

# "WHAT IS WING COMMANDER?"

In *Wing Commander*, you and the other starfighter pilots of the TCS *Tiger's Claw* fought against overwhelming odds, leading the Confederation forces to victory over the Kilrathi Empire in the Vega Sector.

Next, during *WING COMMANDER THE SECRET MISSIONS*, the *Tiger's Claw* was ordered to report immediately to the Deneb sector, where the Goddard Colony was under attack by Kilrathi forces. But before the *Tiger's Claw* could enter the fray, the enemy used a devastating secret weapon to destroy the colony. You and your fellow pilots played a deadly game of hide and seek with the Kilrathi fleet. Ultimately, the secret weapon was destroyed.

Then, during *WING COMMANDER THE SECRET MISSIONS 2: Crusade*, the Kilrathi declared a holy war. A huge Kilrathi fleet maneuvered toward an isolated star system and a planet of peaceful, primitive natives. After a Kilrathi renegade defected, you flew a Kilrathi ship in a series of "undercover" missions. Finally, you discovered the secret reason for the holy war and saved the Firekkan race.

Soon after, however, disaster struck. While the *Tiger's Claw* was attacking the *K'tithrak Mang*, you encountered several fighters that faded mysteriously from sight. Even your radar couldn't track them! Not wanting to panic the *Claw* over what you thought to be a radar malfunction, you went looking for the ghostly fighters.

The search delayed your return to the *Claw* just long enough for the fighters to destroy the hapless carrier.

Landing on the TCS *Austin*, you learned that you were the only pilot to encounter these "stealth" fighters. Furthermore, your flight recorder disk mysteriously disappeared right after you landed. Brought before a general court martial, you were charged with treason, and your claims about stealth fighters were ignored.

A lack of evidence led to the treason charges being reduced to mere negligence, but you incurred the wrath of certain flag officers, Admiral Tolwyn among them. Your career appeared to be over.

But you're still a pilot in the Terran Confederation Navy and in *Wing Commander II*, your goal is still to defeat the Kilrathi enemy. Each mission you fly (and your success or failure in each mission) affects the Confederation's chances for ultimate victory. *Wing Commander II* presents one campaign in the on-going war. Additional *Special Operations* add-on modules are available to continue the story.

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*Wing Commander II* begins aboard an alien command post, with ominous music in the background. An alien prince strides into the room, and you hear the voices of the evil Kilrathi Emperor and his heir, plotting to destroy Earth.

Then you're in combat! Spaceships swoop and dive with guns firing. Kilrathi voices scream defiance at you as you maneuver your fightercraft, trying for a missile lock on the elusive enemy ship. Success! As the last enemy fighter explodes into brilliant light, the orchestral soundtrack responds with a triumphant theme. Mission completed, you fly your spaceship to your carrier, until your next mission against the alien enemy.

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This is the universe of *Wing Commander II*, the most advanced space combat game on the market. Combining the most detailed 3-D graphics system ever designed for a computer game with a high-quality story, breathtaking animations, and an original soundtrack complete with digitized speech, *Wing Commander II* is the ultimate computer gaming experience.

ORIGIN's flight simulator product line began with the best-selling space combat game *Wing Commander*. *Wing Commander's* success has continued with six other products in the Commander line, including the blockbuster hit *Wing Commander II*. In the flight combat computer game market, Origin's *Wing Commander* games are a well-established line of quality products: three years and seven products have built the *Wing Commander* line into a strong creative property with over a half million games sold as of February, 1992. Eighteen months after it was first released, *Computer Gaming World* magazine added *Wing Commander* to its 23-game Hall of Fame.

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And who plays *Wing Commander*? Young hotshot kids, the Nintendo Generation, who want the ultimate in interactive combat experiences. Older, married players, who enjoy *Wing Commander* for the richness of the story, animations and sound. And anyone else who's ever seen a demo of *Wing Commander*! Once you play this game, you'll be hooked. (ORIGIN claims no responsibility for sleepless nights spent playing this game!)

# WING COMMANDER SALES

In the 20 months since its release, *Wing Commander* and its sequel products have sold over half a million units domestically. The bulk of these have been the basic *Wing Commander* and *Wing Commander II* games, but the two *Secret Missions* disks, the *Speech Accessory Pack* (for *WCII*) and the first *Special Operations* disk have each sold 50,000 or more units.

Internationally, the *Wing Commander* line is selling well in Europe, Japan and Australia.

Meanwhile, *Wing Commander Deluxe* (the original game and its two add-ons, the *Secret Missions*) has just been released on CD. In addition, the Super Nintendo version is due out around September of this year, the FM Townes multi-media version is due to hit at Christmas, and a Sega Genesis version is under development. And *Wing Commander: The Ultimate Strategy Guide*, full of strategies, hints and mission profiles, is into its third printing just four months after its initial release by Prima Publishing, holder of ORIGIN's strategy guide license.

# WING COMMANDER REVIEWS

"Our first six-star review!" (*Dragon Magazine*)

"This game does not use state-of-the-art graphics. The art hasn't reached this state yet." (*American Gamer*)

"*Wing Commander* is today's ultimate in interactive, electronic achievement." (*Computer Shopper*)

"*Wing Commander* is simply the best space-combat simulation ever made for the PC." (*Game Player's PC*)

"*Wing Commander* breaks so many new grounds in computer gaming that ORIGIN has probably just invented a completely new genre of game." (*ACE*)

"... the most stylish graphics and animation yet to appear in a computer game ... edge-of-your-seat drama ... and a heart-thumping musical score ..." (*OMNI*)

"*Wing Commander* surpasses all space flight simulators in every sense of the word." (*Computer Gaming World*)

"*Wing Commander* takes electronic entertainment to a new level, creating an experience so involving it's impossible to describe." (*Computing Now*)

"*Wing Commander II* is as terrifyingly addictive as the original. Playing both back to back comes as close to being in Star Wars as you can get on your desktop." (*PC Games*)

# BRIEF SUMMARIES

## WING COMMANDER I

Having graduated at the top of his academy class, Lieutenant Christopher Blair (call-sign "Falcon") is awarded with a prime assignment, aboard the TCS *Tiger's Claw*, the largest carrier in the fleet. Soon after his arrival, the *Tiger's Claw* embarks for the Enyo system, target of an enormous Kilrathi buildup.

For their first actual mission, each new pilot is given command of a two-ship wing, with an experienced pilot as his or her wingman. Blair's first wingman is Spirit, a deceptive, defensive Japanese-born woman who soon becomes a close friend. While in Enyo, Blair gains quick experience flying both patrols and escorts.

Leaving the defense of Enyo to other elements of the Confederation fleet, the *Tiger's Claw* next embarks for McAuliffe, clearing the way for a Terran counter-strike. What follows is a series of assorted missions, each of them critical, as the *Claw* is sent from one hot spot to the next, trouble-shooting with its lethal firepower and ever more experienced wings. When an unknown heavy cruiser penetrates the front line, when a vaccine is needed in Fargo's Colony, when sabotage strikes on Brimstone, when sentient Mopoks are threatened by Kilrathi, Blair and his *Tiger's Claw* wingmates are on the leading edge.

Seven months after Blair arrives on the *Tiger's Claw*, the Confederation is finally able to mount a sustained offensive. Kilrathi High Command in Vega Sector is thought to be stationed in the Venice system, and so the *Tiger's Claw* is sent on a seek-and-destroy mission. Preliminary patrols uncover Kilrathi cruisers, but the High Command starbase remains undetected until a close pass is made at Venice itself. Bristling in defense, the Kilrathi starbase's wings must be peeled off one by one, until Blair's fighter wing can slip past the remaining screens and decapitate the Kilrathi presence in Vega. With all remaining forces in precipitate retreat, the Kilrathi have suffered their first decisive defeat of the campaign!

## SECRET MISSIONS 1

These missions begin immediately after the success in the Vega Sector, as the *Tiger's Claw* receives information that all contact has been lost with the Goddard Colony. Enroute to Goddard, the *Tiger's Claw* delays long enough to assist a Confederation transport and corvette through the dangerous territory. On final approach to Goddard, the *Tiger's Claw* crew encounter more Kilrathi ships, including two heavy ships. The *Tiger's Claw* arrives too late at Goddard ... the Kilrathi have completely destroyed the colony. All that's left are remnants of buildings and corpses. Shotgun, the bartender aboard the *Claw*, is devastated ... his cousin was one of the casualties. After consulting with Confed High Command, the *Tiger's Claw* is assigned to pursue the Kilrathi strike force back into enemy territory and destroy them and the prototype weapon used against the colony in a mission codenamed "Operation Thor's Hammer."

As the *Tiger's Claw* moves further into enemy territory, leaving any hope of reinforcements behind them, the crew becomes more and more nervous about their mission. There's talk among the pilots that this could be a suicide mission and that they simply haven't been told the truth by their commander. To make things worse, one of the younger pilots, Maniac, is obviously having some kind of mental breakdown from the stress. The other pilots seem to be holding together, but it's obvious that Maniac is becoming too unstable to fly combat missions.

Despite the terrible odds against them, the *Claw* succeeds in tracking down the *Sivar*, the experimental dreadnought which contains the weapon used against the colony. (This weapon technology will later be developed into the phase-transit cannon used by the TCS *Concordia* in *Wing Commander II*.) After a particularly deadly battle in which a mass attack of Kilrathi fighters try to destroy the *Claw*, the human pilots fly an assault against the Kilrathi dreadnought. Mission successful, the *Tiger's Claw* crew return safely to human-controlled space. At the Kilrathi Imperial Palace, the Admiral of the ill-fated *Sivar* fleet pays the ultimate price for his failure, executed in the presence of his father, the Kilrathi Emperor. With the Admiral's death, his son Prince Thrakhath becomes heir to the throne of Kilrah.

## SECRET MISSIONS 2: CRUSADE

After the harrowing missions of *Wing Commander* and *Secret Missions 1*, the *Tiger's Claw* crew are assigned to a "rest and relaxation" mission, as the honor guard for the human diplomats during the induction of a new alien race, the Firekkans, into the Terran Confederation. This starts out as a quiet time

for the *Tiger's Claw* pilots, flying basic patrols around the Firekkan system. But as each patrol encounters Kilrathi ships which should not be in this remote, virtually unknown system, the crew begins to realize that something is very wrong. A huge Kilrathi battle fleet is moving into the system, led by the fearsome Prince Thrakhath and his Drakhai (Kilrathi Imperial Guard).

When Captain Ralgha, a Kilrathi captain, defects to the Confederation with his *Fralthi* carrier, the humans learn that the Kilrathi plan to use Firekka as a location for a strange alien religious ritual, in which they rededicate themselves to Sivar, the Kilrathi war god. Without this religious ceremony, the Kilrathi believe that Sivar will abandon them, and that they're doomed to die in hopeless, dishonorable combat.

Confedhicom decides on a desperate plan to inflict potential moral damage by disrupting the Kilrathi religious ceremony. Confederation Marine troopships jump into the system and land on the planet to stage the assault on the Kilrathi priestesses. When their mission succeeded, though at a terrible cost in lives, the fury of the Kilrathi forces is aimed at the *Tiger's Claw*. The *Claw* retreats back to Terran-controlled space, closely pursued by Kilrathi ships. As the *Claw* escapes, the Firekkan natives stage a revolt, forcing the Kilrathi to withdraw from their planet.

Aboard the *Tiger's Claw*, though, life doesn't resume as normal. Bossman, one of the best pilots on the *Claw* and your good friend, is dead, killed by the enemy while flying as Angel's wingman. Maniac has been removed from the active duty roster because of his mental instability. Spirit's fiancé has been captured by the Kilrathi on a remote space station. Angel (followed soon after by Spirit) has been transferred from the *Tiger's Claw* to the *TCS Austin*. You've been promoted to the commander of the *Tiger's Claw* fighter squadron, but with all the deaths of friends and allies in the recent campaigns, it's a bittersweet achievement.

## WING COMMANDER II

After the Firekka mission, the *Tiger's Claw* is assigned to a strike force in the Enigma Sector, attempting to dislodge the Kilrathi presence there. A secret attack on the Kilrathi headquarters at K'Tithrak Mang goes seriously wrong, and the *Tiger's Claw* is destroyed. You are the only survivor, and are court-martialed for negligence and cowardice under fire (as well as ridiculed for claiming that the Kilrathi used "stealth fighters" against the *Tiger's Claw*). Stripped of rank and assigned to a backwater space station, it looks like your career is over, until the *TCS Concordia* (flagship of the Enigma Sector fleet) arrives, under attack by the Kilrathi. With the *Concordia's* launch bays damaged to the point that they can't launch fighters, you and your militia wingman Shadow are the *Concordia's* only chance for survival. Landing on the *Concordia* after fending off the attack, you meet old friends from before the *Tiger's Claw* disaster ... Angel (who is now the commanding officer of the *Concordia* fighter squadron), Spirit, Jazz and Doomsday. When you and Shadow leave for Caernarvon Station, the *Concordia* calls you back for help ... there's been an explosion on their flight deck, and another Kilrathi wing is attacking. Shadow is killed in the fight, and you land on the *Concordia* again, just before it jumps out-system. Despite Admiral Tolwyn's obvious dislike, you are temporarily assigned to active duty aboard the *Concordia*.

At first, you're only assigned to routine, insignificant duties. The crew aboard the *Concordia* is tense, knowing that the fight for the Enigma Sector is critical ... if they fail, the Kilrathi can take advantage of the peculiar jump nodes throughout the Enigma singularity to attack the human homeworlds. To make things worse, it's now very obvious that there's a traitor aboard the *Concordia* ... in addition to the explosion, which has been determined to have been caused by a bomb, a technician is murdered in a communications room, and the *Concordia* brass know that someone succeeded in sending out a message to the Kilrathi. But Colonel "Hobbes" Ralgha (the Kilrathi defector from *SM2*) demands to be returned to active combat missions, with you as his wingman. This begins your more active involvement in the war for the Enigma Sector.

