS in WING COMMANDER 5

This file is 'Owned' by: Ben Potter

(Note - as a general rule, there is a color scheme for Confed and Alien weapons. Confeds weapons are usually Red, White, Blue, and Yellow. The Aliens are Green, Purple, and Gray)

CONFED WEAPONS

- **Lasers** - Tigershark x 2
- **Mass Drivers (Adjustable)** - Tigershark x 2, Wasp x 2
- **Tachyon Gun** - Shrike x 4, Shrike ejection pod x 2
- **Fighter Turret Top/Bottom/Side/Rear** - Shrike x 3, Devastator x 5
- **Plasma gun** - Devastator x 1
- **Ion Cannon** - Panther x 4
- **Anti-Missile turret** - Panther x 1, Vampire x 1
- **Grenade Gatling Gun** - Wasp x 1
- **Cloaking Device** - Piranha, Panther, Vampire, Devastator
- **Leech Gun** - Multiplayer only?

CONFED MISSILES

- **Mines** - Confeds internally-guided slow moving, no lock, fire and forget type munitions, all aspect - *All fighters*
- **Rocket pods** - Multiple (6-12 per pack) unguided rockets, no lock, all aspect - *All fighters*
- **Dumbfire Missile** - Single unguided rocket, no lock required, all aspect - *All fighters*
- **Friend or Foe** - Internally-guided fire and forget missile, no lock required, all aspect - *All fighters*
- **Heat Seeker Missile** - Lock-guided fire and forget missile, rear aspect only - *All fighters*
- **Image Rec missile** - Lock-guided fire and forget missile, all aspect - *All fighters*
- **Leech Missile** - Lock-guided fire and forget missile, drains engine pool, all aspect - *All fighters*
- **Swarmer Anti-bomber rocket-packs** - Laser designator-guided Missiles with 12 or more warheads, must maintain lock (keep target in view cone), all aspect - *Wasp only*
- **Tracker 'smart' missile** - Two stage Multiple warhead or MIRV missile unguided at first, fans into six smaller guided Friend or Foe type missiles, all aspect - *Vampire and Devastator only*
- **Anti-Radiation Missile** - Guided fire and forget missile locks onto radar emitting sources (turrets and comm dishes), all aspect - *Shrike and Devastator, Wild Weasel loadouts only*
- **Anti-Shipping Bomb Rack (Cluster type warhead)** - Rack of 12 to 24 bottom firing, unguided, no lock, all aspect, small dumb fire type missiles that do a moderate amount of damage to shields and armor equally - *Shrike and Devastator, Bomber loadout only*
- **Anti-Shipping Bomb Rack (Torpedo type warhead)** - Rack of 12 to 24 bottom firing, unguided, no lock, all aspect, small dumb fire type missile that is unaffected by Starship shields but does less damage than a cluster type warhead - *Shrike and Devastator, Bomber loadout only*
- **Light Torpedo** - Guided fire and forget missile locks onto Starships only, all aspect - *Shrike and Devastator Bomber loadout only*
- **Heavy Torpedo** - Guided fire and forget missile locks onto Starships only, all aspect - *Shrike and Devastator Bomber loadout only*

CONFED STARSHIP WEAPONS

- **Light laser turret** - CVX1(Midway) x 16, DD, CA
- **Medium Ion Cannon turret** - CVX1(Midway) x 8
- **Anti-Shipping Ion Cannon** - DD x 2, CA x 2
- **Heavy Anti-Shipping Plasma Cannon** - CA x 2, Devastator x 1
- **Anti-Fighter Missile Vertical Launch Installations** - CVX1(Midway) x 6

ALIEN WEAPONS

- **Vorilian Burst Maser(Alien Beam weapon)** - CF-1 Ray Cluster Fighter x2
- **Quantum Disrupter** - Moray x2
- **Light Plasma Cannon** - Stingray Cannon Cluster Fighter x2
- **Heavy Plasma Cannon** - Stingray Cannon Cluster x1
- **Shield Killer Gun** - Siren Shield Killer x1
- **Deadly Disco Ball (Light)** - Fighter Killer (Alien Corvette)
- **Cloaking Device** - Manta

ALIEN MISSILES

- **Mine** - Alien internally-guided, slow-moving, no-lock, fire and forget type munitions, all aspect - *All fighters*
- **Image Rec. Missile** - Alien lock-guided fire and forget type missile, all aspect - *All fighters*
- **Friend or Foe Missile** - Alien internally-guided fire and forget type missile, all aspect - *All fighters*
- **Disrupter missile** - Alien lock-guided fire and forget missile with a modified warhead, all aspect - *All fighters*
- **Cluster Torpedo** - Large anti-shipping Alien lock-guided fire and forget missile, all aspect - *Tri-Ray Bomber Cluster x1*

ALIEN STARSHIP WEAPONS

- **Laser Turret** - Small anti-fighter laser bolt type gun
- **Plasma Turret** - Anti-fighter plasma bolt type gun
- **Heavy Plasma Cannon** - Anti-Shipping, front mounted, semi-fixed barrel cannon bolt type projectile
- **Deadly Disco Ball (Heavy)** - Large anti-fighter turret type weapon that charges then discharges a wide pattern of turret type Plasma Bolts
- **Alien Star Ship Killer Weapon** - Heavy duty anti-shipping bolt type projectile
- **Anti-Starship Torpedo** - Large starship torpedo
- **Anti-Fighter Missile** - Turret mounted anti-fighter missile(Friend or Foe)

WEAPONS LIST for WING COMMANDER V

Terran Hardware

Guns:

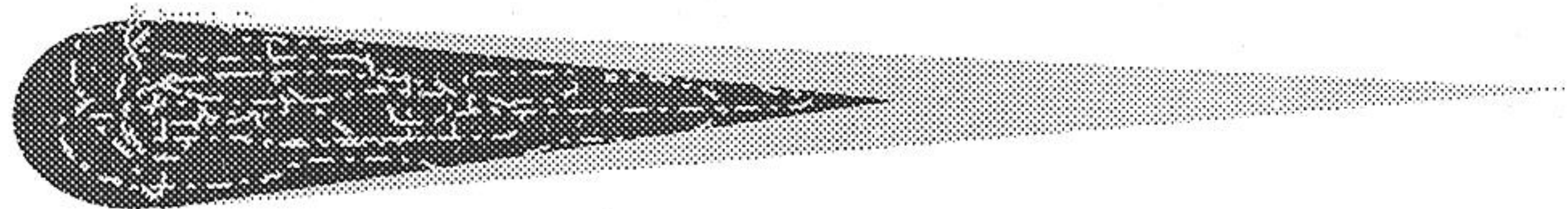
Laser Cannon

Description: From previous Wing games. Confeds mainstream low power, low damage weapon that is effective at long ranges.

Appearance: Bright red light source rounded front end fading to an orange and yellow conical pointing tail at the rear. An elongated fiery ice cream cone. Level 1 lasers from Descent with a bigger head.

Front

Rear



SFX: Because these are the least powerful weapons in the game they should sound weak. High frequency swoosh or ping when fired. Flaming crackle during flight. Light explosion on impact.

Stats:

Damage - 18 esk

Range - 5000 k

Energy - 10 nJ

Speed - 2000 kps

Duration - 2.5 sec.

Refire Delay - 0.25 sec.

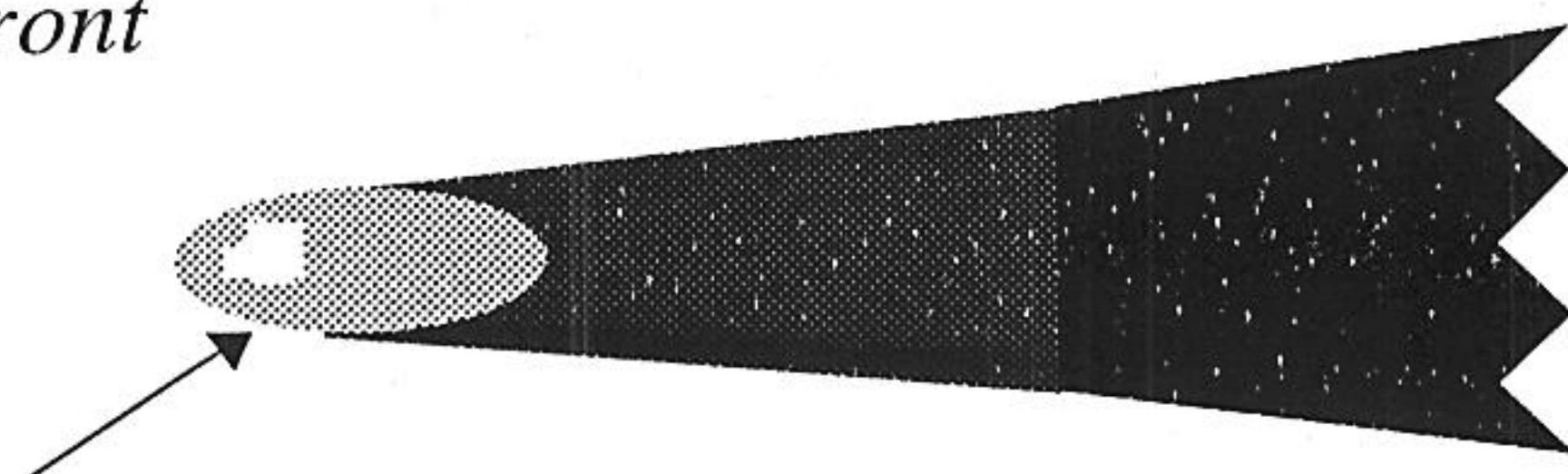
Ion Cannon

Description: From previous wings. Fires a bolt of highly charged Ion particles at the target. This long range gun does a moderate amount of damage with a high refire rate.

Appearance: Bright white or light blue at the tip fading to a darker blue at the end. It should be conical or pyramid shaped with a rough trailing end. Breaks into many blue particles on impact with lots of blue light sources.

Front

Rear



Light source

SFX: High pitched buzz when fired. Chilling wind, lots of treble during flight. Shatters on impact sounding like a thousand icicles falling on a metal surface.

Stats:

Damage - 30 esk

Range - 4500 k

Speed - 1800 kps

Energy - 30 nJ

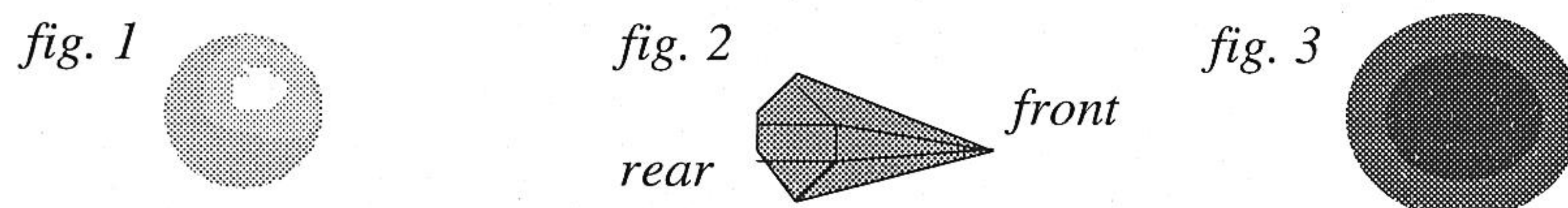
Duration - 2.5 sec.

Refire Delay - 0.35 sec.

Adjustable Mass Drivers

Description: Differs from the previous Wing weapon of a similar name in the fact that the mass and damage of the weapon varies depending on the 'choke' setting. A 'thinner' choke gives you a higher rate of fire and uses less energy but does less damage and has a shorter range. A 'wider' choke does more damage and has a longer range but takes more energy and has less of a refire rate. Developed by Dr. Soohadoto (Six Of One Half A Dozen Of The Other). The dynamics of the mass drivers adjust-ability are determined by the length of time the player holds down the button like the Fusion guns in Descent or the Fission gun in Wing IV. Once the gun is fully charged the player will start to take overload damage from the power surge.