You learn why Hobbes wanted you as his wingman ... despite the infamy that you earned as "The Coward of K'Tithrak Mang" and as the man responsible for the destruction of the *Tiger's Claw*, the Kilrathi still respect you as a great warrior. With Hobbes, you succeed in defending Olympus Station (the human starbase established for the rebel Kilrathi world of Ghorah Khar) from Imperial Kilrathi assault.

Back on the *Concordia*, it's even more tense. Spirit, your old friend from the *Tiger's Claw*, is now under suspicion as a possible traitor. Spirit tells you the truth ... that the Kilrathi tried to blackmail her into betraying the Confederation, in exchange for the life of her captured fiancé. She refused, condemning her lover to a horrible death. She also reveals that she knows where her fiancé is being held ... aboard a Kilrathi station that you've been ordered to attack. In that assault, Spirit's fighter is damaged, and she dies while making a kamikazi run into the station. Back on the *Concordia*, you and Angel comfort each

other over your friend's death, the beginning of a relationship between you and your commanding officer.

The battle for the Enigma Sector continues, with a daring jump behind enemy lines to attack the Kilrathi sector headquarters of K'Tithrak Mang, the same mission that resulting in the *Tiger's Claw's* destruction. At the end of *Wing Commander II*, you'll succeed in destroying K'Tithrak Mang, as well as defeating Prince Thrakhath in single combat (though he survives). You'll also fight and capture the traitor, and redeem your tarnished honor and reputation to regain your lost rank of Colonel.

## SPECIAL OPERATIONS 1

*SO1* begins two weeks after the end of *WC2*, when Tolwyn tells you that you're being transferred onto a Special Ops team, to work closely with Paladin, the chief Intelligence operative for the Enigma Sector. But before that can happen, the Kilrathi make an attempt on Pembroke Station, which is the gateway system between the Enigma and Vega Sectors. You save Pembroke Station. Next, orders are to check out what's happening in the Rigel System, where contact was lost with the Rigel Supply Depot. You jump into that system, and are attacked by Confederation mutineers. As it turns out, there was a mutiny aboard the *TCS Gettysburg* when the commodore ordered his troops to fire on an unarmed Kilrathi civilian transport. Now the *Gettysburg* crew have taken over the Rigel Depot and are using it as their base of operations. A brave young pilot, Lieutenant Jason "Bear" Bondarevsky, is part of a *Gettysburg* faction that favors returning to the Confederation. He agrees to meet with you, and then to return to the *Concordia* with you. After this, you have one chance to rendezvous with the *Gettysburg* and convince the mutineers that they've been pardoned.

This results in your spending some time in the *Gettysburg* brig, but Lt. Colonel Poelma (leader of the *Gettysburg*) is eventually convinced. She tells you that the mutineers have split into two factions, the Rigel pirates who want to continue their piratical lifestyle, and the *Gettysburg* crew that want to return to the Confederation.

You lead a strike against the Rigel Depot, and then it's time for a triumphant return to the *Concordia*. But the problems aren't over yet. You leave with Paladin for the Ghorah Khar System, where the Imperial Kilrathi are making another attempt to recapture or destroy this rebel Kilrathi planet, to dissuade other Kilrathi planets from rebelling as well. At the height of this excitement, including a major assault against Olympus Station, you receive a distress call from Paladin. It turns out that Paladin has stumbled upon Khasra's attempt to assassinate Prince Thrakhath. You capture Thrakhath and bring him aboard the *Bonnie Heather*, but the prince escapes shortly after. You and Hobbes, joined by Bear and other *Gettysburg* pilots, thwart the Kilrathi assault against Olympus Station and save the planet of Ghorah Khar.

## SPECIAL OPERATIONS 2

*SO2* begins with Jazz Colson's courtmartial for high treason, where he is sentenced to death by Admiral Tolwyn and the military tribunal. You are assigned to escort Jazz's transshipment to a prison transport, which will take him to a prison planet for his execution. During this mission, Mandarins aboard Jazz's ship mutiny and jump it out-system.

Returning to the *Concordia*, you learn that Maniac, your old nemesis from the *Tiger's Claw*, is now Major Todd Marshall and will soon be arriving on the *Concordia*. It turns out that Maniac is in charge of a squadron of test pilots, who are going to use the *Concordia* as a base of operations while they test the prototypes of the *Morningstar*, a new superfighter. One of Maniac's squadron was lost when they flew through an asteroid field, so you go out to rescue the pilot. She turns out to be a stunningly beautiful woman, callsign "Minx." You fly several missions with the Project Morningstar team, after learning from Admiral Tolwyn that they suspect that there's a Mandarin traitor in the test squadron. Unfortunately, everyone figures out the truth a little too late ... Minx steals one of the prototype *Morningstars* and heads for the border. Your chase after her and the prototype lead you to fly against Ayer's Rock, the asteroid/space station Mandarin base, as well as a final confrontation with Jazz Colson.

# BACKGROUND MATERIAL

## FICTION

*Wing Commander* is set in the distant future, and tells the tale of a fighter pilot in a fierce war between two interstellar empires. On one side of the conflict are the humans of the Terran Confederation, a vast collection of planets and small interstellar governments organized to provide common defence as well as a unified economic community. On the other side is the Empire of Kilrah, an expansionist military dictatorship of the Kilrathi.

The home planets of the two cultures, Terra and Kilrah, are both located within the Orion arm of the Milky Way; Kilrah is [18 months' travel] to spinward—in along the arm—of Terra. Both cultures have had interstellar flight for at least a hundred years, and have expanded onto hundreds of worlds around their home planets. Though each had encountered some form of life in almost every planetary system it explored, neither had met another race advanced to the point of spaceflight—until they met each other. Until they met, each had believed itself unique among the cosmos.

Both cultures had experienced warfare within themselves prior to meeting one another, and therefore had already developed the technology that made interstellar war possible. In fact, for both the humans and the Kilrathi, the discovery of an outside enemy was the first event to inspire total cooperation among their member states.

## COSMOLOGY

Our universe is not alone; scientists have proven the existence of three universes which exist “simultaneously” in the same “space.” All three were created simultaneously, at the time of the Big Bang. First is the universe of matter, in which we live. The second is its opposite, the antimatter universe. The third is the tachyon universe, which somehow “surrounds” the other two.

Each of these universes has its own, unique properties regarding space and time. In our universe, nothing can exceed the speed of light, and time moves forward. In the tachyon universe, nothing can be slowed below the speed of light, and at least apparently, time stands still. Because of this, all light that has been and ever will be produced in the tachyon universe is visible at any moment, filling that universe with incomprehensibly brilliant light capable of instantly blinding a human being through his own shut eyelids.

Objects in our universe also exist in the tachyon universe, or at least have tachyon-based analogues. Thus, there is a tachyon equivalent of the Milky Way, which matches the galaxy with which we are familiar on a star-for-star, planet-for-planet, asteroid-for-asteroid basis. Because of the timeless nature of tachyon space, all the light ever produced by a star during its lifetime exists throughout time, as does the shadow cast by a large, non-luminous object such as a planet. The flow of such a tremendous amount of light creates physical currents in tachyon space strong enough to carry “small” objects—such as starships—at speeds which, in fact, far exceed the speed of light in our own universe.

Though the antimatter universe is theoretically more similar to our own than is the tachyon universe, we have little empirical data regarding its nature. Physicists know that antimatter predominates in the antimatter universe, just as matter does in our own, and that nothing in the antimatter universe can be accelerated past the speed of light. They further theorize that time moves backward in the antimatter universe, at least relative to the progression of time in our own universe. Because of the violent reaction of antimatter and matter, we have been unable to send even an unmanned probe into the antimatter universe to prove this theory. Yet were this difficulty somehow overcome, it might be possible to travel to any point in history by switching back and forth between the matter and antimatter universes.

## THE KILRATHI

The Kilrathi are a vaguely mammalian race from a planet several hundred light years from Sol. Before they encountered humanity, the Kilrathi had never met a race capable of faster-than-light travel. Their warlike nature and technological superiority over their near neighbors led the Kilrathi to conquer and enslave every race they encountered. Over four centuries, the Kilrathi built a martial state two hundred light years across, ruled by the Emperor of Kilrah.

When the Kilrathi met humankind, they finally encountered a race whose technology and power rivalled their own. Unfortunately, half a millennium of experience made it impossible for the Kilrathi to accept another race as their equal—their only method for dealing with alien cultures was to conquer and

subjugate them.

## **Kilrathi Language**

*Thrak'hra* are the noble class of Kilrah, with *Kilra'hra* being the non-noble scum. Prince Thrakhath refers to them as "Kilra'hra scum" in the introduction to *WC2*, as the scum are in the process of kicking his Kilrathi loyalist troops off their planet during the First Battle of Ghorah Khar.

*Thrak* itself means "noble," which is why it's the first syllable of Prince Thrakhath's name. (*Thrakhath* means "noble warrior.")

*Nar* is a Kilrathi word implying "native of." Hobbes' name, for example, is actually *Ralgha nar Hhallas*.

Kilrathi written language is first seen in *Secret Missions 2*, in the cockpit of the captured *Dralthi* fighter. The language is written in series of four vertical lines, each line comprising a full line, a split line or a shorter line with a dot above or below it. This set of four lines creates a single syllable. Vertical sets of the four-line "kanji" equivalents are sentences.

## **Kilrathi Social Structure**

Not much is known about Kilrathi social structure, except for the military structure. Kilrathi women are in charge of religion, especially the 9500 priestesses of the war-god Sivar. None have yet been seen except during the attack on the Sivar ritual on Firekka. The Emperor holds absolute power, and can casually order executions and the like. Coups and assassinations are commonplace political maneuvers. Presumably the current Emperor came to power in a similar fashion. We never state it at any point in the games, but he lost his left eye (replaced with a prosthetic eye) in a politically motivated battle. The Emperor, during *WC2*, was most often found at the Kilrathi Battle Command Center near the world of Hhallas, in the M'shrak Sector, but came to K'Tithrak Mang at Thrakhath's request at the beginning of *WC2*.

## **The War**

In 2634, the Emperor committed the entirety of the Kilrathi to the defeat or destruction of humankind. The ferocity of their initial attacks caught the Confederation by surprise; thousands of worlds and billions of lives were lost before the Confederation could marshal any serious opposition to the alien onslaught.

The desperate struggle between man and Kilrath has pitted the determination and ingenuity of human defenders against the specialization and fanaticism of the genetically-engineered Kilrathi war machine. Through desperation as much as genius, the humans have fought back after their early losses. By 2654, twenty years after the war broke out, the conflict has devolved into a bloody stalemate, typified by a constant stream of dirty little skirmishes over war-torn worlds.

## **PREMISE**

You are one of the Imperial Navy's finest—a hot, young starfighter pilot, fresh from the Imperial Academy on Terra and combat flight training in the Vega system. All your life, you've heard the stories of the brave Imperial pilots, defending humanity against the vicious Kilrathi monsters. As you arrive on the Kilrathi frontier, your heart soars in anticipation of a life of glory and adventure.

A newly-commissioned officer, you've been assigned to a strike carrier, the TCS *Tiger's Claw*. One of the Empire's fastest carrier ships, the *Tiger's Claw* fulfills a troubleshooting role in the 36th Confederation Battle Fleet. It is one of the Fleet's "first response" vessels, usually the first Confederation ship to encounter the enemy in a combat situation.

## **SPACEFLIGHT AND COMBAT**

The core of *Wing Commander* is a state-of-the-art spaceflight combat simulation in which you and your wingman dogfight with the fighters, corvettes, cruisers, dreadnoughts and other ships of the Kilrathi Imperial Force.

## **The Environment**

Beyond the spaceships, missiles and asteroids, at the very limit of *Wing Commander* space, are a variety of celestial bodies. Though they are so far away from the player's vessel that they seem fixed in place, these planets, stars and nebulae provide the game with a colorful and realistic background, as well as offering points of reference for the pilots. For example, one battle may take place in an alien solar system; the star would be visible in the distance on one side, while its planets could be seen in other



directions. Of course, the inner planets, whose dark sides would be turned to the battlefield, would appear as only crescent-shaped slivers, while those farther out are nearly-full spheres, since it is their lit faces that are turned to the combatants.

### **In the Cockpit**

But the breathtaking realism of *Wing Commander* doesn't end at the edge of the pilot's windshield—the interior of his ship is also depicted in vivid detail.

### **Control Panels**

In fact, each of the fighter-ships you can fly has a different interior. Arranged around the control panels are a variety of functional scanners, readouts and displays. One scanner shows the position of other ships. Other displays indicate the ship's available power, its shield level and its armament. As your ship is damaged, various displays will spark, explode or go dead, depriving you of vital information.

### **The Pilot**

The heart of a starfighter is its pilot, and the ships in *Wing Commander* are no exception. Unlike other airplane and spaceflight simulators, which show—at best—the pilot's hand on the joystick, *Wing Commander* offers a full-body, over-the-shoulder view of an animated pilot. Not only does his right hand steer the on-screen joystick along with your maneuvers, but his whole body moves in response to your actions and the environment. When the ship pulls a tight turn, the pilot's head tilts with the G-force of the maneuver; when the ship is hit by lasers or missiles, his whole body shakes with the impact. If you hit a key to drop your shields or fire a missile, the on-screen pilot reaches with his left hand to hit the appropriate button on his control panel.

### **Radio Communications**

One of the most important parts of any dogfight is the radio chatter that accompanies and describes the action. This, too, is reflected in *Wing Commander*. A video screen on the pilot's control panel displays a close-up shot of whoever happens to be speaking to you at any given moment—your commander back on the *Tiger's Claw*, your wingman or the alien ace you've met in previous battles. The speaker's situation is reflected on the video screen—if he's been damaged, the image is fuzzy and flickering. If he blows up, the screen flickers white, then goes dead.

### **Coming Home**

If you managed to survive to the conclusion of your mission, whether successful or not, the screen will cut from the cockpit view you saw throughout the battle to an exterior view of the *Tiger's Claw*.