Appearance: Traditionally the mass drivers have been silver bit-mapped pinball's (wings 1&2, see fig. 1) or gray stalagmites (wing 3, see fig. 2). Another option would be to make them a glowing red mass of hydrogen like little suns burning towards the enemy (see fig. 3) with a deep red core and a fiery reddish orange glowing exterior. The first two probably wouldn't light source but the last would, maybe even dynamically light it depending on the strength, 'choke', level. While figure 2 is a 3d object, figures 1 & 3 would probably be bit-maps. The red variation fig. 3 would probably fit the color scheme theory better.



SFX: Since this is a charging weapon there should be a sound effect for when the gun is charging, another for when the gun has fully charged, and an effect for when the player starts to take damage from over charging. This should sound like the modern day mortars when fired, a deep thud or thump as a huge mass is being shot through a cannon barrel, lots of bass. Maybe a light flyby sound effect during flight. And a crashing metal on metal impact sound. Or maybe in the case of fig. 3 an explosion.

Stats:

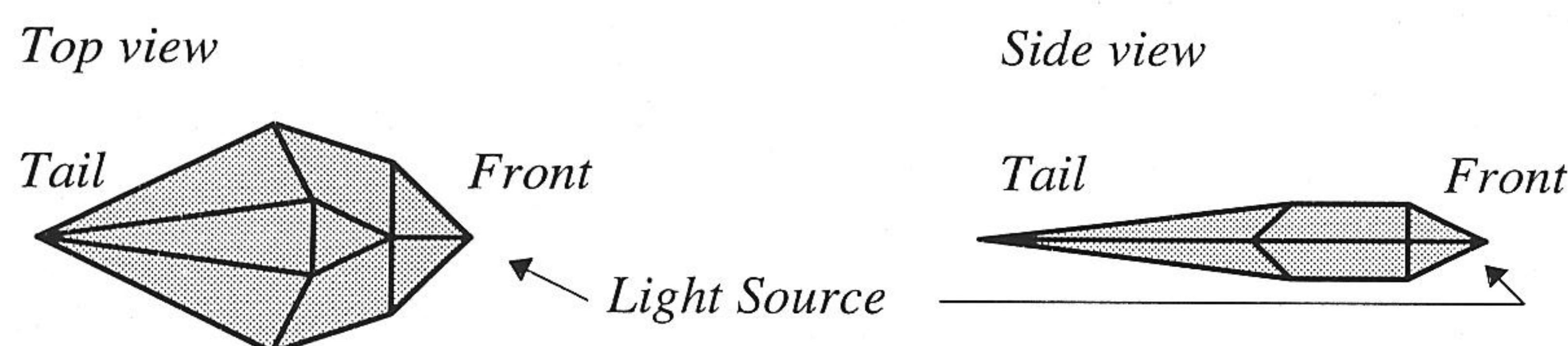
Damage - 35 - 55 esk
Range - 2400 - 3600 k
Energy - 15 - 35 nJ

Speed - 1200 - 1800 kps
Duration - 2.0 sec.
Refire Delay - 0.25 - 0.35 sec.

Tachyon Gun

Description: More powerful than previous versions of the same gun but with more of a refire delay and uses more energy. The tachyon is also one of the fastest moving 'bolt type' projectiles.

Appearance: Bright yellow wedge shaped 3d space object with a bright white or yellow light source at the front tip and a short pointed tail. Since its traveling at high speeds it leaves behind a tracer like comet affect. The color is bright at the front tip and darker towards the tail end.



SFX: Since the weapon travels at high speeds it makes a thunder clap sound when fired. A howling wind or doppler shifting SFX for flight. And an explosion sound for impact.

Stats:

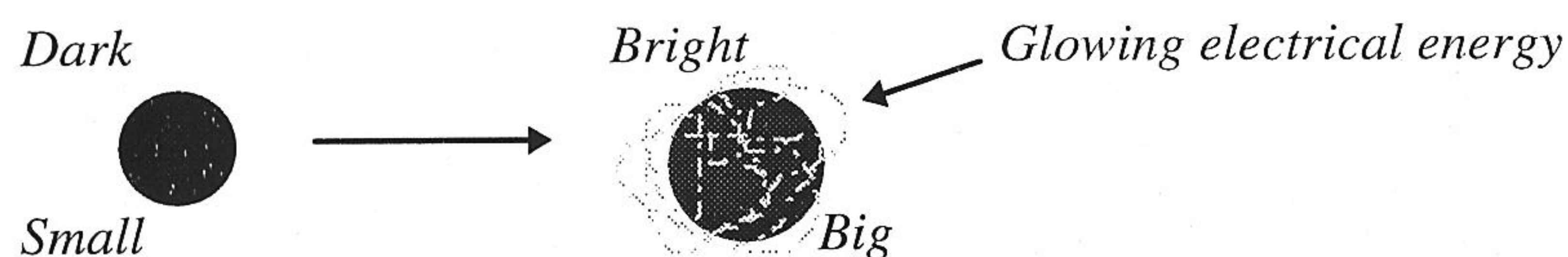
Damage - 90 esk
Range - 3900 k
Energy - 80 nJ

Speed - 2600 kps
Duration - 1.5 sec.
Refire Delay - 0.55 sec.

Heavy Plasma Cannon (Confed)

Description: Similar to the Fusion gun from Wing IV this of the same name. This weapon has a slow refire rate, but packs a solid punch. Primarily used against Starships, also tears fighters up if a lucky shot is scored.

Appearance: Large Blue ball of throbbing energy that changes color and shape going from small and dark to slightly larger and brighter. This weapon should have a few frames that animate its surface with glowing fingers of electricity when its at its peak. The light source that this weapon generates throbs along with the plasma ball.



SFX: Crackling, throbbing energy sound effect that pulses with the objects appearance. Dull when dark and intense when bright.

Stats:

Damage - 200

Range - 3000

Energy - 100

Speed - 1000

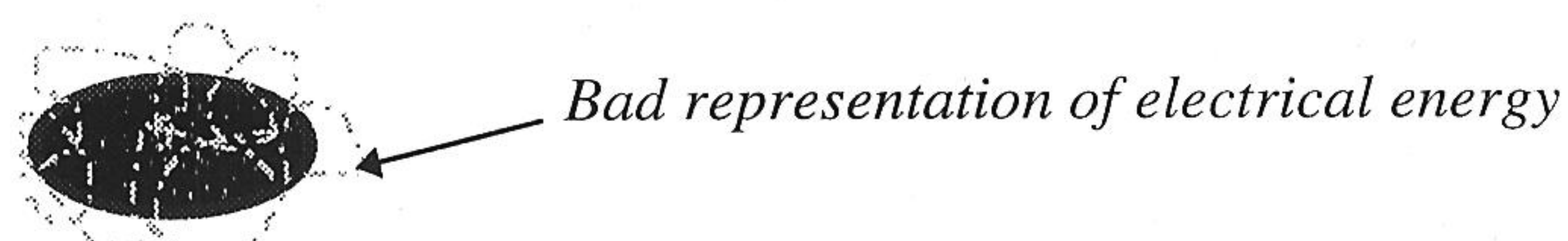
Duration - 3.0

Refire Delay - 3.0

EMP Bolt Gun

Description: This new gun does very little physical damage, but it disrupts electrical systems on the target ship. This slow moving discharge passes through an enemy's shields and takes out radar, communications, and automated turret equipment for a set period of time. Hard to use against fighters, but very effective if a hit is scored causing it to 'dead stick' or a temporary lock up of the fly-by-wire controls, employed mainly by bombers during torpedo runs against Starships.

Appearance: V-ger's death weapon from the first Star Trek. Large dark blue oval mass with light blue electrical energy running along its surface. Probably an animating bitmap unless we can get away with a rounded poly.



SFX: Static hum sound similar to the plasma weapons but with no throb. Makes a electrical discharge sound on impact instead of an explosion.

Stats:

Damage - 5 esk

Range - 4000 k

Energy - 55 nJ

Speed - 850 kps

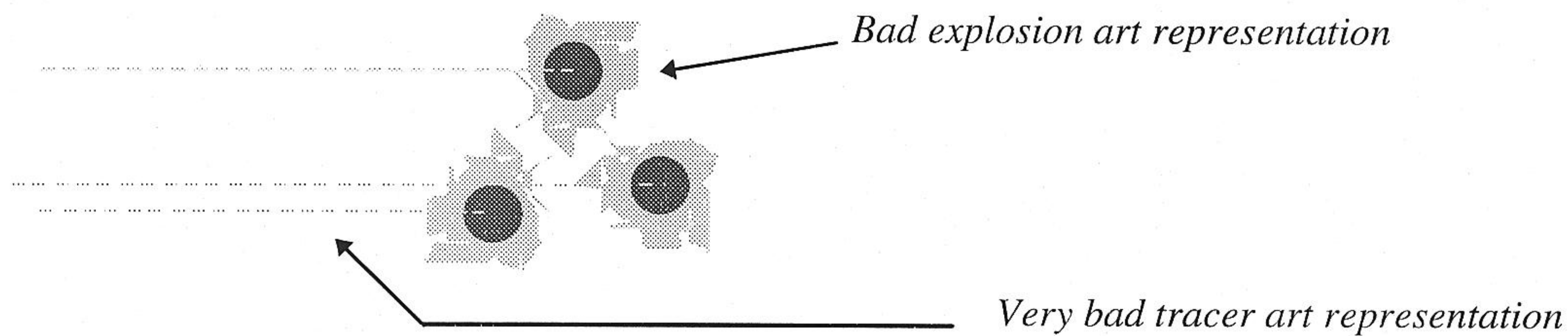
Duration - 5.0 sec.

Refire Delay - 1.0 sec.

"Benelli" Grenade Gatling Gun

Description: Slower fire rate than a Stormfire, but fires a higher caliber shield piercing round that explodes against a ship's hull on contact or at the extent of there range. Also like the Border worlds Stormfire weapon it has a limited number of rounds (500-1000). This would be the equivalent of the modern day 30 mm gun that is on the A-10 Warthog. The ship should recoil when this gun is fired. Invented by the Benelli Corp.

Appearance: These should look like the tracer bolts from Strike Commander accept they explode on impact and have a slower refire rate. Lots of light source flashes at the guns barrel when fired and then when the rounds explode.



SFX: Similar to the Mass Driver this weapon should have a not quit so deep of a bass thud but with a little more of an explosive quality to it when each round is fired. Maybe a high pitched supersonic whistle for a flyby sound. And a small explosion as each round hits.

Stats:

Damage - 25 esk

Range - 2500 k

Energy - 0 nJ(1500 rds.)

Speed - 2500 kps

Duration - 1.0 sec.

Refire Delay - .05 sec.

"Phalanx VII" Anti-missile Turret

Description: A small, short range, high-rate-of-fire turret usually mounted on the nose of fighters which independently tracks and eliminates missiles in a 45° arc from the nose of the ship. Not powerful enough to take down cap ship missiles, but relieves the player from decoy duty in high pressure dogfight situations. This gun is similar to the Vulcan gun in Wing IV and the modern day 20mm Phalanx short range missile defense system incorporated by today's US Navy ships. It only holds enough ammo for about five or six bursts. Because of its short range missiles engaged with this defense system usually still do damage to there intended target, although not as much as if it would have impacted on the ship itself. The gun would have a very high chance of intercepting each missile, 85 - 95%.

Appearance: The rounds from the gun will have no physical appearance, the only visual feed back will be from the flashing light source at the nose of the ship as it fires off a stream of bullets and the missile explodes in the players viewport.

SFX: When the gun fires it should sound like the 20mm Vulcan cannons of today, about a half second of a deep choppy whirring sound when engaged. There should be no flyby sound. When the weapon connects with a missile there should be a couple of ricochet sounds before the missile explodes. There should also be a 'Bitchen Betty' line for when its engaging a missile, "Phalanx engaged" or some such, and line for when its fired its last round and is empty like "Phalanx empty" or "Phalanx offline".

Stats:

Damage - None(destroys missiles only)

Range - 2500 km

Energy - 0 nJ(5-6 bursts of 100 rds.)

Speed - 2000 kps

Duration - 1.25 sec.

Refire Delay - 0.00

"Spectra II" Cloaking Device

Description: Diverts power from other systems to provide ship with momentary invisibility. Uses an anti-matter field to bend light waves around the ship.

Appearance: Although you won't see the device in space, the effect it has on the ship would be to make it shimmer momentarily before it completely disappears.

SFX: A static shift from high to low while a cloaked ship phases in. And a similar sound shifting from low to high when a ship starts to cloak.

Stats:

Damage - None(cloaks ship)

Range - N/A

Energy - 8 nJ(per second)

Speed - N/A

Duration - 12.5 sec.

Refire Delay - 0 sec.

Leech Gun

Description: Same as previous Wing Commanders leech effects only the engine pool is not permanently drained, only temporarily.

Appearance: Long sickly Yellow bolt type projectile with a flared out conical front end and a long pointy rear.

Front

Rear



SFX: Should sound semi weak with no explosive qualities. Probably similar to the Siren's Shield Killer weapon.

Stats:

Damage - 10 esk (Shields and engine pool only)

Range - 3900 k

Energy - 5 nJ

Speed - 1300 kps

Duration - 3.0 sec.

Refire Delay - .25 sec.

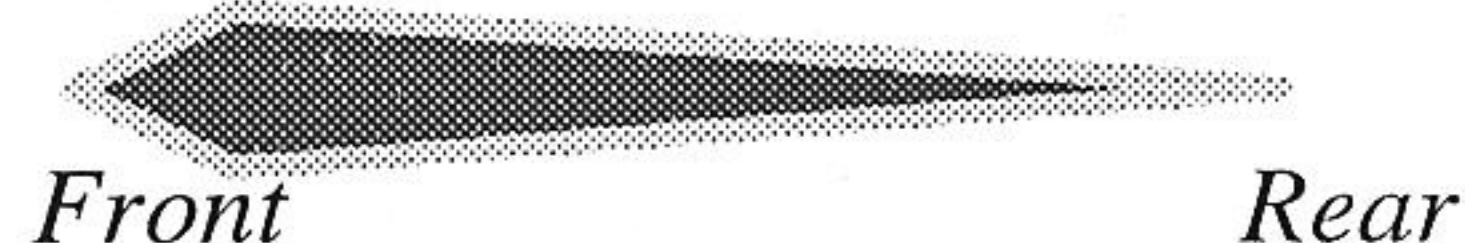
Starship Guns:

Laser Bolt (Turreted)

Description: Small laser bolt fired by anti-fighter Starship turrets.

Appearance: Old style Wing 3&4 red bolt style projectile. Probably drawn on the fly with no textures (maybe light source shading only) because there should be a lot of these fired at once.

Light source →



Front

Rear

SFX: Similar to the Confed Laser Cannon in purpose, power and appearance, this gun should also sound wimpy.

Stats:

Damage - 18 esk

Range - 5000 k

Energy - 10 nJ

Speed - 2000 kps

Duration - 2.5 sec.

Refire Delay - .50 sec.

Plasma Bolt (Turreted)

Description: Small laser bolt fired by anti-fighter Starship Ion cannon turrets.

Appearance: Old style Wing 3&4 light blue bolt style projectile. Probably drawn on the fly with no textures (maybe light source shading only) because there should be a lot of these fired at once.



SFX: Similar to the Confed Ion Cannon in purpose, power and appearance, this gun should also sound icy and cold.

Stats:

Damage - 30 esk

Range - 4500 k

Energy - 30 nJ

Speed - 1800 kps

Duration - 2.5 sec.

Refire Delay - .85 sec.

Ion Bolt (Cannon)

Description: Large Ion bolt fired by anti-starship Ion cannons.

Appearance: Old style Wing 3&4 light blue bolt style projectile.



SFX: Similar to the Confed Ion Cannon in purpose, power and appearance, this gun should also sound icy and cold only bigger.

Stats:

Damage - 120 esk

Range - 6000 k

Energy - 230 nJ

Speed - 1000 kps

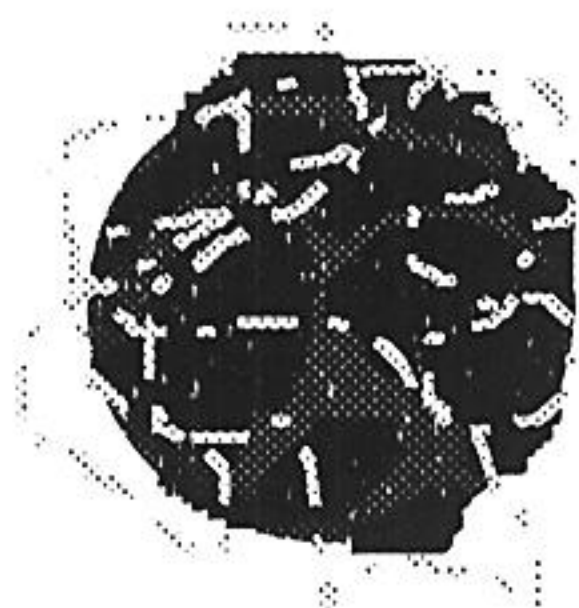
Duration - 6.0 sec.

Refire Delay - 3.0 sec.

Cap Ship Plasma Cannon

Description: A rack of three huge blasters mounted on a big ship like the great battleships of WWII. Would look really cool for Cap Ship battles!

Appearance: Large swirling mottled blue balls of energy. Similar to there smaller cousins but they swirl instead of throb. Animating bitmap with an intermittent light source.



SFX: Big discharge when shot. Large electrical hum with lots of bass for flight. Big electrical explosion on impact.

Stats:

Damage - 320 esk

Range - 8000 k

Energy - 230 nJ

Speed - 1000 kps

Duration - 8.0 sec.

Refire Delay - 8.0 sec.

Missiles:

Mines

Description: Confeds internally guided sub-munitions.

Appearance: Antennae at top and bottom for guidance and small engine ports for slight propulsion.

SFX: Mechanical thud when released. An electronic tracking sound for fly-by. Large explosion on impact.

Stats:

Damage - 420 esk

Size - 2 hp's

Range - N/A

Speed - 2 kps

Acceleration - 1 kps²

Maneuver - 2 dps

Duration - 1800 sec.

Lock Time - 0 sec.

Bomb Rack

Description: Rack of null-G bomblets that are released through the bottom of the hard point mounted Bomb Rack. Targeting is handled by a bottom mounted camera that will either take the place of the weapons display or have its own display unique to bombers. Excellent against slower moving hard targets like Transports, Corvettes, and Destroyers. It's short range and relatively light damage prevents it from being effective against larger Starships. Only available on the Shrike and Devastator.

Appearance: The rack itself is a large primitive tub shaped bulk with multiple openings or portals for releasing the bomblets. The bomblets themselves should resemble present day bombs, oblong egg shaped with stabilizer fins.

SFX: Mechanical thud when the weapon is released and a whistle sound while the bomblets slowly gravitate towards there target. Medium explosion on impact.

Stats:

Damage - 200 esk each bomb

Size - 2 hp's

Range - 1000 k

Speed - 250 kps

Acceleration - 1000 kps²

Maneuver - 0 dps

Duration - 5 sec.

Lock Time - 0 sec.

Dumbfire Rocket

Description: Confeds no lock rocket that delivers a massive payload to it's target. Excellent against slower moving hard targets like Transports, Corvettes, and Destroyers.

Appearance: Large primitive missile with no guidance circuitry and little if any controlling surfaces, just stabilizers to the rear and middle.

SFX: Large rocket type swoosh at launch. Large explosion on impact.

Stats:

Damage - 800 esk

Size - 1 hp's

Range - N/A

Speed - 3000 kps

Acceleration - 1000 kps²

Maneuver - 0 dps

Duration - 5 sec.

Lock Time - 0 sec.

Friend or Foe Missile

Description: Confeds all aspect, no lock missile that can Identify Friend or Foe targets and distinguish between the two, seeking out and destroying the closest enemy.

Appearance: Slender missile with a good amount of targeting circuitry and lots of controlling surfaces giving it a good turning radius.

SFX: Generic swoosh missile launch. Medium explosion on impact.

Stats:

Damage - 280 esk

Size - 2 hp's

Range - 8000 k

Speed - 1200 kps

Acceleration - 1200 kps²

Maneuver - 85 dps

Duration - 18 sec.

Lock Time - 0 sec.

Image Rec. Missile

Description: Confeds top of the line all aspect single warhead guided missile. Has changed very little since it's inception. Once a ship type has been locked into the missiles memory it will stop at nothing to hunt that ship down. If it misses on the first pass it will loop around and reacquire it's target.

Appearance: Long thin sleek missile with lots wing surfaces that give it high maneuverability, a medium sized warhead and a ton of electronic guidance equipment.

SFX: Generic missile swoosh for launch and medium impact explosion.

Stats:

Damage - 350 esk

Size - 2 hp's

Range - 5000 k

Speed - 1600 kps

Acceleration - 600 kps²

Maneuver - 80 dps

Duration - 15 sec.

Lock Time - 1.0 sec.

Heat Seeker Missile

Description: Requires less circuitry than the image recognition and friend or foe missiles and packs more of a punch but if this missile does not connect and it loses it's lock it will not reacquire another target.

Appearance: Larger warhead with less wing surfaces than the Image rec.

SFX: Generic missile swoosh for launch and medium explosion for the impact.

Stats:

Damage - 400 esk

Size - 2 hp's

Range - 5000 k

Speed - 1200 kps

Acceleration - 600 kps²

Maneuver - 80 dps

Duration - 15 sec.

Lock Time - 0 sec.

Leech Missile

Description: Same affects as Leech gun except it does more damage to shields and engine pool.

Appearance: Similar to the Image rec. in appearance except it has a modified (Yellow?) warhead.

SFX: Generic missile swoosh for launch and light explosion with a sucking wind noise as it drains engine pool for the impact.

Stats:

Damage - 150 esk

Size - 2 hp's

Range - 5000 k

Speed - 1400 kps

Acceleration - 800 kps²

Maneuver - 80 dps

Duration - 20 sec.

Lock Time - 5.0 sec.

Anti-radiation Missile

Description: This should be considered Confeds version of the present day HARM missile. It rapidly locks on to anything that emits radar waves thru a specialized targeting system.

Appearance: Lots of targeting circuitry with a relatively small warhead and moderate wing surfaces.

SFX: Generic missile swoosh for launch and a moderate explosion for impact.

Stats:

Damage - 300 esk

Size - 2 hp's

Range - 6000 k

Speed - 2000 kps

Acceleration - 400 kps²

Maneuver - 50 dps

Duration - 18 sec.

Lock Time - 1.5 sec.

Torpedo (Light)

Description: A lighter version of it's heavier cousin. The Light torpedo is effective against the smaller Starships (Transports, Corvettes, and Destroyers) but do not pack enough of a punch to bring down the heavier warships (Carriers, Cruisers, Dreadnought).

Appearance: Small Tomahawk Cruise Missile like weapon with multiple fin like controlling surfaces.

SFX: Large swoosh at launch. Small nuclear explosion on impact.

Stats:

Damage - 1000 esk

Size - 4 hp's

Range - 12000 k

Speed - 1200 kps

Acceleration - 300 kps²

Maneuver - 30 dps

Duration - 14 sec.

Lock Time - 8.0 sec.

Torpedo (Heavy)

Description: good old reliable, but we should have to modify them in some way to make them effective against the new Alien Cap Ships.