Your ship, and that of your wingman if it survived, can be seen approaching in the distance, returning to the carrier after the mission. As you draw near, your Automatic Carrier Landing Systems (ACLS, an auto-guidance system in your ship that links with the carrier's computer) from the *Tiger's Claw* usually guides your ships into the landing bay on the flight deck.

Next, the scene cuts to a view of you climbing out of your fighter while an attentive mechanic inspects the ship for damage. When you leave the landing bay, you report to the briefing room for a mission analysis and debriefing. There, your squadron commander briefly analyzes your performance, and assesses mission success. He offers his congratulations if you've done well, or chews you out if you performed poorly. After debriefing, if you've performed especially well, you may be awarded a promotion or a decoration. These honors are conferred by the commander of the *Claw* in an awards ceremony with simple animation.

Following the debriefing, the game may take you to any of a handful of inter-scenario scenes, showing you sharing a drink in the officer's club with your fellow pilots, enjoying a brief shore leave planetside, or watching the news in the *Claw's* recreation hall.

Of course, the lead story on the newscast is the latest update on the war against the Kilrathi. The holovision newscast will show highlights of your most recent battle as a miniaturized, holographic dogfight over the holoprojector in the rec hall. You and your fellow pilots can be seen sitting around the projector, watching the program.

# THE TECHNOLOGY OF THE WING COMMANDER UNIVERSE

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## AKWENDE DRIVE (ALSO “JUMP DRIVE”)

### INTRODUCTION

Prior to jump travel, “human space” consisted of just four habitable planets: Terra; Venus (terraformed from 2079 to 2354); Mars (terraformed from 2106 to 2224); and Leto [Proxima Centauri IV] (colonized by slowboats from 2325 to 2416). Most of the race was trapped in the Solar System, fiercely competing for its dwindling resources. Life for the majority of Mankind’s 30 billion souls was nasty, brutish and short.

Within 20 years of the discovery of the Akwende Drive in 2416, the teeming billions had exploded across the stars, settling worlds as far as 30 light-years from Sol. Today, the Terran Confederation consists of half a hundred worlds, and the Core Worlds — the colonies within that original 30-light-year sphere — have grown to the point where they themselves are sending out explorers and colonists. Not since the development of the plow, beginning the Agricultural Revolution, has any single innovation had such impact on the quality of life for so much of the race.

### HISTORY

Many technological developments were invented — that is, some scientist perceived a way to apply his theories, and with constant effort toward that goal finally managed to realize his vision. The steam engine, the automobile, the airplane, the gravity polarizer — history abounds with examples.

The jump drive wasn’t invented. It was discovered.

The Grand Unified Theory, perfected in the late 2000s, led to the development of antigravity vehicles. Unlike modern “antigravity” vehicles, which simply divert and channel gravity, these vehicles actually negated gravity, by projecting a field in which the gravitic mass of every particle was suppressed. This meant that the occupants of the vehicle were weightless, and thus subject to all the inconveniences and discomforts that condition causes. Naturally, there was immense commercial pressure to develop a more comfortable alternative.

In 2414, Dr. Shari Akwende, a subatomic engineer working for *Aerospatale Afrique*, was searching for a solution to that exact problem. The Grand Unified Theory implied the existence of antigravitons, counterparts to the gravitons that carried the gravitic force. These antigravitons have half-lives of many microseconds — very short in “real-world” terms, but quite long in the subatomic field. Like many researchers of the time, Akwende assumed that generating a sufficient constant antigraviton flux would push something away, in the same way that *graviton* flux pulled things toward the generator. This would result in vehicles that were no more weightless than 20th century airplanes, but that retained all the advantages of antigravity.

Akwende had already made a significant advance, putting her years ahead of her competitors. She had already determined that matter-antimatter collisions *conducted in a suppressed-gravity field* would produce antigravitons. But so far, her antigraviton generator had produced no thrust whatsoever, in spite of generating what was, in theory, a large enough flux. In the course of trying to detect any thrust at all, Akwende discovered that the antigravitons showed a very slight tendency to head in a single direction. That direction changed over the course of the year, and when correlated with Earth’s motion, pointed in the rough direction of Alpha Centauri. Repeating the experiments on Pluto enabled Akwende to triangulate on the exact point in space, a small patch between the orbits of Pluto and Neptune, where the antigravitons were heading.

Akwende (with *Aerospatale Afrique*’s funding) chartered a high-speed spaceship and headed for the spot. She tracked the anomaly down to an exact location — a location that was slowly drifting through space — but was completely unable to detect anything there. Once it was near enough that the antigravitons reached the anomaly before decaying, the generator finally started producing the thrust

Akwende had been seeking — enough thrust that the generator was ripped from its mounting and hurled against the bulkhead, damaging the device beyond repair.

Aerospatiale Afrique duly filed a patent on the device as a reactionless drive, albeit a highly limited one, and proceeded to survey the anomaly thoroughly, in the hopes of reproducing whatever characteristics resulted in the antigravitic thrust. On 2416.013, desperate to turn the “Akwende Effect” into something commercially useful (and thus justify the millions of yen the increasingly displeased officers of Aerospatiale Afrique had sunk into the project), Akwende mounted a large, well-braced antigraviton generator in the hold of the survey vessel *Haile Selassie*. She fed the generator over three times the fuel previously attempted. The ship sped toward the anomaly and vanished in a burst of light.

Lloyd’s of London listed the ship as “lost with all hands,” and duly paid Aerospatiale Afrique’s insurance policy. They weren’t out of pocket for long, though: On 2416.187, the *Haile Selassie* reappeared in a burst of light at the anomaly. The ship was returning unharmed from a voyage to Alpha Centauri; the six month delay was the amount of time it had taken Akwende to travel from the Alpha Centauri anomaly to Leto, pick up a selection of goods and messages from the Letan colonists, and find the now-moved anomaly for the return flight.

Dr. Shari Akwende had achieved the signal honor of being not only the first human to travel to another star *and return*, but also of being the discoverer of the drive that made the trip possible. That year, she received the Nobel Prize for Physics. Seven years later, as the massive colonization drive propelled by the Akwende Drive began, she received the Nobel Prize for Peace.

On 2429.226, the research ship *Haile Selassie II*, carrying Akwende and a crew of 30, vanished while studying the migration of jump points. Dr. Akwende achieved a final, dubious distinction: she became the first of the 43 scientists to date who have died while investigating the Akwende Effect.

## THEORY

Even today, only a small fraction of the Akwende Effect is truly understood. There are three competing theories, each of which requires the suspension of a different fundamental law. However, a large body of empirical research has been compiled, and the Effect can be described, if not understood. The following explanation, simplified for a non-scientific audience, is transcribed from a lecture given by Dr. Jerome Lubyantov of the Akwende Institute for Antigraviton Studies.

“First of all, let’s start by calling it a ‘jump drive’ instead of the Akwende Drive. I mean no disrespect for Dr. Akwende, but jump drive is the common parlance, and it’s easier to say. (I have yet another name for the drive, but we will come to that later.)

“Okay. The reason *why* it’s called that is because the ship ‘jumps’ between stars: It starts out in one spot, turns on the engines, and — *poof!* — instantly it arrives at another spot. It doesn’t cross the intervening space, it doesn’t spend any time in flight, it doesn’t even move, really. It just disappears *here*, and reappears *there*.

“Of course, nothing is ever that simple. It can’t just turn on the engines anywhere. It has to start out at a jump point. (The real name is “antigraviton tropic anomaly,” but that’s more of a mouthful than Akwende Drive!) Similarly, it doesn’t arrive just anywhere. The destination is determined by the departure point.

“Think of jump points and jump lines like tram stations and monorail tracks. You go to a station, get on the tram, and it takes you down the tracks to the end of the line, where you get off. Each station only connects to one line, and the line only has one other station — the end. If you want to go to a different place, you pick a different station and get on a different line.

“If the place you want to go is someplace other than a tram station — as it usually is — you hop on the tram line that is closest to the place you really want to go, then walk from there. And if you’re not already at the right station, you’ll have to walk to get on the tram as well.

“Now, if you or I were laying out the tramlines for a major city, well, we’d put all of the stations downtown, where they’re easy to get to. And we’d make all the lines go to interesting places, or at least other cities; if nothing else, there would always be a line connected each city to its nearest neighbor. And the bigger the city, the more lines we’d put in. And, above all, you’d make sure the stations were always open, and always stayed in one spot!

“But God built his tramlines on some higher plan than mere human convenience. The stations are all out in the suburbs, at the very edges of star systems. And most lines go to empty fields (planetless stars) or ghost towns (black holes, neutron stars and such). And it’s the *really* empty cities — the big gas giants like Sirius or Betelgeuse, or the really massive black holes like Enigma — that have the most jump lines, while the places we humans like to live, like Proxima Centauri or Capella, or even Sol itself, only have one

or two lines. There's also no guarantee that there will be a line at all to the nearest star; only by pure fortune does the Terran jump line lead to our nearest neighbor, Proxima Centauri. And the stations wander around, sometimes by as much as many million kilometers. Sometimes the stations close, vanishing altogether. But still, inconveniences and all, the system works, and it's better than walking.

"We can carry the analogy a little further. Just like monorail tracks, the jump lines generally only run straight — as far as we can tell, they curve back and forth a little bit, following the "terrain" in deep space. And like the monorail, there are only a few trains each day, and each can only carry a limited number of passengers. If more people want to go, they have to wait until the next day, for the next trains. Of course, there are no real "trains" involved in jump travel — what really happens is that each jump weakens the jump line, and it takes time (about one standard day for most lines, but it varies) for the line to renew itself.

"But our monorail analogy is useless for even getting a glimpse of *how* jump travel works. To describe some of the physics involved, I'll use a different analogy. The analogy is easy to visualize but hard to understand, so follow closely.

"Stretch a large cloth, like a bedspread, tight. Now put two rocks on it, some distance apart. You'll notice that each rock is sitting at the bottom of a deep dimple in the sheet. If they're close enough together, the two dimples intersect, with a saddle-shaped "ridge" between them. If you put a marble next to one of the rocks and push it hard enough toward the other one, it will roll up out of the dimple, across the ridge, and down into the other dimple, winding up next to the second rock.

"Take the whole assembly and start lowering it into a pool, keeping the cloth stretched tight. Stop when the two rocks are just covered in water. Everything is the same, except that the water slows down the marble, and it becomes much harder to push it up out of the dimples. In fact, for the sake of this discussion, we'll say it's now impossible to push the rock out of the dimples. So, to repeat the marble trick, you'll have to start with the marble out of the water, but still on a line between the two rocks.

"Replace the bedspread with deep space, the rocks with stars and the marble with a jump ship, and you've got a fairly good model of jump travel. The pool is the "antigraviton potential field," and the water level the "Olivarez equilibrium boundary," but we'll call it sea level.

"Remember that we've replaced the two-dimensional bedspread with three-dimensional space. Those of us trapped inside that space view it as flat. So rather than seeing "sea level" as some line above our heads, we see it as a sphere enclosing each star at a constant radius. (To picture this, take the bedspread out of the water and take the rocks away. You've got two large wet circles.) If we draw a line from one star to another, we'll find the jump points at the precise intersections of the "sea level" sphere and that line.

"Or at least we *would*, if space had just two stars. But even this one galaxy has billions of stars, and nearly every star has planets, and the gaps between the stars are filled with gas and dust and rocks. Every single piece of matter, right down to a single gas molecule, makes its own dimple in the bedspread — and every piece of matter is *moving*, so the dimples wander around. What that means is that the line between the two stars is not precisely straight, nor is it constant or even predictable. So the intersections of that line and sea level move around. Plus, sea level isn't constant — the planets have their own, moving dimples that make the sea level sphere irregular. Here at the Institute, we think we've even detected "tides" in the antigraviton sea, adding to the variation in sea level.

"Back to our bedspread. The closer together the two rocks are, the closer to the water the ridge is. In fact, if the rocks are heavy enough, and close enough together, the ridge will be underwater. No jump line. On the other hand, if the rocks are light enough, they won't dip into the water at all. Again, no jump line.

"This is a place where the analogy breaks down a little. The marble views the water as nothing but a hindrance. The jump ship, however, *needs* the antigraviton potential — it needs the exact right amount, not too much or too little. That's why the big stars have more jump points than the small ones — they dip deeper into the antigraviton well.

"Now we'll mix metaphors. If something large enough to dip below sea level passes between two stations, it sets up a new station. Jump ships will find themselves arriving at an unexpected destination and having to survey out the second jump point to continue. This is why jump flights are occasionally delayed — the jumps themselves are still instantaneous, but the ship has to take time at the "transfer station." If the intervening body is too close to one of the stations for a jump line, then the jump ship has no choice but to return to port and wait until the "weather" clears.

"This phenomenon, called "equipotential eclipsing," happens more frequently than one might expect, since jump lines aren't straight. As I mentioned before, the lines can twist every which way, following the

contours of space. Bodies heavy enough to eclipse a jump line — and something as small as Luna can do it — are also heavy enough to attract the line toward themselves.

“Let’s change the bedspread a little. Make it out of plastic instead of cloth. Now it returns to its normal flat condition more slowly. When we roll a marble across a ridge, the marble makes its own dimple as it moves. The bedspread takes time to resume its normal shape after the marble has passed. With a small jump ship, this isn’t much of an issue. With a large jump ship, however, this can severely distort the jump line — even enough to shift it to a different destination, or erase it altogether.

“Our marble analogy has one major flaw. A jump ship *doesn’t actually move*. It doesn’t cross the intervening space the way the marble rolls along the ridge. The ridge line is a physical thing that the marble follows. The jump line is a fictional construct that helps us predict where (and whether!) the jump ship will arrive. The passage of the marble warps the bedspread behind it; thus, the marble has no effect on its own journey, but only on the journeys of marbles that attempt to follow it. A jump ship’s journey, however, is instantaneous. There is no “before” or “after” — the ship warps the jump line, and if the line shifts its endpoint, then that endpoint is where the ship reappears. And if the line vanishes altogether, then so does the ship.

“Jump ships are safe because jump pilots are careful, *not* because jump travel itself is safe. Quite the contrary: jump travel is almost insanely dangerous. The speed of light is one of God’s most fundamental physical laws, and He only barely tolerates our violating it. If we push against the limits of jump travel even slightly, we are immediately punished for our temerity.

“At the beginning of this lecture, I said I had another name for the Akwende Drive. That name is the Voodoo Drive. Voodoo, for those of you who don’t know, was a religion in the Caribbean, on Terra, back in the 16th to 20th centuries. Voodoo magic relied on following pre-set rituals as closely as possible to achieve some desired effect. These rituals were never varied from nor experimented with, lest the voodoo priest suffer the wrath of the gods. And just like voodoo, Akwende Drive engineering is a matter of following the recipes and rituals as closely as possible. We know the rituals work because we’ve been using them almost daily for two centuries.

“Perhaps someday we’ll come to understand the principles behind the Akwende Effect. When that happens, we may learn where vanished jump ships go; we may learn how to predict jump point migration; we may even learn how to jump from anywhere to anywhere, not just at jump points. But until then, we’ll just keep shaking the rattles, and sprinkling the chicken blood, and performing our voodoo rituals just so. And just think — *this* is the cornerstone of our civilization.”

## **PRACTICE**

A jump-ship has three essential components. The first is an Akwende Drive itself. The drive is usually mounted in the center of the ship, securely braced. The second is a set of fusion engines, for maneuvering to and from jump points. The third is a containment vessel of antiprotons, fuel for the antigraviton generator. Most large ships also carry the equipment to create more antiprotons and recharge the tank, but this isn’t strictly necessary.

To begin a journey, the jump ship must first *find* the jump point. In settled systems, the jump points are carefully charted and tracked — a ship will know what section of space to search, but it must search nevertheless. To find a jump point, the drive is switched on at a very low level, producing a slow trickle of antigravitons. Sensing equipment around the edges of the drive determine where the antigravitons are leading. All jump ships are fitted with this equipment, but most civilian craft can only home in on jump points within a few hundred thousand kilometers. Military or exploration vessels can plot jump points across many millions of kilometers.

Once the location of the point is determined, the ship starts its fusion engines and heads toward it. As the ship gets closer to the jump point, the attraction of the antigravitons toward the point becomes stronger and stronger. When the ship is close enough to the point that the antigravitons can actually arrive at the point itself before decaying (a distance of about 500 meters), the jump drive starts to produce real thrust, though at this point that thrust is very small.

The ship stops at the edge of the jump area to get a precise bearing on the jump point, including its drift rate. It then kicks in the engines, gets as close as possible to the jump point, and activates the jump drive at full power. The high thrust provided by the jump drive drags the ship to the exact jump point. Once the source of antigravitons coincides with the jump point, an antigraviton field is created with a roughly 500-meter radius. (The radius is a constant, based on the half-life of antigravitons.) If the intensity of this field is sufficient, based on the mass contained within the field and the speed with which that mass is moving, then everything in the field vanishes at the point of departure and arrives at the

point of arrival, keeping all its original momentum.

All parts of the jump-ship must be subjected to roughly the same amount of antigraviton flux. Because of the short lifespan of these particles, this effectively translates into a maximum ship radius of about 500 meters. Since particles have a half-life, this radius is not fixed, and to a certain extent the power of the drive determines the radius of the sphere. Ships bigger in radius than 500 meters take vastly more power than ones smaller than this threshold. If a ship is too big for its antigraviton flux, then only the parts that are within the field complete the jump — and if that means the bow of the ship is caught outside the field, then it's left behind, and a serious damage-control problem ensues.

Since the speed of the ship affects the amount of antigravitons required to initiate the jump, a ship can reduce the jump's energy needs by carefully maneuvering to the exact location of the jump point, and matching vectors with the jump point's drift, before turning on the drive. This results in the minimum-energy jump for a given mass, but can take quite some time to achieve. However, for ships that are close to the 500-meter maximum, this is the safest way to make a jump.

Each jump draws energy out of the jump line used. This energy is proportional to the energy required to initiate the jump. Thus, a minimum-energy jump takes less energy out of the jump line. Reducing the energy of a jump line may make it connect to a new destination, or it may disconnect it entirely. When a ship attempts a jump that depletes the line's energy, it will either arrive at the wrong destination, or it will simply disappear. No one knows where ships that vanish this way go; they are presumed destroyed.

When a ship generates more antigraviton energy than it needs for the jump, the excess is dissipated in a burst of light and neutrinos at both ends of the jump. This burst is easily detectable from long range. If the ship takes time to calculate the exact amount of energy required, and is equipped with a "variable-flux engine," it can make a "stealth" jump, eliminating the flash at both ends. Under normal conditions, ships seldom bother with this; in fact, very few civilian ships are even equipped with the gear necessary to calculate the antigraviton flux.

As has been mentioned several times, the jump takes no time at all, in either the frame of reference of the jump ship or that of an outside observer at either end. The only time required for jump travel is that of traveling to and from jump points.

## FUSION ENGINES

Within a system, the jump drive that makes travel between stars economical is useless. Instead, ships carry huge fusion engines, which create thrust by the same centuries-old process once used to generate electrical power. These engines get much of their fuel from space itself, by sweeping up the gas that makes up the "solar wind" produced by stars. Fusion engines provide high thrust and low fuel consumption, and have become almost the sole engine type used on spacecraft today.

The fusion engine actually consists of two elements. The first, and most important, is the engine itself. This consists of electromagnetic field generators mounted at the stern of the ship. Hydrogen gas is released into the field created by these generators, where it is compressed under force comparable to that in the center of a star. The compression creates "hot fusion," the same process that drives stars. (This is related to, but very different from, the "cold fusion" used by the energy cells that power nearly all modern equipment.) That energy, in turn, propels the ship, at thrusts from 8 standard gravities for light fighters to 1 or 2 gees for large freighters and battleships. The fusion reaction also provides power for the ship's weapons, shields and other systems; backup power is provided by standard cold-fusion cells.

The second element is the ramscoop. This also consists of electromagnetic field generators — in fact, small ships use the same generators to create both fields. The ramscoop field, projected for up to several kilometers around and ahead of the ship, sweeps hydrogen gas into large intakes in the bow of the ship, where it is filtered and stored in the ship's fuel tank. The faster a ship goes, the more fuel gets swept into the tank. At low speeds, the fuel swept up is fairly insignificant. At high speeds, the fuel is enough to maintain the ship's engines indefinitely, without dipping into the tank. A ship must always use tank fuel for acceleration, but once at speed it can rely on ramscoop intake for operation. A very large ship moving at moderate speeds actually sweeps up more gas than it uses, and can recharge its tanks as it flies; small ships like fighters usually run at a slight deficit, and must refuel from their carrier or a tanker.

One side effect of the ramscoop is drag — sweeping up the gas actually acts to slow down the ship. This drag is greater the faster the ship goes, and must be countered by thrust. Thus, ships have a maximum speed based on their thrust and size, and cannot accelerate beyond this speed. (The maximum speed of a bulky freighter, for instance, is about 150 kps; for a sleek fighter, it's 500 kps.) When a ship shuts off its engines, it slowly coasts to a stop.

Small ships such as fighters have “afterburners,” which adjust the ramscoop field. The opening of the field is reduced, to reduce drag, and the gas is routed *past* the ship rather than into the tanks. At the stern, the ramscoop field compresses the gas to fusion, acting like an extra set of engines. The result is 50% more thrust and a nearly 200% higher top speed. However, no fuel is being swept into the tanks, and thus using afterburners rapidly depletes the small fuel tanks that fighters carry.

If a ship doesn’t need to maneuver, it can reduce the size of the ramscoop field while maintaining normal thrust. This reduces drag and drastically increases the ship’s maximum speed — up to 200,000 kps! However, the ship becomes virtually incapable of maneuvering. Ships maneuver by manipulating the engines’ fields to redirect the exhaust. The higher the thrust (and therefore speed), the higher the maneuvering thrust. Under normal operation, ships make sweeping, constant turns like atmospheric craft, rather than the clumsy turn-and-burn turns made by 20th century chemical-fueled spacecraft. But when a ship is traveling faster than its max speed, it has to fall back on primitive maneuvering, wasting time and fuel. Thus, ships only use reduced-scoop speeds when they do not expect to need to maneuver, such as when traveling from a world out to the general area of a jump point.

The complex, sophisticated electromagnetic fields used by engines and ramscoops are created by “magnetic monopoles.” These are like regular magnets, except that where a normal magnet has two poles (north and south), a monopole has only one pole (either north or south). Most monopoles are very weak; they are used like amplifiers to control and redirect much larger fields produced by standard electromagnets and such. Monopoles are an artifact left over from the Big Bang billions of years ago, and can no longer be created in the normal universe; they are thus a very valuable strategic commodity. The complexity of a ship determines how many monopoles are required; the mass and size of the ship determines how powerful each monopole must be. Thus, a typical fighter requires thirty microgauss monopoles; a cruiser needs a dozen milligauss monopoles; a large passenger liner requires four centigauss monopoles.

## **SHIELDS (ALSO “PHASE SHIELDS”)**

The word “shields” most commonly refers to the defensive systems found on most spacecraft. However, these shields are actually just one application of a far more subtle and far-reaching technology: state control fields.

All matter is made of subatomic particles. These particles have various characteristics: spin, charge, mass and so forth. State control fields allow a ship to actually alter those basic characteristics for all particles within a region of space. These fields are used in a jump drive (q.v.) to suppress gravitic mass, for example. Other uses include generating antimatter and improving the efficiency of fusion engines. The most subtle and ingenious applications of state control fields, though, involve the various incarnations of shields.

*Air shields.* To reduce the amount of time required to launch and recover fighters, carriers leave their hangar bays open to space. To reduce the amount of time required to ready and repair fighters, all carriers keep their hangar bays pressurized, to create a “shirtsleeves” working environment. This seemingly-impossible combination works because of air shields. These shields use state control fields to align the magnetic axes of all the air molecules near the hangar bay door; sophisticated electromagnetic field generators then trap the air, pushing it back into the ship.

*Gas-charged shields.* Basic air shields only keep in slow-moving molecules of oxygen and nitrogen. The system is completely insufficient for defense against anti-ship weaponry, because the energy requirements of an electromagnetic field large enough and strong enough to stop fast-moving incoming particles would be exorbitant. Only powerful forces such as the strong nuclear force are adequate for these needs; unfortunately, the strong nuclear force has an extremely short range (the diameter of a molecule).

Most ships use gas-charged shields to solve this problem. The ship uses an enhanced form of air shield to trap a thin spherical shell of gas around the ship. State control fields then manipulate the molecules in the gas to amplify atomic forces, forming an impenetrable wall to stop incoming attacks.

When something collides with the shield, it is instantly stopped. Its kinetic energy is transformed into heat energy, vaporizing the attack and dissipating some of the shield’s gas. The gas loss degrades the protection of the shield; when all of the gas is gone, the shield is unable to stop any attacks. To counter this, the ship carries a tank of gas, which is injected into the spherical shell to replenish the shields. Xenon is the best shield gas, because of its atomic properties and because it is inert. Civilian ships, concerned more about economics than efficiency, use hydrogen instead, making their shields much weaker;

however, most civilian ships are large enough to carry heavy shield generators, compensating for the inefficiency. (As a side benefit, using hydrogen as the shield gas means the shields replenish quicker, since hydrogen is floating free in space naturally.)



# SYSTEM DESCRIPTIONS

## **MCAULIFFE**

Primordial world.

Teaching and research colony, population 26,000.

A developing terran world, with an ammonia-methane atmosphere featuring primitive organic compounds. The human population is divided evenly between an orbital station and a ground-based research facility. Many of humanity's greatest minds are present at any given time, and virtually the entire body of human knowledge is available in the orbital station's libraries.

## **BRIMSTONE**

Volcanic world.

Kilrathi military installation, population unknown.

Rocked by volcanic eruptions and violent earthquakes, Brimstone is a hostile and forbidding environment. Because of its strategic location, the Kilrathi have built a military base on the planet; the extent of Kilrathi settlement of the planet is not clear.

## **DAKOTA**

Savannah world.

Agricultural colony, population 135,000.

A hospitable world of rolling grasslands. Dominant lifeforms include huge grazing mammalians, similar to buffaloes, but two to three times as large, and small, fleet-footed grazers analogous to antelope. The population is widely dispersed, and consists mainly of independent homesteaders working towards complete self-sufficiency.

## **ENYO**

Water world.

Agricultural colony, population 450,000.

People live on manmade platforms constructed on top of submerged reefs and mountains. Major export products include fish and edible seaweed; Enyo is a major food producer in the sector.

## **DIENO**

Desert world.

Precious metal mining compounds, population 200,000.

Dienoans are mostly rogue prospectors, scouring the rocky hills and shifting sands of this barren planet for metals such as silver and gold. Very dependent upon Enyo for supplies, including both food and water.

## **GATEWAY**

Temperate world.

Diverse industries, population 27,000,000.

One of the most heavily populated planets in the sector, Gateway is the industrial hub of the sector. Important products include starship parts, computers, ammunition and small arms.

## **GODDARD**

Goddard was colonized in 2512 by descendants of the North American continent of Terra, many of whom were scientists and educators. The colony is named after Robert H. Goddard, generally considered to be the father of rocketry science. Every year, 12,000 rockets are fired to celebrate Goddard's birthday.

In 2618, Eduardo Rosado, a Goddard native, invented the neutron gun, one of the Confederation's most effective weapons.

Another Goddard scientist, Gordon E. Thorn, developed a high-quality beverage. The result was Goddard Special. The colony exports 75,000 kiloliters of Goddard Special every year.

Goddard is famous for its Conservation Forest, spread out over 12,500,000 square km. An estimated 7225 varieties of Terran trees have been transplanted to Goddard to prevent their extinction on Earth.

Visitors to Goddard should contact the Bureau of Tourism for more information about Goddard's birthday and other local events. Ask for publication #16548 version 5.11.