Appearance: Huge Tomahawk Cruise Missile like weapon with multiple fin like controlling surfaces.

SFX: Large swoosh at launch. Nuclear explosion on impact.

Stats:

Damage - 2000 esk

Size - 8 hp's

Range - 15000 k

Speed - 1000 kps

Acceleration - 200 kps²

Maneuver - 20 dps

Duration - 16 sec.

Lock Time - 12.0 sec.

Tracker "Smart" Missile

Description: Very long range anti-fighter missile. Excellent against fast targets trying to flee an area. This missile is really one large booster rocket with six smaller Friend or Foe missiles attached. The player fires the weapon and holds the trigger until most of the distance to the target is covered (or the booster expires), then releases it to launch smaller missiles, which use onboard tracking to pursue and eliminate any enemy ships. Unlike the Laser designator on the Swarmer missiles, the Tracker missiles operate independently of the ship that has fired them once they are released. Due to its advanced firing mechanism this weapon can only be used on the Devastator and Vampire.

Appearance: One large booster rocket with six smaller missiles attached to the outside. When the weapon is released it is propelled slightly forward and away from the ship firing it. It then ignites the solid rocket fuel boosters leaving behind a huge flaming tail. The rocket implodes quietly after the missiles have detached.

SFX: When released it should make a slight thud. Large rocket sound for when the solid fuel rocket ignites and a small pop when the rocket disappears. And regular Friend or Foe missile sound effects for the smaller missiles.

Stats:

Damage - 150 ea. missile

Size - 4 hp's

Range - 15000 k (Dumbfire + Friend or Foe)

Speed - 3000/1200 kps

Acceleration - 1000 kps²

Maneuver - 0/85 dps

Duration - 5/20 sec.

Lock Time - 0 sec.

Rocket Pods

Description: Pods of small, fast dumbfire type unguided rockets that have a fast rate of fire. Come in six or twelve pack pods. Good against slow moving targets like bombers and transports, but not quite strong enough to do any real damage to a Starship. Each rocket does considerably less harm than a Dumb Fire, but collectively they inflict more damage per pod.

Appearance: Same as the modern day unguided rocket pods used on helicopters and strike aircraft. Each rocket is a small fast moving version of the Dumb Fire missile.

SFX: Two words - Estes rockets.

Stats:

Damage - 150 esk each missile

Size - 1(six-pack)/2(twelve-pack) hp's

Range - 8000 k

Speed - 3000 kps

Acceleration - 1000 kps²

Maneuver - 0 dps

Duration - 5 sec.

Lock Time - 0 sec.

Swarmers

Description: Modeled after the ones in Warhawk. 5 or 6 missiles launch at once from each pod and make really cool trails as they track their target. A line of sight weapon(player must maintain a lock on target until missiles impact) primarily used for close combat/dogfighting against powerful targets. Unaffected by decoys.

Appearance: Again think Warhawk, lots of divergent missiles flying at once with pronounced vapor trails, eventually homing in on the laser designator and converging on a single target.

SFX: See rocket pod, except louder because there are multiple missiles flying at once, when launched. And a thunderous explosion when they all detonate at once.

Appearance:

Stats:

Damage - 150 esk ea. Missile

Size - hp's

Range - 5000 k

Speed - 2000 kps

Acceleration - 800 kps²

Maneuver - 60 dps

Duration - 8 sec.

Lock Time - 0 sec.

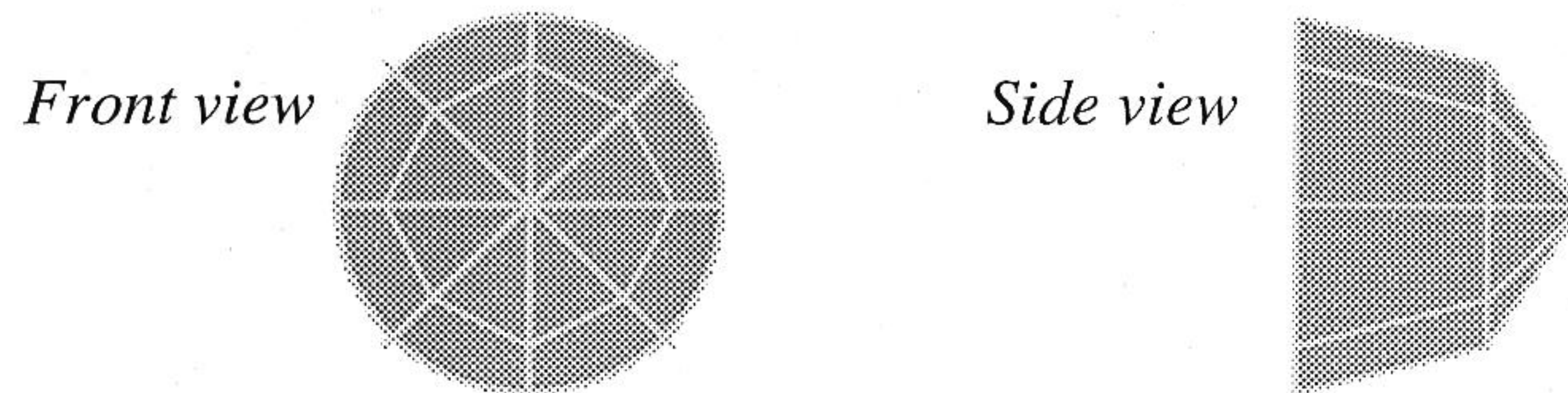
Alien Hardware

Guns:

Quantum Disrupter

Description: a strange weapon that emits circular beams(or bolts) of energy that shake the target violently on impact. The effect on the targeted ship is so great that its hull will lose integrity in seconds if evasive maneuvers are unsuccessful - the ship will simply shatter into a million pieces. Players surviving such attacks should be treated to greatly reduced armor strength, mangled controls, and a really cool shaking effect. It would also be cool if the circular bolts for this weapon were mostly transparent and only slightly colored.

Appearance: Small gray spider web shape with a cool Tony Morone TM cracked windshield lens effect in between the fingers of the web. This weapon should send out shock waves similar to the missile explosions when it impacts.



SFX: Howling wind, screaming banshee or ghostly hum. Deep rumble on impact.

Stats:

Damage - 35 esk

Range - 3200 k

Energy - 35 nJ

Speed - 1600 kps

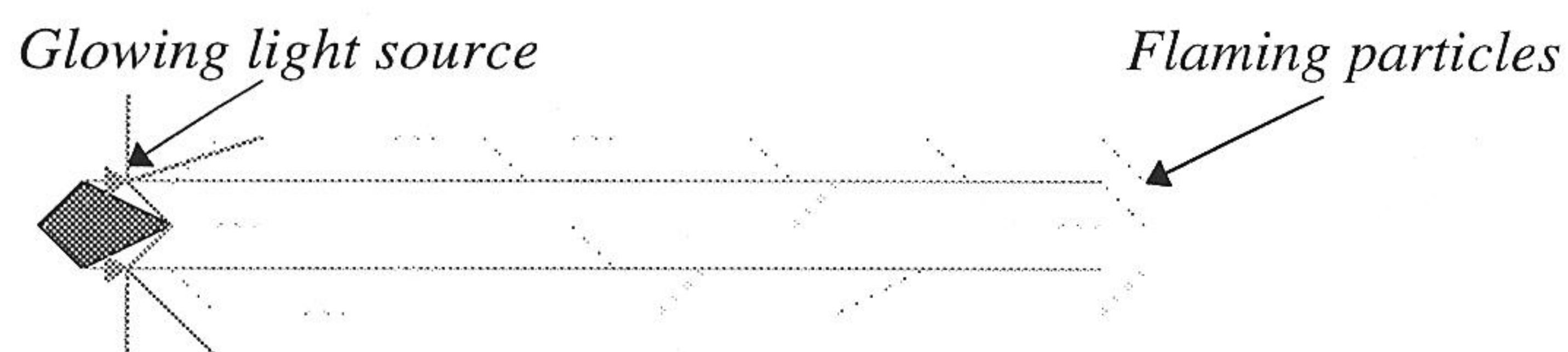
Duration - 2.0 sec.

Refire Delay - .40

“Demon Tongue” Vorilian(Niphillium?) Burst Maser

Description: Alien beam weapon. Creates a series of high intensity Microwave Laser beams that rip through shields and armor equally. The Burst Maser takes a couple of seconds to charge and discharges almost all of the ships energy with each burst.

Appearance: This gun creates a bright green light source at it's tip while charging. At first the light source is dim then grows brighter while charging for two seconds then expends its energy in the form of a series of three long thin green laser 'beams.' The beams are 4000 meters in length and leave flaming particles behind in there path.



SFX: While the gun is powering up for the two seconds before the discharge it should make a whirring sound like a Vandegraph(sp?) generator or the elevator motor being engaged on the first floor of the parking garage. It should start low and end high with three high pitched zapping noises like the laser guns in 'Logan's run' for the actual beams discharge.

Stats:

Damage - 10 each bolt

Energy - 25 nJ

Range - 5000 k

Speed - N/A

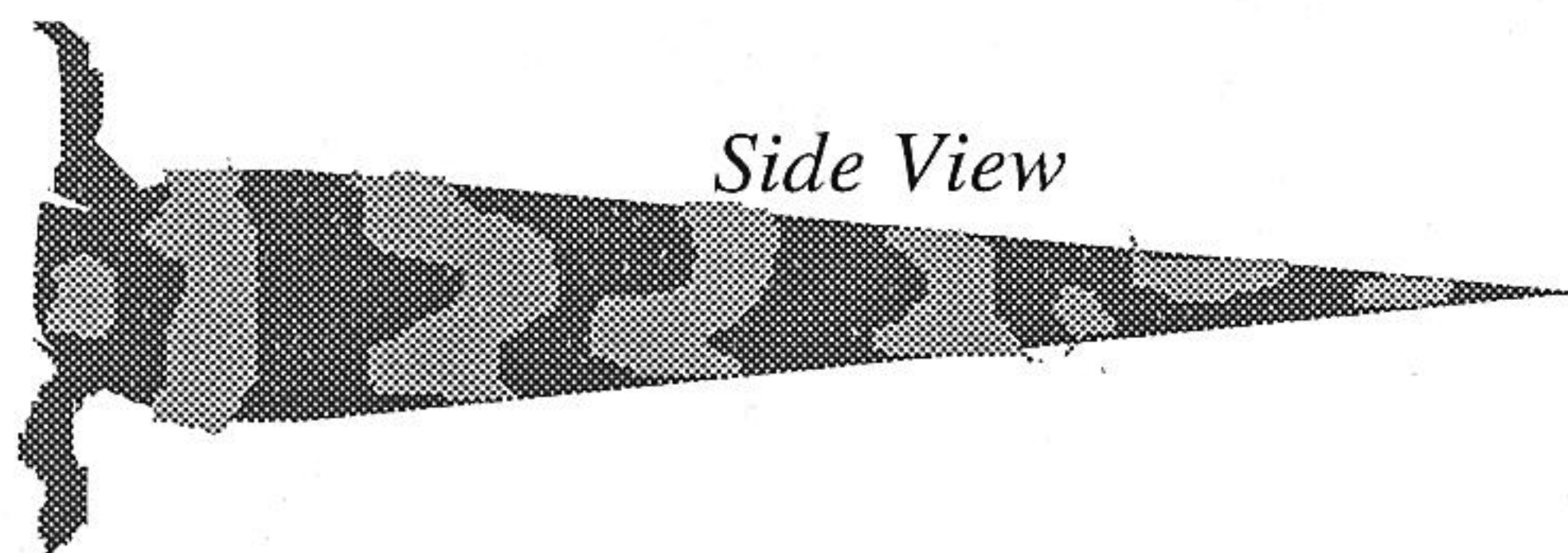
Duration - .5 sec. per bolt / 1.5 sec. per burst

Refire Delay - 2.0 sec.