(Colony destroyed at beginning of *SM1*.)

## **KIROV**

Jungle world.

Native sentients, human population 1,500.

A verdant jungle planet, Kirov V appears extremely inviting to human habitation at first. Unfortunately, its atmosphere contains traces of toxic gases, which are also found in the water as well as the flora and fauna of the planet. These poisons are easily filtered by a lightweight breathing mask or water filters; food must be imported or heavily treated.

A more important factor limiting the habitation of Kirov is the presence of a primitive sentient species. Small, vaguely simian bipeds, the Kirovites live as stone-age tribesmen, hunting and gathering in their planets jungles. They do build villages and use an extensive array of stone-age tools, including bows and atl-atls. The Terran Confederation has authorized only a handful of colonists on the planet—mostly anthropologists, xenobiologists, sociologists, and other scholars. General colonization is thus far prohibited.

## **ENIGMA SECTOR WORLDS**

# TIMELINE

(All "personal log" entries by Mike Harrison, *Wing Commander Strategy Guide*.)

## BEFORE WING COMMANDER

### 2629

Exploration and colonization ships of the Terran Confederation increase their penetration into Vega Sector.

### 2629.105 (4/15/2629 TERRAN RECKONING)

The exploration ship *Iason* encounters a spacecraft of unknown origin. *Iason* commander Jedora Andropolos beams the standard wide-band non-verbal greeting designed by the Committee for Interaction with Alien Intelligences.

Captain Andropolos keeps *Iason* motionless for twenty-two minutes standard while the alien vessel waits. Finally, the alien vessel opens up with all guns, utterly destroying *Iason* and all hands.

### 2634.186

War is formally declared by the Terran Confederation on the Empire of Kilrah for countless acts of piracy and unwarranted assault.

### 2634.228

Confederation cryptographer Ches M. Penney partially decodes the current Kilrathi cipher. The intercepted message refers to a punitive strike being launched against the Confederation, starting with the colony on McAuliffe and the space station *Alexandria* in orbit around it. Confederation High Command launches a counter-offensive twice the size of the anticipated enemy fleet; it is to reach McAuliffe first and ambush the attackers.

### 2634.235-252

The Kilrathi fleet reaches McAuliffe. It is four times the predicted size; the incomplete translation of the intercepted message had underestimated the size of the Kilrathi offensive. So begins the McAuliffe Ambush engagement.

In several days of bloody combat, the Terran fleet is all but obliterated, leaving a still-sizeable force of functional Kilrathi spacecraft. But the Kilrathi, momentarily daunted by the ferocity of the Terran resistance, turn back to regroup and repair. The first large-scale Terran-Kilrathi engagement ends with the Kilrathi spearhead momentarily broken.

### 2639.033-077

Kilrathi occupation forces land on the human-occupied world Enyo, put a quarter of a million human prisoners under orbital guns, and await Terran reprisals. So begins the Enyo Engagement, a tactical situation made difficult by the presence of so many hostages.

Phase One of the Enyo Engagement involves bringing in an attack force against the Kilrathi fleet at Enyo. The attack force consists principally of Raptor-class heavy fighters reconfigured to carry extra Porcupine Space Mines and practically no missiles. The force is small enough that Kilrathi forces at Enyo are certain of victory.

The Phase One forces drop their Space Mines in one region of space near Enyo and engage the enemy. Kilrathi ships maneuver to get out of the mined region and turn their attention to destroying the invaders.

By the time the Kilrathi navigators realize that the mined region corresponds to Enyo's principal jump point, it is too late: Phase Two has begun. A single radio signal detonates all the specially-modified Porcupine mines, and moments later the remainder of the Terran fleet appears at that jump point, in the middle of the engagement.

The Terran fleet strikes first against the gunships threatening the human colonies. The enemy ships are destroyed with minimal loss of life among the colonists. Then the two fleets settle in for a pounding

match.

The Enyo Engagement ends with the Kilrathi in retreat. Losses have been nearly identical between the two fleets, but the Kilrathi have been forced to abandon a strategic position.

## **2642**

The Confederation military command, determining that a need exists for a heavy space carrier, authorizes design of the *Bengal*-class carrier line. Trojan Four Spaceyards wins the assignment to build the new line of carriers.

## **2644.153-196**

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

## **2645.331**

The second Bengal-class space carrier, the *Kipling*, is launched. Owing to design modifications, the *Kipling* and all subsequent *Bengals* are 10 meters shorter and several tonnes less massive than the *Tiger's Claw*, making the *Tiger's Claw* the biggest space carrier in its class.

## **2649.097-153**

Terran ground forces launching an attack on a fortified Kilrathi colonial position are routed by unexpected Kilrathi fighter-craft support. The Terrans quickly reform and advance back into Terran space, their lightly-armed transports pursued by Kilrathi warships. TCS *Tiger's Claw* is detached from its previous station and sent to the Terran fleet's path.

*Tiger's Claw* fights a delaying action, subsequently called Custer's Carnival, to allow the Terran fleet time to reach Terran-controlled space. Though swarmed and badly damaged by Kilrathi fighter-craft, the carrier occupies the Kilrathi forces until the Terran fleet reaches safety. The *Claw* is able to limp back into Terran space, though three-quarters of its engines are destroyed and half its pilots are listed as casualties.

Subsequently, two Gold Stars and numerous other medals are awarded to *Tiger's Claw* personnel, and the carrier spends six months in spacedock (until early 2650) being repaired and refitted.

# WING COMMANDER I

## **2654 (NEARING GRADUATION); THE *TIGER'S CLAW* - ASSIGNMENT OF CHOICE**

As we dissected recent successes in the Kilrathi war, I noticed that the name of the TCS *Tiger's Claw* kept appearing. Everyone at the academy had heard in history class the story of the *Claw's* shakedown cruise in 2644, when they unexpectedly encountered and routed a superior Kilrathi invasion force. More recently, the Confederation's largest carrier had fought an unbelievable delaying action known as Custer's Carnival. It set up the escape from Kilrathi space of 10 Confederation Draymans carrying more than 2000 ground troops.

Other than the six months spent in spacedock for repairs following Custer's Carnival, the *Tiger's Claw* had been in the Vega Sector for 10 years. Since 2650, enemy activity had been sporadic, and most of us felt the Kilrathi had simply probed the system to test our strength and resolve. Soon after my arrival on the *Tiger's Claw*, however, Intelligence scanners indicated an enormous buildup in Kilrathi strike forces. According to analysts, the Enyo System, which the Kilrathi abandoned following an engagement in 2639, was the first target. We jumped there three days later.

## **2654.085-103; ENYO SYSTEM; WINGMAN: SPIRIT; SHIP: HORNET**

My first patrols. A real rush, but little of lasting consequence.

## **2654.121; MCAULIFFE SYSTEM; WINGMAN: PALADIN; SHIP: SCIMITAR**

The Confederation is preparing for a major offensive, and the Killer Bee Squadron must clear the way for supply and transport ships to enter the McAuliffe System. Mission Control reports that a large bogie has jumped into the system and is heading toward the *Claw*. It's an unknown ship at this time, but all indications point to its being a well-guarded warship. Flying Scimitars, Paladin and I have been ordered to thwart the approach of the massive enemy ship and any other bogies we encounter en route.

## **2654.124; MCAULIFFE SYSTEM; WINGMAN: PALADIN; SHIP: SCIMITAR**

While the *Tiger's Claw* is scheduled to jump out of McAuliffe System tomorrow, the battle here will continue, and additional Confederation transports and tankers are arriving hourly. A Kilrathi carrier has been spotted, and we expect heavy resistance as we escort the larger ships to their positions. The worst news is that Bhurak Starkiller, the Kilrathi's leading ace, with 64 kills recorded, is known to be patrolling the area. This is one instance where I hope the Intelligence analysts have missed their mark.

## **2654.132; BRIMSTONE SYSTEM; WINGMAN: MANIAC; SHIP: SCIMITAR**

The twitch at the corner of the Colonel's mouth betrayed his anxiety. I could tell the failed sabotage operation was squeezing the Confederation's resources in Brimstone System. Unsure of the strength of Kilrathi forces, Halcyon ordered Alpha Wing to gather intelligence on the enemy forces on the second planet.

## **2654.140; BRIMSTONE SYSTEM; WINGMAN: MANIAC; SHIP: SCIMITAR**

Halcyon entered and cut the conversation short. "We're gearing up for a major assault on Kilrathi bases in the system," he said. "HQ is sending in extra warships and we're going to escort them back to the *Tiger's Claw* for rendezvous."

## **2654.157; DAKOTA SYSTEM; WINGMAN: KNIGHT; SHIP: RAPTOR**

We were covering medical transports as they delivered a new Watson's Disease vaccine to the settlers in Fargo Colony. We'd escort one Drayman to its jump point, then cover another on the way back to rendezvous with the *Tiger's Claw*.

## **2654.164; DAKOTA SYSTEM; WINGMAN: KNIGHT; SHIP: RAPTOR**

Colonel Halcyon was all business at the mission briefing. An enormous Kilrathi convoy was moving into attack range, and we were immediately launching 20 fighter wings to head them off. The orders were simple: seek and destroy.

### **2654.187; KURASAWA SYSTEM; WINGMAN: BOSSMAN; SHIP: RAPIER**

We were finally on the offensive in the war, and moving on Kilrathi bases after halting the enemy's advance in the Dakota System. According to Intelligence reports, the enemy was trying to ferry ships and supplies into the bases. They were preparing to make a defensive stand, but we weren't going to let them.

### **2654.198; KURASAWA SYSTEM; WINGMAN: BOSSMAN; SHIP: RAPIER**

Halcyon reported that Terran forces had captured a Kilrathi Ralari-class destroyer in Port Hedland. Incredible!

Sector command wanted to bring the Ralari to the Kurasawa System and use it in the siege against the Kilrathi bases. Imagine that, using their own destroyer against them. The only problem was that the Kilrathi knew we had control of their ship and they would pull out all the stops to keep us from getting our hands on their technology.

### **2654.208; KURASAWA SYSTEM; WINGMAN: BOSSMAN; SHIP: RAPIER**

It was gut wrenching when Colonel Halcyon said the *Formidable* was in bad shape and needed assistance. I'd served aboard the destroyer during my final year at the academy. In an experimental program started just five years into the war, prospective pilots passed their final tests in a sort of trial-by-ordeal, on-the-job training aboard the Exeter.

### **2654.237; ROSTOV SYSTEM; WINGMAN: ICEMAN; SHIP: RAPTOR**

The Rostov System was an interesting place for our next battle with the Kilrathi. Because it was inhabited by the Mopoks, a sentient species, Confederation law forbade colonization of any of the planets. The system, though, is rich in mineral resources, and when a scientific expedition indicated a Kilrathi presence here, we knew we had to protect it.

### **2654.265; ROSTOV SYSTEM; TIGER'S CLAW**

It was Marshall's misfortune to be the first pilot in the carrier's 10-year history who mistakenly destroyed a friendly.

### **2654.271; ROSTOV SYSTEM; WINGMAN: ICEMAN; SHIP: RAPTOR**

While we'd been successful in halting the supply ships the Kilrathi had deployed throughout the system, their military presence was increasing daily. Tactical had reported several new bogies in the system, including a Ralari-class destroyer. Eliminating the Ralari was critical to our success.

### **2654.287; VENICE SYSTEM; TIGER'S CLAW**

#### **THE FINAL ASSAULT: PREPARATION FOR VICTORY**

It was a healthy tension that permeated the *Tiger's Claw*. We all knew the Venice System was vital to the Kilrathi's effort and that a victory here would signal a turning point in the war. Terran Intelligence had reported that the Kilrathi High Command operated from a starbase located in the system. If we could destroy that base, we would remove the brains of our cat-like enemies.

### **2654.289; VENICE SYSTEM; WINGMAN: HUNTER; SHIP: RAPIER**

The first Terran missions in the Venice system were reconnaissance patrols used to identify Kilrathi ships and their locations. We were hoping to find their starbase, the operations center for the High Command, but realized the chances were against us in the early stages.

### **2654.296; VENICE SYSTEM; WINGMAN: HUNTER; SHIP: RAPIER**

The *Tiger's Claw* fighter patrols had identified multiple Kilrathi targets in the Venice System. With the assistance of fighters from the carrier *Kyoto*, we were ordered to engage and destroy specific ships and escorts throughout the system. Nu Wing would rendezvous with Rapiers from the *Kyoto* and head out in search of a Fralthi. According to Intel reports, Gratha, Salthi and Krant were protecting the 500-meter cruiser.

### **2654.309; VENICE SYSTEM; WINGMAN: HUNTER; SHIP: RAPIER**

Terran Command had discovered the location of the Kilrathi starbase and the *Tiger's Claw* was moving into position to launch her fighter wings against the final target. Significant resistance was expected, and Phi Wing was ordered to take out any enemies encountered on a three-point scouting patrol ahead of the carrier. Then we were to return and guard the starboard side against the fighter attacks that were sure to come.

### **2654.315; VENICE SYSTEM; WINGMAN: HUNTER; SHIP: RAPIER**

This was the mission we had all been waiting for. Take out the starbase and destroy the Kilrathi High Command for the entire sector. Terran Intelligence believed the Kilrathi would expect us to attack with our capital ships, but we were sending in fighter wings instead. If we could punch through the Kilrathi defenses, our speed, firepower and maneuverability would allow us to destroy the starbase.

### **2654.325; TIGER'S CLAW AFTER THE VEGA CAMPAIGN**

It was the first time I had ever seen the Colonel enter the pilot's bar, much less hoist a mug of Goddard's Special. The party had started as soon as word came down that the Kilrathi had abandoned the Vega Sector. Halcyon held up his mug and asked for quiet. "I'd like to propose a toast!" he yelled.

It took a while to get everyone's attention. People were hooting and hollering, dancing and drinking. Knight was balancing a glass of champagne on his forehead and trying to limbo. He was drenched from previous attempts. Eventually, a semblance of order was established and the Colonel could at least be heard.

"I've been fighting the Kilrathi for almost 20 years," the colonel said, "and this is the first time the Confederation has ever claimed a major victory. We've won our share of battles before, sure, but this could be the real turning point in the war. Those blasted cats will never look at humans in the same way again."

When I returned to my cabin, I flipped the switch on the computer, activated the comm network, and scanned for the latest war news. After all, Vega Sector wasn't the only place we had been fighting the Kilrathi. The main story, filed just moments before I logged on, caught my attention. All communication had been lost with the colonists on Goddard in the Deneb Sector. The cause was unknown.

Just as I finished the story, I was notified of a priority message on the intra-ship network. Those messages were seldom good news, and this was no exception. Everyone was ordered to their comm stations for a general announcement at 0900 tomorrow. A pilot's briefing would follow at 1000 hours.

I shut down the system, hit the showers and headed for my bunk. *Damn*, I thought, *it doesn't look like anyone will see home in the near future*. I was almost in tears.

# SM1: OPERATION THOR'S HAMMER

## **2654.326; TIGER'S CLAW HEADING TO GODDARD**

The Colonel's announcement and briefing didn't add a whole lot to what I had read the night before concerning the loss of communication with the Goddard colonists. Terran Intelligence Command's scan analysis indicated the use of a new Kilrathi weapons technology against the planet. At this point, however, they weren't sure what effect it had beyond the disruption in communications. Scouting teams were being sent to the planet's surface to investigate.

The *Tiger's Claw* would jump to the Deneb Sector tomorrow, make her way to the Goddard System, and provide whatever support activities were required. We wouldn't know whether our posture would become offensive or defensive until the planetary investigation was completed.

Rumors ran rampant on the carrier as we prepared for our jump out of the Vega Sector. There were reports that the new weapon had wiped out the use of all electronics on the planet with an advanced Electro Magnetic Pulse (EMP) generator, but that the colonists remained alive. Others swore that the entire colony had been wiped out by a "beam" weapon of unknown origin. No one knew for sure, but we were all stunned by the turn of events.

## **2654.346; GODDARD SYSTEM; WINGMAN: HUNTER; SHIP: HORNET**

Halcyon was frantic. We would launch as soon as the *Tiger's Claw* reached Goddard Colony. The fate of the colony was unknown, but the Confederation was bringing in supplies in case relief efforts were needed. Hunter and I, flying Hornets, would make sure the transports reached their destinations.

## **2654.348; GODDARD SYSTEM; WINGMAN: HUNTER; SHIP: HORNET**

The *Tiger's Claw* was streaking toward Goddard and the fighter wings were ordered to help clear a path in front of the carrier. We still didn't know what would be found when we arrived at the colony.

## **2655.006; BORDER ZONE; WINGMAN: ANGEL; SHIP: SCIMITAR**

Now we knew that the Goddard colony had been completely destroyed by the Kilrathi weapon. A quarter-million civilians had lost their lives. We would chase the departing Kilrathi fleet and attempt to destroy the vessel carrying the new weapon.

## **2655.022; MIDGARD; WINGMAN: BOSSMAN; SHIP: SCIMITAR**

Colonel Halcyon nervously told us that the Kilrathi had captured the *Falstaff*, a Drayman carrying weapon design specifications, troop movement information, and tactical maps. We would move against it, even though doing so would tip our hand that we were following the Kilrathi fleet. It didn't bode well for the future.

## **2655.029; MIDGARD; WINGMAN: BOSSMAN; SHIP: SCIMITAR**

The Kilrathi knew we followed, and we expected a greater concentration of enemy fighters as we continued our missions. The Reavers, an elite corps of Marines, had captured a Dralthi but needed assistance in bringing their prize back to the carrier. We really needed the information from the enemy ship.

## **2655.057; JOTUNHEIM; WINGMAN: SPIRIT; SHIP: RAPTOR**

Confederation Intelligence thought the Kilrathi were setting up an ambush, so they decided to launch all our fighter wings in an effort to counteract their strategy. Spirit and I would take the bait, flying right into the middle of the anticipated melee.

## **2655.081; JOTUNHEIM; WINGMAN: BOSSMAN; SHIP: RAPTOR**

Colonel Halcyon said we had an emergency. The *Tiger's Claw* had received a distress call from the *Johann*, an Exeter-class transport. Apparently the ship needed protection while under repair.

I don't know how Intel could have been so wrong. This mission was the most bizarre I'd ever flown. As it turned out, the mission was the result of a bogus radio message from the Kilrathi. It wasn't the *Johann*,



but the mythical *Gwenhyvar* (an *Exeter*-class ship that had been captured by the Kilrathi while in dry dock) that appeared at Nav 2. They were trying to draw us into an ambush and they almost succeeded. I knew something was wrong when Rapiers attacked our position before we reached the *Exeter*, so I was prepared for something unusual.

### **2655.105; BIFROST (KILRATHI SPACE); WINGMAN: PALADIN; SHIP: RAPTOR**

We were pretty sure the ship carrying the new Kilrathi weapon was in the area. In addition, Tactical thought that a fuel depot was located here.

Paladin and I would scout three navigation points, searching for the Kilrathi fuel depot. We were ordered to engage and destroy any enemy ships encountered during our patrol.

### **2655.121; BIFROST; WINGMAN: PALADIN; SHIP: SCIMITAR**

So many Raptors had been damaged that we were reassigned to Scimitars while the techs attempted repairs on the heavier fighters. Previous patrols had pinpointed the location of the supply depot. It would be our ultimate goal.

### **2655.139; BIFROST – SITE OF DEPOT; WINGMAN: ICEMAN; SHIP: RAPIER**

The Killer Bees had captured a Kilrathi ship that yielded strike assignments in the Vega Sector. If we could get back to Vega, we would be able to set ambushes against their fighters.

### **2655.155; VALGARD SYSTEM; WINGMAN: ICEMAN; SHIP: RAPIER**

The super-dreadnought *Sivar*, carrying the secret weapon, was near and running low on fuel. We couldn't go after it yet, because too many Kilrathi fighters and transports were around to provide protection. We would take care of that on this mission.

### **2655.159; VALGARD SYSTEM; WINGMAN: ICEMAN; SHIP: RAPIER**

With the destruction of the fuel depot/starbase, many Kilrathi fighters were stranded in space with nowhere to go. The Colonel was positive they would launch an attack on the *Tiger's Claw*.

### **2655.186; VIGRID SYSTEM; WINGMAN: KNIGHT; SHIP: RAPIER**

We had discovered the location of the *Sivar*, and the Kilrathi knew it. Their only chance to save the secret weapon was to launch a massive attack on the *Tiger's Claw*.

### **2655.199; VIGRID SYSTEM; WINGMAN: KNIGHT; SHIP: RAPIER**

This was the mission we had been working toward. We knew the location of the *Sivar* and we were ready to blow it away. Colonel Halcyon decided to launch strike wings from two different locations, hoping to confuse the *Sivar's* defenses. Omega Wing was part of the first launch, then the carrier would move to Nav 3 and send more fighters into space.

### **2655.211; TIGER'S CLAW AFTER THE SECRET MISSIONS**

I was tired of combat, of death, of flying and of space. I wanted to feel grass under my feet and wind against my face. I wanted to talk about things other than ships, weapons, strategy and tactics. People who hadn't experienced war in space could never understand the complex emotions it evoked. I wished I hadn't either.

I never had any doubts about our goals. I was ecstatic that we'd destroyed the Kilrathi weapon that had taken the lives of a quarter-million colonists. The Confederation had no choice in the path it had taken. I guess it was the conversation with Paladin, where he brought up the issue of genocide, that started me thinking.

How can you really win a war when the only apparent solution is the outright destruction of an entire species? That's one issue that had never come up in the ethics classes at the space academy. It's also an issue I'd never considered when I signed up to become a combat pilot.

I'd only been in space for 18 months, but I felt like a 20-year veteran. At this point I realized that the steely look I saw in the faces of pilots when I was young actually revealed a numbness born of living with death and destruction. It was something you could never get used to. The thrill I felt the first time I

blasted a Kilrathi ship had been replaced by the realization that I was also destroying a life. An evil life, perhaps, but a life nevertheless. I wondered if Kilrathi pilots felt the same way.

Looking back at my feelings at the time, I realize I was exhausted by the intensity of the missions in Kilrathi space. Becoming a fighter pilot hadn't matched my expectations, but I knew the job we were doing was one that had to be done. You really can't worry about the destruction of a species that's intent on eliminating you.

# SM2: CRUSADE—THE FIREKKA MISSIONS

**2653.500-2655.230**

## **THE FIREKKA TREATY—FINDING AN ALLY**

It was really kind of a fluke that led the Confederation to the discovery of the Firekkans. Long-range scans hadn't revealed any mineral resources in the isolated system and it was far from any established trade routes, so it wasn't on the priority list for scientific exploration.

The Firekkans might have remained isolated if there hadn't been a war between the Confederation and the Kilrathi. Several years ago, our Marines were searching for a location to practice massive splashdown landings and assault maneuvers. Since they were employing new technology, they needed a safe location that the Kilrathi would not be monitoring or patrolling. They were also looking for large areas of water in a low-gravity environment. The Firekkan system fit the bill.

Before the maneuvers began, our forces sent an exploratory patrol to the system. That's when we found a friendly, intelligent and highly evolved sentient avian race. It ruined the Marines' immediate plans for training exercises, but it led to a burgeoning relationship between leaders of the Terran Confederation and the Firekkans.

Impressed by the Firekkan culture, our Diplomatic Corps started negotiations designed to expand the Confederation. It had taken almost three years, but we had reached the point where an official treaty between the two groups was imminent. That's why the *Tiger's Claw* had jumped to the Antares Sector.

After the hard-fought confrontations in Vega and Goddard, we were relieved to be spending some time as the Honor Guard for the Confederation Diplomatic Corps. It looked like our pilots, technicians, communications operators and mechanics would finally receive some shore leave during the treaty conference. A little escort duty, far from the Kilrathi battle fleets, would be a welcome respite.

The main topic of conversation on the carrier came from those who had already taken their shore leave. Everyone was impressed by the physical beauty of the planet, the sensitivity and intelligence of its inhabitants, the unusual technology found in its cities, and the diverse nature of its culture. For those of us who hadn't yet been granted leave, it served to whet our appetites even more.

## **2655.236; FIREKKA SYSTEM; WINGMAN: ICEMAN; SHIP: HORNET**

The treaty signing was only days away when Terran Intelligence reported the sighting of a Kilrathi convoy moving through a nearby star system. Concerned about a disruption of the activities, Halcyon ordered watch patrols while we began escorting our diplomats to the planet's surface.

## **2655.249; FIREKKA SYSTEM; WINGMAN: ICEMAN; SHIP: HORNET**

The appearance of the Kilrathi Imperial Guard had us baffled. We didn't think the Kilrathi had tracked the *Claw* here, and we couldn't find any strategic element in the war that would lead our enemy here. We were still searching for the convoy.

## **2655.261; FIREKKA SYSTEM; WINGMAN: KNIGHT; SHIP: RAPIER**

Incredibly, we've discovered that a stray convoy was not our biggest concern. An entire battle fleet was headed our way. It is smaller than the one we'd battled in Goddard, but we still didn't know why they were in this system.

Since it was the first time we'd encountered them, the Hriss caused the most problems on this mission.

## **2655.265; FIREKKA SYSTEM; WINGMAN: KNIGHT; SHIP: RAPIER**

We didn't know what was going on. Confederation High Command reported that all Kilrathi fleets were headed toward the Firekka System. Reinforcements were being sent, but we would begin evacuation of our diplomats from the system immediately.

## **2655.271; FIREKKA SYSTEM; WINGMAN: SPIRIT; SHIP: RAPTOR**

At first, I wasn't sure I'd understood Halcyon's briefing. High Command had intercepted a vid-link from Captain Ralgha, a Kilrathi commander, asking for asylum on the carrier. The officer was willing to bring in a Fralthi and its 20-fighter escort. Pilots from the TCS *Austin* had already rendezvoused with the capital ship and placed a human crew at the helm.

### **2655.278; FIREKKA SYSTEM; WINGMAN: SPIRIT; SHIP: RAPTOR**

Two more enemy battle fleets were on the way to Firekka. After receiving a vid-link from Kilrathi Prince Thrakhath, we had some understanding of the situation. His message indicated that we were trespassing on the holy ground of Lord Sivar, the Kilrathi war god. He gave us one planetary rotation to leave. Command ordered us to retreat to a nearby star system, hoping the Kilrathi would think we had abandoned the area.

### **2655.281; CORSAIR SYSTEM; WINGMAN: JAZZ; SHIP: DRALTHI**

This mission was going to be strange. We would fly the Dralthi that we'd captured when Captain Ralgha came in to seek asylum. The ships had been refitted with Terran weapons and targeting systems, but our technicians hadn't had time to install ejection systems.

### **2655.293; CORSAIR SYSTEM; WINGMAN: JAZZ; SHIP: DRALTHI**

We finally understood the situation. We had ended up right in the middle of a military-religious ceremony that the Kilrathi held every year. The fact that it would take place in the Firekka System this year was just plain dumb bad luck on our part. Captain Ralgha had come up with a plan to disrupt the ceremony by launching an assault on the Kilrathi war priestesses on the planet's surface.

### **2655.300; NEAR FIREKKA; WINGMAN: DOOMSDAY; SHIP: HORNET**

Since elite Marine forces were going to launch the ground assault against the Kilrathi war priestesses, the carrier's fighter wings were going to clear jump points for Drayman troop transports. I was assigned to fly with another pilot from the TCS *Austin*, Lt. Etienne Montclair, also known as Doomsday.

### **2655.301; NEAR FIREKKA; WINGMAN: DOOMSDAY; SHIP: DRALTHI**

We had received word that one of our Draymans, the TCS *General Powell*, had never arrived at its rendezvous point. Soon after, an emergency communication indicated that it had been overrun by the Kilrathi, but that officers, led by Major Kristi Marks, were trying to retake the ship.