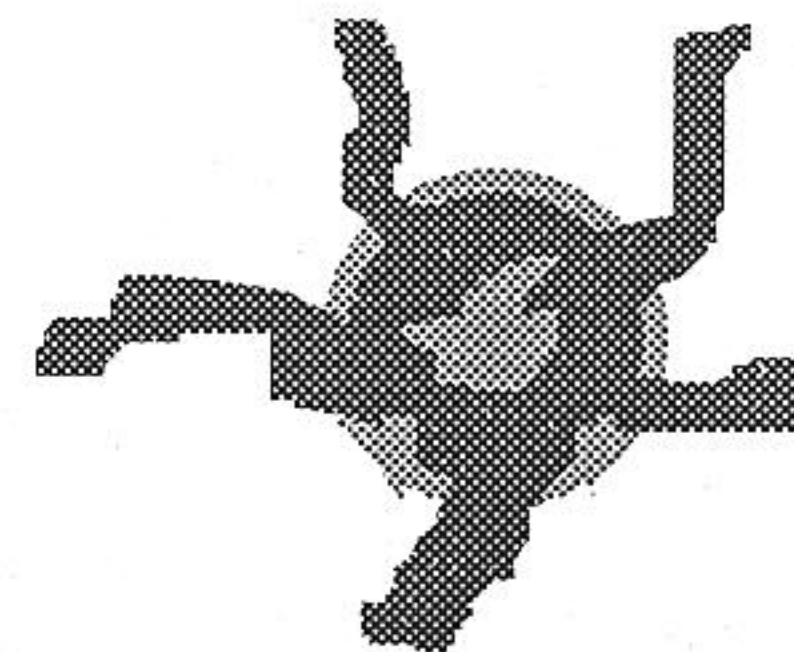
Shield Killer Weapon

Description: Mounted on the Aliens Shield Killer flying disc, this weapon is similar to Confeds EMP Bolt Gun except it drains a considerable amount of shield energy. Like the EMP it does little physical damage if any, but interferes with your electronics temporarily.

Appearance: Mottled dark green with light green zebra stripes that ripple along its surface like a cuttle fish attracting it's prey, with animating green tentacles at its head. Similar in appearance to the Wing IV Fission Gun.



Side View



Front View

SFX: I imagine this gun sounding like a squishy squirt when its shot and a splat when it hits, with maybe a cycling glug, glug, glug or slight whistle when it is traveling through space.

Stats:

Damage - 10 esk

Range - 4200 k

Energy - 40 nJ

Speed - 1400 kps

Duration - 3.0 sec.

Refire Delay - .35 sec.

Light Plasma Cannon

Description: Similar to the Confed version of the same weapon accept "it is green". Comparable to Confeds Tachyon gun in strength, lighter damage but uses less energy and fires at a faster rate.

Appearance: Similar to its heavier cousin but smaller and less detailed with no throb.



SFX: Crackling electrical energy sound. Like its heavier cousin with no throb.

Stats:

Damage - 60 esk

Range - 3000 k

Energy - 45 nJ

Speed - 1500 kps

Duration - 2.0 sec.

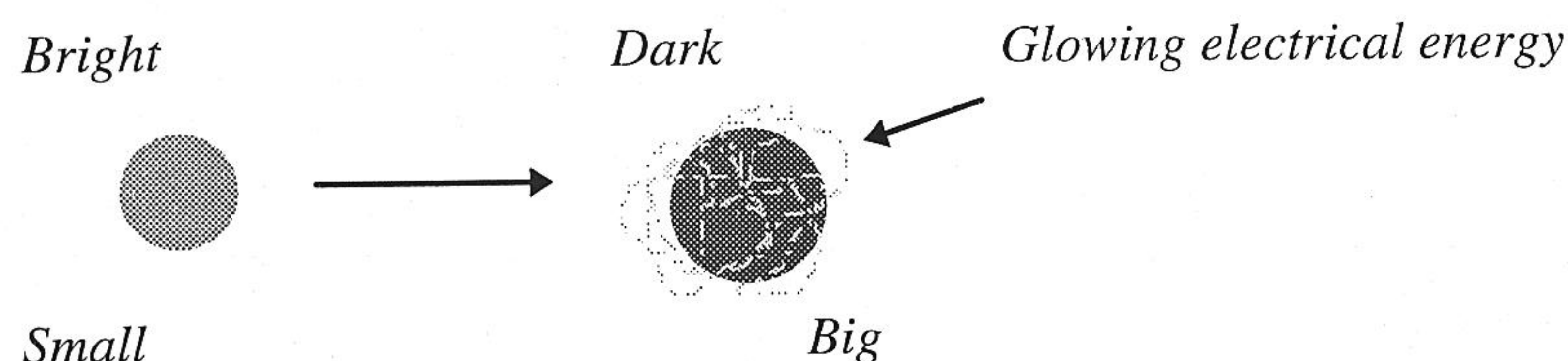
Refire Delay - .30 sec.

Heavy Plasma Cannon (Alien)

Description: Similar to the cap. ship weapon of the same name. This weapon has a slow refire rate, but packs a solid punch. Employed by the Plasma Cannon Cluster against Starships, also tears fighters up if a lucky shot is scored.

Appearance: Large green ball of throbbing energy that changes color and shape going from small and bright to slightly larger but darker. This weapon should have a few frames that animate its surface with

glowing fingers of electricity when its at its peak. The light source that this weapon generates throbs along with the plasma ball.



SFX: The object that this weapon fires should have a throbbing crackling electrical energy sound associated with, the actual gun itself makes no noise when fired, just the projectile.

Stats:

Damage - 100 esk

Range - 3000 k

Energy - 100 nJ

Speed - 1000 kps

Duration - 3.0 sec.

Refire Delay - 0 sec.

Deadly Disco Ball (Light)

Description: or the alien disco ball of death! This is a multi-faced glittering ball that rises from a chamber on a Bomber as it powers up. Once the ball is in its full upright position(attached to a post), it is fully charged, and proceeds to fire 25 Laser bolts in a concentrated pattern at the target. This effect should be absolutely devastating to any attacking small ships in range.

Appearance: Similar to the Cone burst missile from WC4 it shoots a wide pattern of turret type Plasma bolts (see - Laser turret for visuals).

SFX: Electrical hum for the power up and big concerted laser blast sound for the discharge.

Stats:

Damage - 18 esk ea. bolt

Range - 5000 k

Energy - 10 nJ ea. bolt

Speed - 2000 kps

Duration - 2.5 sec.

Refire Delay - 8 sec.

Alien Cloaking Device

Description: Like Confeds version it diverts power from other systems(gun pool) to provide ship with momentary invisibility, although the aliens version converts power a little more efficiently. Utilizes an anti-matter field to bend light waves around the ship.

Appearance: Although you won't see the device in space, the effect it has on the ship would be to make it shimmer momentarily before it completely disappears.

SFX: A static shift from high to low while a cloaked ship phases in. And a similar sound shifting from low to high when a ship starts to cloak.

Stats:

Damage - None(cloaks ship)

Range - N/A

Energy - 5 nJ(per second)

Speed - N/A

Duration - 20 sec.

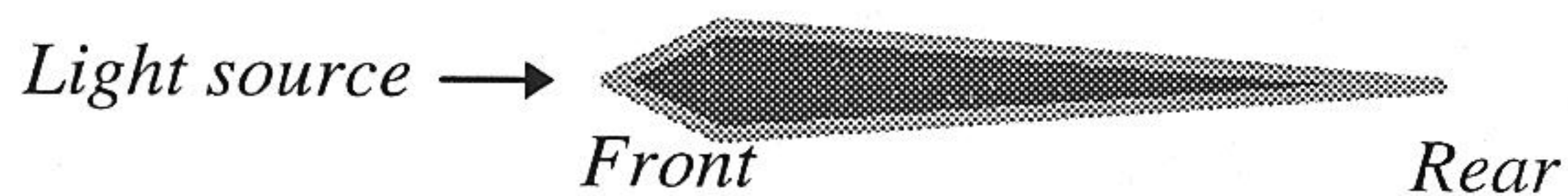
Refire Delay - 0 sec.

Starship Weapons

Alien Laser Bolt (Turreted)

Description: Small laser bolt fired by anti-fighter Starship turrets. Identical to the Confed version only it is green.

Appearance: Old style Wing 3&4 bolt style projectile. Probably drawn on the fly with no textures (maybe light source shading only) because there should be a lot of these fired at once.



Stats:

Damage - 20 esk

Range - 5000 k

Energy - 12 nJ

Speed - 2000 kps

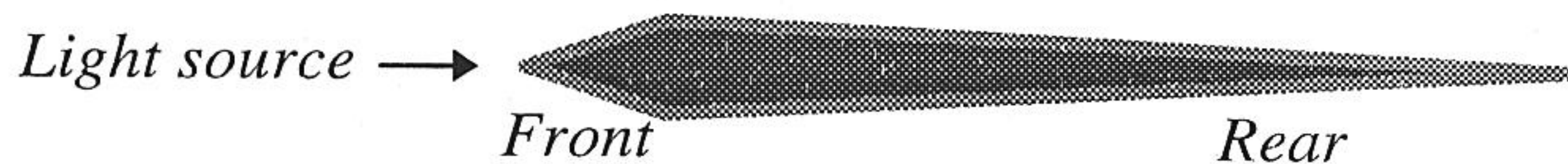
Duration - 2.5 sec.

Refire Delay - .50 sec.

Alien Plasma Bolt (Turreted)

Description: Large Ion bolt fired by anti-fighter Starship turrets. Identical to the Confed version only it is Purple.

Appearance: Old style Wing 3&4 bolt style projectile. Probably drawn on the fly with no textures (maybe light source shading only) because there should be a lot of these fired at once.



SFX:

Stats:

Damage - 30 esk

Range - 3000 k

Energy - 30 nJ

Speed - 1500 kps

Duration - 2.0 sec.

Refire Delay - .30 sec.

Deadly Disco Ball (Heavy)

Description: or the alien disco ball of death! This is a multi-faced glittering ball that rises from a chamber on a Cap Ship as it powers up. Once the ball is in its full upright position(attached to a post), it is fully charged, and proceeds to fire 25 Plasma bolts in concentrated pattern towards the target. This effect should be absolutely devastating to any attacking small ships in range. The player either takes this puppy out before it charges up or gets slaughtered in a hail of Plasma bolts.

Appearance: Similar to the Cone burst missile from WC4 it shoots a wide pattern of turret type Plasma bolts (see - Plasma turret for visuals).

SFX: Electrical hum for the power up and big concerted laser blast sound for the discharge.

Stats:

Damage - 30 esk ea. bolt

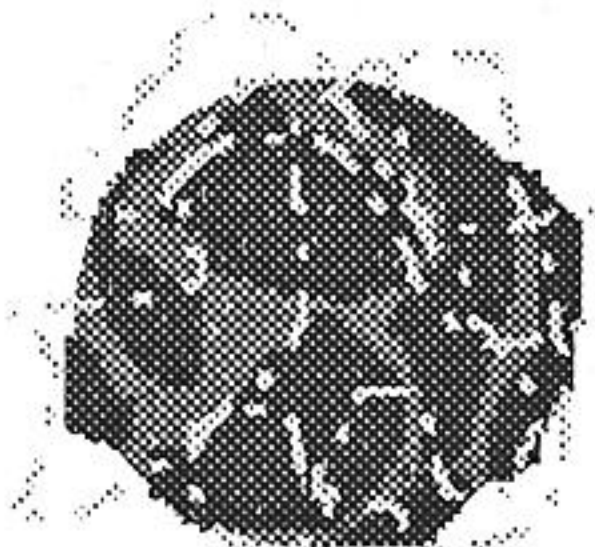
Range - 3000 k

Energy - 10 nJ ea. bolt

Speed - 1500 kps

Duration - 2.0 sec.