### **2655.304; CORSAIR SYSTEM; WINGMAN: HUNTER; SHIP: RAPTOR**

The Marines had completed a successful splashdown on Firekka and were preparing an assault against the Kilrathi war priestesses. Several fighters were returning to the carrier.

### **2655.307; CORSAIR SYSTEM; WINGMAN: HUNTER; SHIP: RAPTOR**

The Marines were in position for the attack and we were going to support their mission by intercepting Kilrathi troop ships as they moved toward Firekka.

### **2655.315; CORSAIR SYSTEM; WINGMAN: ANGEL; SHIP: DRALTHI**

After the Marines' victory on Firekka, the Kilrathi were making every effort to prevent our Confederation troop transports from leaving and making their way to the protection of the carrier. Since the ceremony had been disrupted, we were sure the Kilrathi prince would fear mutiny if he ordered a general attack.

### **2655.320; CORSAIR SYSTEM; WINGMAN: ANGEL; SHIP: RAPIER**

The Kilrathi were in trouble, but we knew they would inflict as much damage as possible before they left, to retaliate for the disruption of their military/religious ceremony. Millions of Firekkan lives were at stake.

### **2655.346; BORDER ZONE; WINGMAN: MANIAC; SHIP: RAPTOR**

The Kilrathi were right on our tails as we headed back toward Vega Sector, but a strike fleet in our path was a greater concern. We would go after the strike fleet first.

### **2655.351; BORDER ZONE; WINGMAN: MANIAC; SHIP: RAPIER**

In a last ditch effort, the Kilrathi were launching an assault on the *Tiger's Claw*. It didn't take a genius to figure out what our missions would be.

## **2656.001; TIGER'S CLAW THE FIREKKA TRIUMPH**

We'd saved our feathered friends from the Kilrathi, but we'd paid a heavy price. We had all lost friends.

Bossman was dead, killed by the Imperial Guard while flying on Angel's wing. Spirit's fiancé had been captured by the enemy. Hunter had lost a brother, a Marine who died in the assault on the war priestesses. Maniac was back in sick bay, and no one expected him to ever return to active duty again. Angel had left the *Tiger's Claw* to command the fighter wings on the TCS *Austin*.

I really didn't know where I stood. Colonel Halcyon had said he wanted me to command the wings on the carrier after he left to work at Tactical Command. He hadn't left yet, and I hadn't heard anything since the fighting had stopped.

One of the most difficult moments during the campaign on Firekka came up during a conversation with Iceman. I could never track down the source of the information, but he mentioned the possibility that we had traitors aboard the carrier, and he didn't mean the Kilrathi who had been granted asylum by the Confederation.

I couldn't even fathom the possibility. How could any Terrans align themselves with the alien race that had destroyed a quarter-million lives on Goddard Colony? History has shown only three reasons that people become traitors: sex, money and idealism. I couldn't imagine the first or last as a reason, so money must have been the motive. It made me wonder about the future.

We reached the Vega System and settled in for what Halcyon called "routine patrol duty." It would prove to be anything but routine, and would create drastic changes in my naval career.

# WCII: VENGEANCE OF THE KILRATHI

## 2656.016; ENIGMA SECTOR; *TIGER'S CLAW*

After cruising around Vega for a couple of weeks, where the maintenance and tech crews had been kept busy with repairs, the *Tiger's Claw* had been ordered to Enigma Sector for a move on K'tithrak Mang. Halcyon explained that we would be mounting an all-out assault on the enemy's headquarters. "Pilots, get some rest in the next two days," he barked. "We'll be scrambling every wing on board as soon as we complete our leap."

## 2656.033; ENIGMA SECTOR; WINGMAN: NONE; SHIP: RAPIER MY LAST PATROL FROM THE *TIGER'S CLAW*

The colonel wasn't kidding when he said he was sending every pilot out on our assault. In fact, our roster was so thin that many of the pilots would fly solo. We were really thrilled about that turn of events. "Sorry, team," Halcyon said, "but we've got an awful lot of space to cover." I was one of the solo missions, and my patrol was the most isolated of all. I would be 75,000 kilometers from any other fighter wing at the closest. I knew I'd have to stay alert, because help was a long way off.

I hit the first nav point without seeing an asteroid, Kilrathi mine or enemy ship. It was kind of fun just cruising along at 250 kps and letting autopilot handle all the navigation while I scanned the radar. I was running through a check of the arming sequences on the guns when a large red blip flashed on the radar display. I wasn't sure whether I'd seen ships or just caught a reflection from the auto-pilot light out of the corner of my eye.

I was just starting to relax, thinking that the blips had been a chance reflection, when six fighters materialized in front and to the left of me. They were too far away for a visual ID, and the right VDU still didn't show anything. It just sat there while six enemy ships passed right by.

Either the enemy ships hadn't seen me or they were ignoring my presence, because they kept to their course. I turned to follow and had just taken up a position on their rear when they disappeared. There was no flash, so I knew they hadn't jumped anywhere. There were no explosions, no debris, nothing at all.

I started a classic search route, flying larger and larger concentric circles in an attempt to locate the enemy fighters. "Damn," I grumbled. "This is a fine time to be without a wingman." I never saw another enemy ship, even though I searched a circular area almost 8000 kilometers in diameter. It took an hour at full speed.

My flight to the last nav point in the patrol route was uneventful and I was now almost 110,000 kilometers from the *Tiger's Claw*. Suddenly, through the crackle of static in my headset, I heard a distress call. It was the *Claw*.

"Mayday, Mayday. The *Tiger's Claw* is under attack. All Confederation craft please assist."

I slammed my new destination into the nav computer, turned hard to the left, and kicked in the afterburners. I didn't have enough fuel to keep them lit the whole way back to the carrier, but I hoped I could get close enough to head off any other Kilrathi pilots who were racing to join the battle.

I could tell the carrier was in trouble when the comm operator stopped using the normal protocol. "They've got us surrounded. There's four ... no, five ... I can't tell how many wings are out there. We're getting hammered here! Launch bays destroyed. Conning tower heavily damaged ... help us out here. We're losing power ...."

That was the last thing I heard. I desperately hoped it was just a communications problem, but as I neared the carrier's last known location, the only blips on the radar were blue and represented other fighters.

From the silence, Iceman's whisper seemed like a roar. "There's nothing to be done, pilots," he said. "Form on my lead and head for the *Austin*. The coordinates are already in our nav computers. Keep radio silence, and watch your six. Iceman out."

The flight to the *Austin* was the worst of my life.

## 2656.034; ENIGMA SECTOR; *AUSTIN* A CHARGE OF TREASON

The debriefing was long and brutal. I had been the only pilot to encounter any enemy fighters before the assault, but my story of ships that mysteriously appeared and disappeared was met with disbelief. About an hour into the session, a warrant officer entered and whispered something in Colonel Fratworth's

ear.

"Lieutenant, where's your flight-data recorder?" the colonel asked. "You know it's against regs to tamper with the black box."

"I didn't tamper with anything," I replied defensively. "As soon as we hit the deck, I came straight to the briefing room."

Intel didn't just visit, they grilled me like a piece of swordfish. Apparently, the *Claw's* data recorder had been recovered and revealed enough information to identify the enemy pilots who had hit the carrier as coming from the sector I had patrolled.

I explained that the electronics on my *Rapier* hadn't been completely repaired before we had to scramble. I recounted the story over and over again of the phantom enemy ships I'd seen near Nav 2 on my patrol. It was obvious from their expressions and comments that I was being blamed for the loss of the carrier.

"How can you expect us to believe such a preposterous story?" Major Pyle exclaimed. "No Confederation pilot has ever reported anything even vaguely similar to what you're telling us right now. We've had your *Rapier* checked out, and your radar system was in perfect operating condition. Your data recorder is missing. We're recommending charges."

They left me to my own thoughts after making sure I understood that I was under house arrest until further notice. No one was allowed to communicate with me, and my computer access privileges were suspended. The court martial papers were delivered the next day, charging me with treason. In normal circumstances, the charges and papers would have taken months to prepare, but Admiral Tolwyn, under the War Powers Act of 2634, had speeded up the process.

## **2656.250; AUSTIN**

### **ASSIGNMENT: CAERNARVON STATION**

I won't bore you with the details of my trial. If you're really interested, read *A Treacherous Hero*, by Janet Williamson. Published in 2657, it was on the best-seller list for 11 months. Suffice it to say that the treason charges were reduced to mere negligence for lack of evidence. My rank was reduced to captain. Immediately thereafter, I was ordered to a meeting with Admiral Tolwyn, who had come to Sol Station, near Earth, for the military tribunal.

Tolwyn's face was a brilliant red, and the vein in his forehead looked like it was about to burst. "I can't force you to resign, Captain, but I can make sure you spend the rest of your career on the most remote outpost in Terran-controlled space," he said. "I'm transferring you to InSystem Security. Enjoy your duty on the Caernarvon Space Station. At least there, you won't be able to stab the Confederation in the back again. Now get out of my office. I hope I never see your face again."

## **2656-2666; CAERNARVON STATION TEN YEARS OF BOREDOM**

Caernarvon Station was the pits. It was one of the oldest active space stations and my quarters reflected its age. Looking back, it's hard to believe I made it through 10 years of the most boring duty in the Space Navy.

Caernarvon Station was originally designed as a research outpost for the Intergalactic Science Council (ISC), but in the year preceding my arrival, its scientific staff had been sent to a newer facility in another sector. When the TCSN took over, it was put into commission as a monitoring and reconnaissance station for the Enigma Sector of space.

I tried to keep track of the war, the pilots I had known on the *Tiger's Claw*, and any new information on the Kilrathi through the computer network. It was, in some ways, my only direct connection with the war effort. I wasn't flying much any more, but I always scanned the databases for the latest dope provided by our intelligence services for combat pilots. If I ever did run into the Kilrathi again, I wanted to be ready.

In the last nine months I spent on the station, I discovered that, after a lull of almost nine years with only sporadic contact with the enemy, the action was heating up again. Of course, new data from Tactical increased at the same rate.

## **2666.195; GWYNEDD SYSTEM; WINGMAN: SHADOW; SHIP: FERRET**

Captain "Shadow" Norwood and I headed out for our required monthly patrol around Caernarvon Station. Since we hadn't seen an enemy fighter in 10 years, we weren't expecting trouble. I couldn't

believe it when Shadow's shrill voice announced the appearance of enemy ships.

The comm officer thought I'd gone mad when I radioed our report before landing at the station. Actually, it felt great to be back in the cockpit.

### **2666.199; GWYNEDD SYSTEM; WINGMAN: SHADOW; SHIP: FERRET**

Shadow, who was a TCSN reservist, was a wreck after our last mission. According to regs, she wasn't supposed to fly in combat. Sometimes, however, it isn't planned. The enemy just appears. On our next mission, she knew a dogfight was in the cards.

I was on communications duty when a Mayday came in from the TCS *Concordia*. Her escort had been destroyed, her launch bays damaged, and enemy fighters were moving in for the kill. Shadow and I raced to the flight deck, jumped into our Ferrets, and were catapulted into space.

After the fight, we were ordered to land on the carrier, and I couldn't believe it when Colonel Jeanette ("Angel") Devereaux, commander of the carrier's fighter wing, met us for the debriefing.

### **2666.202; GWYNEDD SYSTEM; WINGMAN: SHADOW; SHIP: FERRET**

Things had really changed since the old days on the *Tiger's Claw*. Enemy capital ships now carried armor that prevented their destruction by anything less than a torpedo. Only our Broadwords and Sabres carried the heavy armament.

With few fighters functional after the attack, Colonel Devereaux had no choice but to ask us to escort a wing of Broadwords in an attack on a Fralthra cruiser. We were ordered to take out the fighter escorts, then back off while the Broadwords did the heavy work.

### **2666.202; GWYNEDD SYSTEM; WINGMAN: SHADOW; SHIP: FERRET**

Admiral Tolwyn was on the *Concordia*. When he found out I was flying combat missions from the carrier, he went nuts. I was ordered to return to Caernarvon Station.

Shadow and I had just requested a landing at the station, when another Mayday was transmitted by the *Concordia*. This time an internal explosion had wrecked the newly repaired launch bay, and enemy fighters were racing in to take advantage of the carrier's inability to launch. We arrived in time to save the *Concordia*, but Shadow did not survive.

### **2666.217; NIVEN SYSTEM; WINGMAN: NONE; SHIP: BROADWORD**

Still on the carrier, Colonel Devereaux assigned me to run a solo reconnaissance patrol in a Broadword equipped with a trace analyzer. We were looking for information on Kilrathi capital ships in the area.

### **2666.228; NIVEN SYSTEM; WINGMAN: NONE; SHIP: FERRET**

Ordered to an immediate launch, I jumped back into a Ferret, hit space, and awaited my patrol route. As it turned out, communications had been lost with the colony on Niven. I was to deliver a communications packet to the colony's leaders, and was told not to deviate from my course. I would fly alone.

As I tried to find sleep, I thought of how quickly my fortunes had changed. Just a few days ago, I'd been sitting behind a desk on a space station. Now, here I was on Niven, flying again, and meeting the Kilrathi in combat.

I wanted a permanent assignment on the *Concordia*, but I knew Tolwyn would fight me all the way. There wasn't any love lost between the two of us. Even though Angel was on my side, I knew I faced an uphill battle to get back into a fighter wing as a regular pilot. Stranger things, though, had happened before.

### **2666.245; NIVEN SYSTEM; WINGMAN: NONE; SHIP: FERRET**

General Snell, commander of Niven Colony, wanted me to help out with an escort mission before returning to the carrier. I would escort two transports carrying medical supplies to their jump points, then proceed to the *Concordia*.

### **2666.246; NIVEN SYSTEM; WINGMAN: NONE; SHIP: FERRET**

There was a tremendous uproar on the *Concordia* while I was gone. I finally heard the full story the



following day. Communications Specialist McGuffin had been killed by a spy who, apparently, had used our system to transmit a message to the enemy. There was reason to believe that the spy was a fighter pilot.