Refire Delay - 25.0 sec.

Ship Killer Weapon**Description:** A very large molten purple energy bolt that slowly tracks its target. Only mounted on the Narwhal SSK-1 Ship Killer.**Appearance:** Similar in appearance to Confeds Starship Plasma Cannon, the Ship Killer Weapon should produce a huge, almost planetoid sized projectile.**SFX:** The most imposing Starship gun since the Behemoth should sound powerful and unique. The player should know when this thing has been fired.**Stats:**

Damage - 1000 esk

Range - 12000 k

Energy - 1000 nJ

Speed - 800 kps

Maneuver - 5 dps

Duration - 15.0 sec.

Refire Delay - 25.0 sec.

Missiles:**Mines****Description:** Same as Confeds weapon of the same name, accept it packs a little more of a punch.**Appearance:** Basically the same as Confeds mines except more sinister and organic looking with lots of protrusions and spikes for guidance.**SFX:** Mechanical thud when released. Large explosion on impact.**Stats:**

Damage - 420 esk

Size - 2 hp's

Range - N/A

Speed - 2 kps

Acceleration - 1 kps²

Maneuver - 2 dps

Duration - 1800 sec.

Lock Time - 0 sec.

Friend or Foe Missile**Description:** Same as Confeds missile of the same name, accept it packs a little more of a punch.**Appearance:** Basically the same as Confeds missiles except more sinister and organic looking with lots of protrusions and spikes.

SFX: Generic swoosh missile launch. Medium explosion on impact.

Stats:

Damage - 280 esk

Size - 2 hp's

Range - 8000 k

Speed - 1200 kps

Acceleration - 1200 kps²

Maneuver - 85 dps

Duration - 18 sec.

Lock Time - 0 sec.

Image Rec. Missile

Description: Same as Confeds top of the line all aspect single warhead guided missile, accept it packs a little more of a punch.

Appearance: Basically the same as Confeds missiles except more sinister and organic looking with lots of protrusions and spikes.

SFX:

Stats:

Damage - 480 esk

Size - 2 hp's

Range - 6000 k

Speed - 1600 kps

Acceleration - 600 kps²

Maneuver - 85 dps

Duration - 12 sec.

Lock Time - 1.0 sec.

Bomber Cluster Anti-Fighter Missile

Description: Similar in design to Confeds Tracker Missile, this missile breaks into 7 smaller missiles that independently track individual enemy targets.

Appearance: The missile itself is shaped similar to the Confed Tracker Missile except it has seven instead of six missiles. Initially the missiles should fan out in divergent directions, then they would start tracking and converge on multiple targets.

SFX: Generic missile launch sound after they are released. Regular explosions on impact.

Stats:

Damage - 250 ea. missile

Size - 4 hp's

Range - 16000 k

Speed - 3000/800 kps

Acceleration - 1000/800 kps²

Maneuver - 0/85 dps

Duration - 5/21 sec.

Lock Time - 0 sec.

Disrupter Missile

Description: Similar to the gun of the same name, this weapon fragments into multiple Disrupter 'pods' that violently shake there target and do a ton of damage on impact. In all other aspects despite the warhead the weapon acts just like an Image Rec. Missile.

Appearance: The missile itself is shaped similar to the Alien Image Rec. Missile except it has a larger warhead with multiple, probably seven protrusions or spikes. The impact explosion would be similar to a modern day cluster bomb with multiple bomblets exploding on impact each one sending out a small shock wave.

SFX: Generic missile launch sound. A series of smallish explosions on impact.

Stats:

Damage - 600 esk
Size - 2 hp's
Range - 5000 k
Speed - 1800 kps

Accel. - 500 kps²
Maneuver - 70 dps
Duration - 12 sec.
Lock Time - 1.2 sec.

Torpedo (Alien)

Description: Similar to Confeds missile of the same name, the alien torpedo does considerably more damage. Usually employed by the Ray Torpedo Cluster.

Appearance: Similar to Confeds heavy torpedo with a larger warhead and maybe feeler tentacles for guidance and shark fins for maneuvering.

SFX: Large swoosh at launch and a huge nuclear explosion on impact.

Stats:

Damage - 2300 esk
Size - 8 hp's
Range - 10000 k
Speed - 800 kps

Acceleration - 300 kps²
Maneuver - 25 dps
Duration - 18 sec.
Lock Time - 8.0 sec.

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
- ☐ **Acceleration:** Ability to increase speed, in kilometers per second squared(kps²)

- ☐ **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 its 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.
- ☐ **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
- ☐ **Decoys:** Number of missile decoys the ship can hold

- ☐ **Target ID:** What the target will have as an Identifier.
- ☐ **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

FIGHTERS

F -106a Piranha Scout Fighter

Squadron: DIAMONDBACKS

Mission/Role: FORCAP, escort, recon

Cloaking: Yes

Jump Capable: No

Max Set Speed: 500

Max Aft Speed: 1300

Max Y/P/R: 120/90/80 dps

Acceleration: 300 k/s²

ESM: None (unless w/recon pod)

Radar: 13000

ID Sensor: None (750 w/recon pod)

Shield Strength Fore/Aft: 200/100 cm
equiv.

Shield Recharge Rate: 50 cm

Armor Strength Fore/Aft/Port/Starboard:
100/50/70/70 cm

ECM: MK 1 (w/recon pod only)

FIGHTER LOAD-OUT:

Guns: 2X Laser

Missiles: 4X dogfight (or 2X dogfight and one recon pod)

Target ID: Piranha

Length: 16 meters

Mass: 12 metric tonnes

Special Equipment and Abilities: Intended as a short-ranged, lightweight escort and reconnaissance fighter, the Piranha sacrifices much in the way of shields, armor, and firepower for maneuverability and acceleration. Questing for the perfect pure dogfighter, the plane's designers believe the ship's small size and nimble moves will make it so challenging a target that the other design concessions are offset.

The Piranha is most often seen assigned to very small escort carriers tasked with counter-insurgency and anti-pirate operations, but some have made their way onto TCS *Midway*, where they will be tasked with low-intensity fighter missions as well as the occasional scouting hop. It is expected the Piranha will also become popular in the growing militia market as a more capable alternative to the aging, non-milspec Razor.

Maneuvers: Because of it's high Yaw and moderate pitch rate with exceptional speed the Piranha Pilots usually employ the Burn & Turn, Split-S, and Wing-over routines.

F/A-105a Tigershark Multi-Role Fighter

Squadron: DIAMONDBACKS, BLACK
WIDOWS

Mission/Role: TARCAP, FORCAP, SEAD,
BARCAP, escort, recon, light strike and light
anti-ship, Wild Weasel

Cloaking: No

Jump Capable: No

Max Speed Set/Aft: 480/1200 kps

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

Acceleration: 250 kps²

ESM: Yes

Radar: 13000 km

ID Sensor: 500 km

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

Shield Recharge Rate: 75 cm equiv.

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

ECM: MK 1

FIGHTER LOAD-OUT:

Guns: 2X Laser, 2X Adjustable Mass Driver

Missiles: 8X dogfight

WILD WEASEL LOAD-OUT:

Guns: 2X Laser, 2X Adjustable Mass Driver

Missiles: 4X dogfight, 4X short range anti-radiation missiles

Target ID: Tigershark

Length: 44'10" (~13.66m)

Width: 33'10" (~10.33m)

Mass: 14 metric tonnes

Special Equipment and abilities: The Tigershark is intended to fill a variety of roles at various times, and is therefore specialized at nothing in particular. It is most frequently used for light strike and SEAD duties, but can be effective as a fighter (particularly with external airborne-early-warning guidance to compensate for its mediocre radar set).

Its shields are of medium strength, with good (though not excellent) recharge characteristics. The Tigershark is a generally valuable supplement to the more specialized fighters in a CV's wing, capable of filling most "gaps" as needed.

Rationale: The Tigershark is the first ship the player will fly, providing him a basis of comparison for the more capable types. Fighters like the Panther and Shrike will seem far more exciting when the player has flown similar missions in the less specialized Tigershark (that is, when they graduate up from something mediocre to something good).

Maneuvers: The Tigershark is equally adept at both yaw and roll maneuvers. Expert pilots of the Tigershark tend to use every trick in the book.

F-110a Wasp Interceptor

Squadron: DIAMONDBACKS, BLACK
WIDOWS, WOLF PACK

Mission/Role: FORCAP, sometimes
BARCAP

Cloaking: No

Jump Capable: No

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

Max Y/P/R: 50/90/65 (25/45/35 when
booster rocket attached)

Acceleration: 200 kps² (550 with booster
rocket)

ESM: Yes (only within 20 thousand clicks of
a Carrier)

Radar: 13000 km

ID Sensor: 750 km(within 20k of Carrier)

Shield Strength Fore/Aft: 150/130 cm
equiv.

Shield Recharge Rate: 100 cm equiv.

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

ECM: MK 1

FIGHTER/POINT DEFENSE LOAD-OUT:

Guns: 2X Tachyon, 2X Adjustable Mass Driver

Missiles: 4X dogfight, plus 4X anti-bomber rocket packs ('swarmers' discussed below)

Target ID: Wasp

Length: 38'4" (~11.66m)

Width: 33'11" (~10.33m)

Mass: 18 metric tonnes

Special Equipment and abilities: The Wasp is a small point-defense fighter which serves as the inner tier of a carrier group's defense. Lacking the range and endurance for prolonged CAP-style patrols, it is usually launched only when enemy bombers have breached the outer BARCAP and are closing on the carrier itself (in a "scramble" situation).

It is tailored to destroy enemy torpedo bombers, at which it is devastating, but it is also effective against most fighter-class targets. In addition to its traditional missile armament, it carries four "cluster-rocket" packs (swarmers). These short-ranged weapons are very small missiles which ripple-fire in "swarms" of twelve or greater and are guided to their target by a laser designator in the Wasp's nose. They are a "one-shot, one-kill" weapon usually employed against torpedo bombers from a close tailing position, and almost always result in the enemy's instant destruction.

This ship will make use of detachable booster rockets for this craft that will get it to its destination quicker without using afterburner supply and at a faster rate than afterburner velocity. Once expended the booster is automatically jettisoned, resulting in a noticeable acceleration and maneuverability increase for that portion of the fighter which remains.

Its thin shields recharge quickly.

BOOSTER ATTACHED

The Wasp (with booster attached) will have a separate (heavier) mass with slower turn rates based upon this number.

BOOSTER ENABLING

When the Booster is enabled (a separate key - not afterburn or autopilot), the booster will fire, until spent, sending the Wasp at 2400kps in the direction it's heading.

BOOSTER FIRING

While the booster is firing, the Wasp will have different turn rates for the ship, giving the player the feeling that he's going really fast, and that he can't turn. Afterburn will have no effect. Also, we would like to use Jeff Grills star streaks during this sequence to heighten the visual effect.

BOOSTER DETACHING

When the booster is depleted, it will automatically detach. At this point, the mass of the Wasp will be lessened, and the turn rates will be increased. This will give the feeling of a lighter, more maneuverable ship.

Rationale: This ship will be flown early in the game, too, providing an occasional alternative to the Tigershark.

F-108a Panther Space Superiority Fighter (Class B)

Squadron: BLACK WIDOWS

Mission/Role: BARCAP, TARCAP,
offensive counter-air, escort, some
FORCAP, some RECON, Wild Weasel

Cloaking: Yes

Jump Capable: No

Max Speed Set/Aft: 450/1300 kps

Max Y/P/R: 110/80/60 dps

Acceleration: 800 kps²

ESM: Yes

Radar: 18000 km

ID Sensor: 750 km

Shield Strength Fore/Aft: 250/200 cm
equiv.

Shield Recharge Rate: 80 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:
100/100/100/100

ECM: MK 1

FIGHTER LOAD-OUT:

Guns: 1X F. Anti-missile turret, 4X Ion Cannon

Missiles: 4X long-range anti-fighter, 4X dogfight

WILD WEASEL LOAD-OUT:

Guns: 1X F. Anti-missile turret, 2X Quantum Disruptor, 2X Ion Cannon

Missiles: 4X long-range anti-radiation missiles, 4X dogfight or 4X anti-radiation missiles

Target ID: Panther

Length: 50'4" (~15.33m)

Width: 27'4" (~8.33m)

Mass: 16 metric tonnes

Special Equipment and abilities: Usually assigned to light escort carriers, the Panther is a smaller answer to the Vampire. Though it falls short of its bigger brother in terms of long-range combat capability, its superior acceleration and maneuverability make it preferred by some pilots, who consider it a superior dogfighter.

Like the Vampire it also carries a high-rate-of-fire nose turret intended to down incoming missiles.

It also carries a sophisticated targeting computer which can lock and engage up to two fighter-class targets at once.

Its shields are lighter than the Vampire's, but exhibit the same excellent recharge characteristics.

The Panther is optimized for tight turning in the yaw axis, and as such its engine mount is capable of a plus-or-minus 20 degree thrust-vectoring sweep around its Y axis.

Rationale: The Panther would be the first specialized fighter the player would graduate up to from the Tigershark. It would be exciting and fun after the Tigershark, but still leave room for a later upgrade in the air-combat arena in the form of the Vampire.

Maneuvers: The Panther is especially well suited for high speed rudder maneuvers like the Burn & Turn and the Shelton-Slide and the Sit & Spin.

F-109a Vampire Space Superiority Fighter (Class A)

Squadron: WOLF PACK

Missions/Role BARCAP, TARCAP,
offensive counter-air, escort, some
FORCAP, some RECON, Wild Weasel

Cloaking: Yes

Jump Capable: Yes

Max Speed Set/Aft: 530/1500 kps

Max Y/P/R: 200/135/95 dps

Acceleration: 1000 kps²

Radar: 20000 km

ESM: Yes

ID Sensor: 1000 km

Shield Strength Fore/Aft: 400/300 cm
equiv.

Shield Recharge Rate: 225 cm equiv.

Armor Strength Fore/Aft/Port/Starboard:
120/120/120/120 cm

ECM: MK 2

FIGHTER LOAD-OUT:

Guns: 1X F. Anti-missile turret, 2X Ion Cannon, 2X Adj. Mass Drivers, 2X Tachyon

Missiles: 8X long range anti-fighter, 4X dogfight

WILD WEASEL LOAD-OUT:

Guns: 1X F. Anti-missile turret, 4X Quantum Disruptor, 2X Adj. Mass Drivers

Missiles: 8X long range anti-radiation missiles, 4X anti-radiation missiles or 4X dogfight

Target ID: Vampire

Length: 60'1" (~18.33m)

Width: 43'9" (~13.33m)

Mass: unknown metric
tonnes

Special Equipment and abilities: Usually assigned to heavy fleet carriers, the Vampire is customized to destroy other fighters. It is equipped with a nose-mounted, high rate-of-fire turret intended to down incoming anti-fighter missiles (though it may also be manually told to target fighters instead). This enables the Vampire to engage in long-range missiles duels with other space superiority fighters with good chances of survival.

The Vampire also sports a sophisticated targeting computer system, which enables it to lock onto and engage with missiles up to four fighter-sized targets simultaneously.

Its shields are of medium strength, but exhibit a better-than-average recharge rate.

The Vampire is optimized for superior pitch maneuverability, and as such its outboard engine nacelles are designed to pivot plus-or-minus 30 degrees about their X axis.

Rationale: The Vampire is a fighter the player would get late in the game--a reward for getting that far. I think the most fun in any *Wing* is had shooting down other fighters, and the Vampire would do this better than all others.

Maneuvers: Veteran Pilots employ the exceptional pitch capabilities of the Vampire when maneuvering during a dogfight. Loops, Emelmanns, and banking turns are favorites.

These are jump capable.

BOMBERS

TB-81a Shrike Torpedo Bomber (Class B)

Squadron: BLACK WIDOWS

Mission Role: Strike, anti-ship, anti-hangar, sometimes recon

Cloaking: No

Jump Capable: Yes

Max Speed Set/Aft: 360/820 kps

Max Y/P/R: 60/75/60 dps

Acceleration: 200 kps

ESM: Yes

Radar: 16000

ID Sensor: 1500

Shield Strength Fore/Aft: 300/280 cm equiv.

Shield Recharge Rate: 175 cm equiv.

Armor Strength Fore/Aft/Port/Starboard: 160/140/150/150 cm

Decoys: 18

ECM: MK 1

BOMBER LOAD-OUT:

Guns: 4X Tachyon, 1X T. Laser Turret, 1X B. Laser Turret, 1X R. Laser Turret

Missiles: 6X light torpedo, 6X dogfight

WILD WEASEL LOAD-OUT:

Guns: 4X Tachyon, 1X EMP gun, 1X T. Laser Turret, 1X B. Laser Turret, 1X R. Laser Turret

Missiles: 12X anti-radiation missiles or 12X dogfight

Target ID: Shrike

Length: 28 meters

Width: unknown

Mass: 18 metric tonnes

Description: Usually stationed on escort carriers, the Shrike is a lightened answer to the much larger Devastator. While it is not as powerful an anti-shipping platform, it is noticeably faster and more maneuverable than the TB-80, and therefore somewhat less vulnerable in the event of a fighter encounter. It enjoys the same computer targeting system as the Devastator, but not its massive plasma cannon. Rather, the Shrike carries a more conventional four-place tachyon gun armament, which, while still slower-firing than similar guns on conventional fighters, is relatively effective against most lesser-defended heavy targets (like turret mines and comm. stations). This arrangement also has the benefit of being relatively effective against fighters (at least far more so than the Devastator's plasma cannon).

It will also make use of an EMP gun during Wild Weasel missions. This gun is designed to disable turrets for a limited (currently undecided) amount of time and will be limited by a long recharge rate.

Due to its limited torpedo load, the Shrike is most effective against naval targets of light cruiser-size and downward, but in larger groups can be employed effectively against larger targets.

The Shrike has top, bottom, and tail turrets, but lacks the Devastator's side mounts, depending instead on overlap from the top and bottom positions to cover its flanks.

TB-80a Devastator Torpedo Bomber (Class A)

Squadron: WOLF PACK**Missions:** Strike, anti-ship, anti-hangar, sometimes recon**Cloaking:** No**Jump Capable:** Yes**Max Speed Set/Aft:** 320/780 kps**Max Y/P/R:****Acceleration:** 120 kps²**ESM:** Yes**Radar:** 20000**ID Sensor:** 1500**Shield Strength Fore/Aft:** 350/300 cm equiv.**Shield Recharge Rate:** 200 cm equiv.**Armor Fore/Aft/Port/Starboard:**

200/200/160/160 cm

Decoys: 24**ECM:** MK 2**BOMBER LOAD-OUT:****Guns:** 1X Plasma cannon, 1X T. Ion Turret, 1X B. Ion Turret, 1X R. Ion Turret, 2X S. Ion Turret**Missiles:** 6X torpedo, 8X dogfight**Target ID:** Devastator**Length:** 36 meters**Width:** unknown**Mass:** 23 metric tonnes

Special Equipment and abilities: Usually stationed on fleet carriers, the Devastator has a simple mission: survive long enough to destroy a big target. Its radar has limited range, and can only track (not lock) fighter-sized targets. The radar is instead specialized to detect, categorize, analyze, and track capital-ship-sized targets. It can not only target these as a whole, but target individual sub-components (engines, generators, bridges, weapons systems, etc.) and bring weapons to bear on them. Its main anti-ship armament is the torpedo.

Its single fixed gun armament, however, is a massive plasma cannon. This is essentially a smaller version of the same weapon carried by capital ships. Virtually useless against fighters (due to its very slow firing rate; about one shot every two seconds), this extremely powerful weapon can cause credible damage to starships, and is by far the platform of choice when it comes to striking heavily defended and armored targets like battleships and heavy cruisers.

Additionally, to facilitate its survival in a fighter-rich environment it carries anti-fighter turrets on its top, bottom, rear, and sides.

Its shields are extremely thick, but exhibit only average recharge characteristics.

Rationale: The Devastator is the most powerful bomber available. Like the Vampire, it gives the player something powerful to "graduate" up to at later stages of the game.

These need to be jump capable.

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
ID Sensor: 3000

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

ID Sensor: None
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.

TS - 10 Lamprey Marine LC (Shuttle)

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

ID Sensor: None

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.

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
ID Sensor: 2000

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

ID Sensor: 2000

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

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

ID Sensor: 3000

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
Jump Capable: No
Max Speed: 0 kps
Agility: 0 dps
Acceleration: 0 kps²
Radar: 0

ID Sensor: None
Shield Strength Fore/Aft/Port/Starboard:
0
Shield Recharge Rate: 0
Armor Fore/Aft/Port/Starboard: 0

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

Radar: undecided

ID Sensor: None

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

Target ID: Repair Drone

Length: 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

ID Sensor: None

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

Radar: undecided

ID Sensor: None

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.

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

Confed Ejection Pod

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Radar: undecided

ID Sensor: None

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

Target ID: Ejected Pilot

Length: undecided

Width: unknown

Mass: undecided

This is what an ejected pilot will look like.

We need an object to actually have in space.

Confed Relay Station

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Radar: undecided

ID Sensor: None

Shield Strength Fore/Aft/Port/Starboard:
undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

Target ID: Relay Station

Length: 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.

Confed Spy-Eye (Alien Mods)

Cloaking: No
Jump Capable: No
Max Speed: undecided kps
Agility: undecided dps
Acceleration: undecided kps²
Radar: undecided

ID Sensor: 2500
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

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

ID Sensor: None

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.

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
- **Acceleration:** Ability to increase speed, in kilometers per second squared(kps²)

- **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 its 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.

- **Guns:** Number and type
- **Missiles:** Number of hard points and types of missiles
- **Decoys:** Number of missile decoys the ship can hold

- **Target ID:** What the target will have as an Identifier.
- **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

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)

ID Sensor: Unknown

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

ESM: Yes (as a cluster only)

Active Radar: 15000 (30000 as cluster)

ID Sensor: Unknown

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 self-targeting intercept missiles x12

Decoys: 1 per Ray

(If cluster) Target ID: Ray Cluster – B

(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.

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

ESM: Yes (as a cluster only)

Active Radar: 15000 (30000 as cluster)

ID Sensor: Unknown

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 "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

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)

ID Sensor: Unknown

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

ESM: No

Active Radar: 15000

ID Sensor: Unknown

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

Decoys: 1 per ray

(If cluster) Target ID: Ray Cluster – F

(If single) Target ID: Ray – F

Length: approx. 18 meters

Width: unknown

Mass: approx. 10 metric tonnes

“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

ESM: Yes

Radar: 15000

ID Sensor: Unknown

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

Shield Recharge Rate: 80 cps

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

Guns: None

Missiles: None

Decoys: 7

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

(Never single) Target ID: None

Length: approx. 15 meters

Width: unknown

Mass: approx. 10 metric tonnes

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

ESM: Yes

Radar: 20000 km

ID Sensor: Unknown

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

Shield Recharge Rate: 40 cps

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

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 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

ID Sensor: Unknown

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

ESM: Yes

Radar: 15000

ID Sensor: Unknown

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

Shield Recharge Rate: 50 cps

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

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

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

ESM: Yes

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

Radar: 15000

ID Sensor: Unknown

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

FF - 4a Skate 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

ID Sensor: Unknown

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

Width: unknown

Mass: approx. 3300 metric tonnes

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

ID Sensor: Unknown

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

ID Sensor: Unknown

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

Width: unknown

Mass: 21,000 approx. metric tonnes

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

ID Sensor: Unknown

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

Width: unknown

Mass: approx. 30,000 metric tonnes

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

ID Sensor: Unknown

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

ID Sensor: Unknown

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

Mass: approx. 50,000 metric tonnes

Width: unknown

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

ID Sensor: Unknown

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

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard:
0

Shield Recharge Rate: 0

Armor Fore/Aft/Port/Starboard: 0

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

Mass: undecided

Width: unknown

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

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

ID Sensor: Unknown

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

Shield Recharge Rate: will have powerful shields

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

Mass: undecided

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.

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
Acceleration: 0 kps²

Guns: 0
Missiles: 0

Target ID: Alien Starbase

Length: undecided
Width: unknown

Radar: 0
ID Sensor: Unknown
Shield Strength Fore/Aft/Port/Starboard: 0
Shield Recharge Rate: 0
Armor Fore/Aft/Port/Starboard: 0

Mass: undecided

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

Acceleration: 0 kps²

Radar: 0

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard:
0

Shield Recharge Rate: 0

Armor Fore/Aft/Port/Starboard: 0

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

Mass: undecided

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

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Repair Drone

Length: undecided

Width: unknown

Radar: undecided

ID Sensor: Unknown

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

ID Sensor: Unknown

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

Acceleration: undecided kps²

Radar: undecided

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

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

Length: undecided

Mass: undecided

Width: unknown

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?

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

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Comm Facility

Length: undecided

Width: unknown

Radar: undecided

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Mass: undecided

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.

Alien Probe

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

Guns: undecided

Missiles: undecided

Target ID: Alien Probe

Length: undecided

Width: unknown

Radar: undecided

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Mass: undecided

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

Cloaking: No

Jump Capable: No

Max Speed: undecided kps

Agility: undecided dps

Acceleration: undecided kps²

Guns: undecided

Missiles: undecided

Target ID: Mine

Length: undecided

Width: unknown

Radar: undecided

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Mass: undecided

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

ALL KILRATHI

DRALTHI

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): Dralthi

Length: 31 meters

Width: unknown

Mass: 15 metric tonnes

Description:

This is the Dralthi 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

Length: 36 meters

Width: unknown

Radar: 20000 km

ID Sensor: Unknown

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

Shield Recharge Rate:

Fore Armor: 6

Aft Armor: 6

Port Armor: 6

Starboard Armor: 6

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

Guns: 5X anti-fighter turret

Missiles: 0

Constituent parts: engines, turrets, bridge

Target ID (always known): Corvette

Length: 110 meters

Width: unknown

Radar: 25000

ID Sensor: Unknown

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

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

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

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

Constituent parts: Engines (destroyed), Bridge (destroyed), Hangar bays (all but ONE – destroyed), Turrets (destroyed), Radar (destroyed), Con Towers (destroyed), all weapons (destroyed).

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

Target ID: Fralthi Cruiser (Damaged)

Length: 500 meters (official)

Mass: undecided

Width: unknown

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 one semi-working Hangar Bay for the Marines.

Kilrathi Destroyed Fleet Debris Field

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

Guns: undecided

Missiles: undecided

Target ID: None

Length: undecided

Width: unknown

Radar: undecided

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Mass: undecided

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.

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

ID Sensor: Unknown

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

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

ID Sensor: Unknown

Shield Strength Fore/Aft/Port/Starboard: undecided

Shield Recharge Rate: undecided

Armor Fore/Aft/Port/Starboard: undecided

Guns: undecided

Missiles: undecided

Target ID: Kilrathi Starbase

Length: 2000 meters

Width: unknown

Mass: undecided

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.

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

ID Sensor: Unknown

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.

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
Acceleration: undecided kps²

Radar: undecided
ID Sensor: Unknown
Shield Strength Fore/Aft/Port/Starboard: undecided
Shield Recharge Rate: undecided
Armor Fore/Aft/Port/Starboard: undecided

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.

SQUADRONS

This file is 'owned' by: Ben Potter

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WC PROPHECY Squadrons

Squadron 1 - Diamondbacks

Available Ships: Tigershark (Multi-purpose Fighter)
Piranha (Light Space Superiority Fighter)
Wasp (Interceptor)

Comments: The first squadron is mainly made up of rookie pilots who fly the Tigershark multi-purpose fighter and Piranha light space superiority fighter. Options such as choosing ships and ordnance will not be available as long as the player flies with the first squadron. The player flies with the first squadron through the final series of act 1 where they defend the communication relay station.

Squadron 2 Black Widows

Available Ships: Panther (Space Superiority Fighter or Wild Weasel)
Shrike (Torpedo Bomber)
Wasp (Interceptor)

Comments: The player has shown excellent abilities by succeeding at the comm relay station so they are promoted to the second squadron. Pilots in this squadron are good, so the wingmen are better, but the player has a harder time standing out. Player flies with the second squadron through the final series of act2 where they capture the Alien SHIP KILLER. NOTE: There can be opportunities to fly the Tigershark while in the Black Widow Squad, but the Tigershark will remain a first squadron ship.

Squadron 3 - Wolf-Pack

Available Ships: Vampire (Space Superiority Fighter, or Wild Weasel)
Devastator (Torpedo Bomber)
Wasp (Interceptor)

Comments: This squadron joins the Midway after the Confed reinforcements arrive at the end of Act 2. This squadron is considered one of Confed's best and they are the first to fly the new Vampire Fighter and Devastator Torpedo Bomber. Due to some losses, and the player's outstanding performance, the player is promoted to this prestigious squadron. This is almost unheard of with such a young pilot and in such a short time. The decision is not very popular and creates tension with other pilots. Player flies with this squadron through the end of the game.

WC PROPHECY Wingman List

This portion of the document is intended to begin a list of how many known and red-shirt wingmen the writers and/or designers will have to create lines and personalities for. The number and names of wingmen in each squadron will probably change up until the time they are recorded and implemented into the game, but should still be reflected in this document.

Diamondbacks

(Note - DB RS = Diamondbacks red-shirt that will remain in his squadron throughout the game and have no interaction with the player during game-flow only in space-flight)

1. Sprite - Captain (DB RS 1)
2. Dallas - 1st Lieutenant (principal)
3. Giant - 1st Lieutenant (DB RS 2)
4. Kona- 1st Lieutenant (DB RS 3)
5. Lawyer - 1st Lieutenant (DB RS 4)
6. Professor - 1st Lieutenant (DB RS 5)
7. Steel - 1st Lieutenant (DB RS 6)
8. Sunflower - 1st Lieutenant (DB RS 7)
9. Wiley - 1st Lieutenant (DB RS 8)
10. Zero - 1st Lieutenant (principal)
11. Bookworm - 2nd Lieutenant (DB RS 9)
12. Bullet - 2nd Lieutenant (DB RS 10)
13. Comet - 2nd Lieutenant (DB RS 11)
14. Cowboy - 2nd Lieutenant (DB RS 12)
15. Jumpstart - 2nd Lieutenant (DB RS 13)
16. Maestro - 2nd Lieutenant (principal)
17. Rattler - 2nd Lieutenant (DB RS 14)
18. Royal - 2nd Lieutenant (DB RS 15)
19. Stiletto - 2nd Lieutenant (principal)
20. Twitch - 2nd Lieutenant (DB RS 16)
21. Zombie - 2nd Lieutenant (DB RS 17)

Black Widows

*(Note - BW RS = Black Widow Red-Shirt that will remain in his squadron throughout the game and have no interaction with the player during game-flow only in space-flight; names in **bold** are reinforcements from the TCS Eisen in a later series)*

1. Hawk - Colonel (principal)
2. Sultan - Lieutenant Colonel (BW RS 1)
3. Maniac - Major (principal)
4. Pinpoint - Major (BW RS 2)
5. Spyder - Major (principal)
6. Warlord - Major (BW RS 3)
7. Amazon - Captain (BW RS 4)
8. Posse - Captain (BW RS 5)
9. Twilight - Captain (BW RS 6)
10. Viking - Captain (BW RS 7)
11. Rogue - Captain (BW RS 8)
12. **Boom Boom - 1st Lieutenant (BW RS 9)**
13. Caveman - 1st Lieutenant (BW RS 10)
14. **Mutant - 1st Lieutenant (BW RS 11)**
15. Ninja - 1st Lieutenant (BW RS 12)
16. Nomad - 1st Lieutenant (BW RS 13)
17. Redline - 1st Lieutenant (BW RS 14)
18. **Roulette - 1st Lieutenant (BW RS 15)**
19. Wyvern - 1st Lieutenant (BW RS 16)
20. Stardust - 2nd Lieutenant (BW RS 17)
21. T-Bone - 2nd Lieutenant (BW RS 18)

Wolf-Pack

(Note - Named wingman = known wingman who remains in the Wolf-pack squadron throughout the game but has major interaction with the player during game-flow, WP RS = Wolf-Pack Red-Shirt that will remain in his squadron throughout the game and have no interaction with the player during game-flow only in space-flight)

1. Bishop - Colonel (WP RS 1)
2. Goblin - Colonel (WP RS 2)
3. Ogre - Colonel (WP RS 3)
4. Drago - Lieutenant Colonel (WP RS 4)
5. Majestic - Lieutenant Colonel (WP RS 5)
6. Mustang - Lieutenant Colonel (WP RS 6)
7. Falcon - Lieutenant Colonel (WP RS 7)
8. Duke - Major (WP RS 8)
9. Hellion - Major (WP RS 9)
10. Howdy - Captain (WP RS 10)
11. Kingpin - Captain (WP RS 11)
12. Pops - Major (WP RS 12)
13. Ranger - Major (WP RS 13)
14. Swan - Major (WP RS 14)
15. Snake - Captain (WP RS 15)
16. Veil - Captain (WP RS 16)

Military Ranks of the Terran Confederation

Version 1.1

Navy:

(Enlisted)

- E1 - Spaceman
- E2 - Veteran Spaceman
- E3 - Petty Officer
- E4 - Chief Petty Officer
- E5 - Master Chief Petty Officer

(Officer)

- O1 - Ensign, 2nd Class
- O2 - Ensign, 1st Class
- O3 - 2nd Lieutenant
- O4 - 1st Lieutenant
- O5 - Lieutenant Commander
- O6 - Commander
- O7 - Captain

(Flag)

- O8 - Commodore
- O9 - Rear Admiral
- O10 - Vice Admiral
- O12 - Admiral
- O13 - Space Marshal

Space Force:

(Enlisted)

E1 - Spacehand
E2 - Spacehand, 2nd Class
E3 - Spacehand, 1st Class
E4 - Senior Spacehand
E5 - Staff Sergeant
E6 - Tech Sergeant
E7 - Master Sergeant
E8 - Senior Master Sergeant
E9 - Chief Master Sergeant

(Officer)

O1 - 2nd Lieutenant
O2 - 1st Lieutenant
O3 - Captain
O4 - Major
O5 - Lieutenant Colonel
O6 - Colonel

(Flag)

O7 - Brigadier General
O8 - Lieutenant General
O9 - Major General
O10 - General

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- <u>5</u>	Orca Destroyer
1- <u>2</u>	Osprey Carrier	0- <u>2</u> -3	Skate Fighter Destroyer
2- <u>3</u>	Marlin Cruiser	5-9	Leatherback Transport

Alien Carrier Fleet

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

Alien Cruiser Fleet

1	Marlin Cruiser	1- <u>3</u>	Skate Fighter Destroyer
2	Orca Destroyer	3- <u>5</u>	Leatherback Transport

Alien Destroyer Fleet

1	Orca Destroyer	1- <u>3</u>	Leatherback Transport
1- <u>2</u> -3	Skate Fighter Destroyer		

Alien Ship Killer Fleet

1	Narwhal Starship Killer	2	Orca Destroyer
1	Marlin Cruiser	1- <u>3</u>	Skate Fighter Destroyer
		1- <u>3</u>	Leatherback Transport