I wanted to stay aboard the *Concordia* and help the investigation in some way, but we still had missions to fly. Angel ordered me to complete a scout pattern through the Niven System, searching for traces of a strike fleet headed toward Ghorah Khar.

I couldn't believe it when three ships showed up on the radar just under 20,000 kilometers from Nav 1. The right VDU couldn't identify them, but they looked familiar when I finally cruised close enough for a visual ID. "Good grief," I muttered. "These are the same type of ships I saw ten years ago near K'tithrak Mang." When they disappeared I knew I was right. They were Kilrathi stealth fighters, and I wasn't going to let them get away this time.

..."This proves it," I thought. "I'll just take in my flight recor ..." Then I checked damage and noted that the recorder had taken a direct hit.

### **2666.263; GHORAH KHAR SYSTEM; WINGMAN: HOBBS; SHIP: RAPIER**

We knew the Kilrathi had flown through Niven System to get to Ghorah Khar. We didn't know where in the new system the Kilrathi would be found. I would fly a recon patrol as wingman for Colonel "Hobbes" Ralgha, the Kilrathi pilot who had sought asylum during the Firekka campaign.

### **2666.269; GHORAH KHAR SYSTEM; WINGMAN: HOBBS; SHIP: RAPIER**

Hobbes wasn't happy when Angel ordered us to protect a Free Trader carrying vital information back to the *Concordia*. I guess he was looking for more action. He found it.

### **2666.278; GHORAH KHAR SYSTEM; WINGMAN: HOBBS; SHIP: RAPIER**

Angel was telling us that we were to meet two Broadswords and then take on a Kilrathi task force headed toward Olympus Station, when the *Concordia* came under attack. We couldn't have launched any faster.

### **2666.284; GHORAH KHAR SYSTEM; WINGMAN: HOBBS; SHIP: RAPIER**

We hadn't been on the space station for an hour when the launch klaxon sounded. Olympus Station was under attack and all fighter wings would launch immediately. Since our ships were still warm, Hobbes and I blasted off first and ran right into five Drakhri.

The station survived the attack, and we headed back to the *Concordia*.

### **2666.200-300; CONCORDIA BETWEEN MISSIONS**

The unusual set of circumstances that brought me to the *Concordia* had led to the renewal of old acquaintances from the *Tiger's Claw*. I saw Angel (now Colonel Devereaux), Spirit, and Paladin, and received some amazing news about Maniac.

I had been stunned when I discovered Angel, now Colonel Devereaux, was commanding the fighter wing on the carrier. She had always been a close friend and I knew she believed my story about the Stealth fighters that had destroyed the *Tiger's Claw* years ago. In fact, I had heard that she had made many attempts to change Admiral Tolwyn's mind about me. They were unsuccessful, but at least she'd tried.

Angel and I had flown together many times on the *Tiger's Claw*. As a young pilot, I had made some clumsy attempts at taking our relationship a step beyond friendship, but Angel was all business at the time, and always rebuffed my advances. I would have liked nothing more than to renew those efforts, but she was now a colonel and I was just a pilot in her command. I wrote it off as wishful thinking on my part.

While never a carefree person, Spirit seemed more troubled than I remembered. When her fiancé was captured by the Kilrathi 11 years before, part of Spirit had died. She always hoped she would have a chance to rescue her fiancé, but I thought that after all this time, those hopes must have ended. I couldn't put my finger on a reason, but I had the feeling that Spirit would never love another man. Life had given her only one chance.

When Paladin told me that Maniac was flying in Deneb Sector, I could have cried. "This is great," I remarked. "Imagine, 'The mad man of Firekka' and 'the traitor of K'tithrak Mang' both coming back! We have reputations to live down, you know."

"I think Maniac's already lived his down," Paladin replied. "He saved the entire strike fleet in Deneb

Sector when he forced two Ralatha to collide in space. No one's sure how he did it, and some think he was on autopilot when it happened, but there weren't any Broadswords or Sabres out there to take down the capital ships with torpedoes. If those two ships hadn't collided, this war would have taken a real turn for the worse, and our efforts here would be meaningless."

### **2666.305; NOVAYA KIEV SYSTEM; WINGMAN: DOOMSDAY; SHIP: BROADSWORD**

The Kilrathi had retreated from Novaya Kiev by the time we arrived, but they'd left a supply depot behind. We wanted to take it out in case they ever returned to the system. Doomsday was my wingman, and we would fly Broadswords. The distance required a refueling stop after we jumped out of the system.

### **2666.323; NOVAYA KIEV SYSTEM; WINGMAN: DOOMSDAY; SHIP: BROADSWORD**

I was as nervous as a mouse stuck in the corner of a litter box. Doomsday and I were headed out on a search and rescue mission in Broadswords. Stingray had bailed out and we had to get to him before the Kilrathi pilots did. I was nervous because I'd never before used the tractor beam to rescue a pilot and I remembered hearing of a gunner who had forgotten to switch the rear turret from neutron to tractor beam. He killed one of his best friends.

The fact that I had disobeyed orders to pursue Stingray's rescue did not earn the reprimand I'd expected. In fact, Tolwyn's reaction was the first sign of approval I'd gotten from him.

### **2666.330; NOVAYA KIEV SYSTEM; WINGMAN: DOOMSDAY; SHIP: BROADSWORD**

It was a rough briefing, and Angel ended up giving Stingray and Jazz a garbage detail after their disruptions. Doomsday and I were ordered to jump out-system and assist the *Hector* in an attack on a Fralthra.

### **2666.343; HEAVEN'S GATE SYSTEM; WINGMAN: SPIRIT; SHIP: EPEE**

We were starting the liberation of Heaven's Gate from the tyranny of the Kilrathi, but we had run into a snag. It took the form of a large Kilrathi strike force in the system.

Angel paired me with Spirit for a patrol of a jump point and two nav points in and around Heaven's Gate. (Too many of the other pilots suspected her of being the traitor for anyone else to risk flying with her.) It was my first time in an Epee, the light attack fighter that had replaced the Hornet just five years before. I was ready to take it through its paces.

### **2666.348; HEAVEN'S GATE SYSTEM; WINGMAN: SPIRIT; SHIP: EPEE**

A Confederation convoy needed an escort to the jump point. Then Angel wanted us to investigate enemy movements at the point marked "unknown" on our navigation map.

### **2666.350; HEAVEN'S GATE SYSTEM; WINGMAN: NONE; SHIP: EPEE**

The *Concordia's* inventory of missiles was really low, so I was sent out to meet a freighter and escort her back with her full complement of Javelins, Pilums and Darts.

I was 13,000 kilometers from Nav 1 when targets designated "Unidentified" showed up on the right VDU. Right away, I knew these were the stealth fighters and this time my flight recorder would allow me to prove their existence. I really wished Spirit hadn't been sick so I could corroborate my story with my wingman's visual ID. This was a solo mission, though.

... The only downside to the mission was a malfunctioning flight recorder. I guess it just wasn't in the cards for me to prove that these stealth fighters exist. I'd just tell everyone I never met any enemies on this mission.

### **2666.356; HEAVEN'S GATE SYSTEM; WINGMAN: SPIRIT; SHIP: EPEE**

It was successful, but the mission against the Heaven's Gate Starbase was one of the saddest experiences of my life. The traitor had tipped the Kilrathi off to our upcoming attack, and a strike fleet was moving to intercept our attack force. Angel sent three wings to meet the strike fleet, while ordering Spirit and me to make an end run and attack the starbase.

As we approached the starbase, an explosion rocked Spirit's ship, and she radioed that she was losing air pressure. I ordered her to eject, but I saw her afterburners fire and she rolled and turned on a path that took her right at the starbase. I watched in horror as she plowed straight into the center of the base. The impact of her ship evolved into a fireball as the starbase, the Sabre's fuel tanks, and all her missiles exploded. At least it was quick, and she had died with her fiancé, a prisoner held on the starbase.

The rest of the mission was a blur.

### **2667.011; TESLA SYSTEM; WINGMAN: STINGRAY; SHIP: RAPIER**

We were back in Rapiers in the Tesla System. Stingray was my wingman. Our mission started as a simple three-point patrol, but ended in escorting Paladin's Free Trader back to the carrier.

### **2667.016; TESLA SYSTEM; WINGMAN: STINGRAY; SHIP: RAPIER**

It was an emergency launch, and we didn't receive our orders until we were already in space. The communications operator told us to make speed and destroy two Kilrathi troop transports that had strayed from their escorts.

### **2667.018; TESLA SYSTEM; WINGMAN: STINGRAY; SHIP: RAPIER**

Paladin was ready to leave Tesla System, but with all the Kilrathi in the area he had requested an escort to his jump point. Colonel Devereaux honored his request, assigning Stingray and me to the mission. After the jump, she told us to check out some bogeys before returning to the *Concordia*.

### **2667.027; TESLA SYSTEM; WINGMAN: STINGRAY; SHIP: RAPIER**

It was a code red alert, so I didn't even put on my shoes before racing to the launch bay and catapulting into space in the Rapier. A Kilrathi strike fleet was headed for the carrier. The *Concordia's* defense was our first objective.

### **2667.041; TESLA SYSTEM; WINGMAN: ANGEL; SHIP: BROADSWORD**

I'm not sure why Tactical Command felt it necessary to attempt a dangerous double-jump. We'd just lost **the Tell during a similar move (not lost on the winning path)**, but I guess the people with all the rank must have reasons for the things they order us to do. We needed to clear a path for the *Concordia* and, after the loss of Downtown, Angel would fly the patrol route with me in Broadwords.

Our route would first take us to check out an "unknown." Then we would proceed to a jump point and head out-system to Enigma, where we would again meet the carrier.

### **2667.045; ENIGMA SYSTEM; WINGMAN: ANGEL; SHIP: BROADSWORD**

We were hiding in the asteroids, while our technicians and mechanics completed repairs and maintenance on the *Concordia* and her complement of fighters. It left us vulnerable to attack.

Intel had reported a Kilrathi listening post on the edge of the asteroid field. Angel and I would go after it, but take a roundabout course to camouflage the location of the carrier.

### **2667.054; ENIGMA SYSTEM; WINGMAN: ANGEL; SHIP: BROADSWORD**

A Kilrathi strike force was cruising by the edge of the asteroid field where the carrier was hidden. If we could track them back to K'tithrak Mang, we could obtain the tracking data, and might be able to jump in behind enemy lines.

I would fly again with Angel. Our mission was to find the enemy, engage the fighter wing, then allow the Ralatha to jump and quickly follow in our Broadwords.

### **2666.200-2667.060; CONCORDIA BETWEEN MISSIONS**

Knowing there was a spy among the complement of fighter pilots on the *Concordia* made everyone wary. I longed for the first months I'd spent on the *Tiger's Claw*, when I was able to respect everyone on board. The atmosphere on this carrier was quite different, and it was difficult to sit back and relax after a mission. I was always looking over my shoulder and wondering if my wingman was going to turn on me in the middle of a dogfight.

My relationship with Angel had really changed, and I often reflected on where it might lead. Since she

had spurned my early advances while we were stationed on the *Tiger's Claw*, I wondered, and she did too, whether our closeness was based on love or on the fact that we were the only two people on board who really trusted one another. We had shared many experiences in the last 11 years, and that fact alone, in the emotional turmoil of war, could have been enough to throw us together. We hoped it was the former, but we were enjoying each other's company too much to spend a lot of time analyzing the situation. That could wait.

Now that we had the tracking data that would take us behind enemy lines in K'tithrak Mang, we knew we faced the final confrontation in the battle for the Enigma Sector. After my first mission in the sector, 10 years before, I wanted more than anything to be a part of the final assault. I wanted revenge.

I was worried that Angel might try to protect me from harm by assigning me to support missions. I respected her knowledge, opinions and background, but I knew that our personal relationship could easily overshadow a logical decision. The fact was that no other pilot could match my own experience and success as a combat pilot. Even after spending 10 years on a space station, I had proven my skills in all the new fighters, against all the new enemies, and with all the new weapons. I'd been the wingleader on the most dangerous and important missions flown from the *Concordia* in the last two months. I wouldn't be denied the opportunity to finish the job.

### **2667.060; K'TITHRAK MANG SYSTEM; WINGMAN: JAZZ; SHIP: SABRE**

We were deep in Kilrathi territory and preparing for the final approach to the headquarters of the Kilrathi Empire's Enigma Sector fleet. We needed to soften up the enemy's defenses, and our next patrols would try to achieve that objective. In Sabres, Jazz and I headed out to torpedo a Ralatha destroyer. We expected significant resistance, and that's exactly what we found.

... After returning, I checked the tally list and found that Jazz had scored fewer kills than any other pilot. I was suspicious.

### **2667.063; K'TITHRAK MANG SYSTEM; WINGMAN: JAZZ; SHIP: SABRE**

Jazz and I, flying Sabres, drew the assignment to fly a four-point patrol and clear the area of enemy fighters. It was the type of mission we'd flown many times before.

... On this mission, my flight recorder worked perfectly and I knew I had finally proven the existence of the Kilrathi stealth fighters to Admiral Tolwyn. What a relief. After 10 years carrying the reputation of a traitor, I was close to proving my innocence in the destruction of the *Tiger's Claw*. Angel and I celebrated with a few glasses of bubbly on the Observation Deck that night.

### **2667.069; K'TITHRAK MANG SYSTEM; WINGMAN: NONE; SHIP: SABRE**

Although the evidence was circumstantial, Angel accused Jazz of being the traitor. Jazz didn't even try to talk his way out of the situation. Instead, he pulled a gun. Angel managed to knock the gun away, and Jazz ran. He launched in a Sabre, and I got the order to go after him.

I had engaged almost every Kilrathi ace in a dogfight at one time or another, but my confrontation with Jazz was the toughest of my career. When fighting the Kilrathi, I always felt that I had the best flight technology on my side. Against Jazz, the technology was dead even, and only skill would lead to victory.

Jazz made a mistake by pulling the same brake-and-afterburner stunt three times in a row. The last time I was ready, and hit him with three shots from the full guns. I saw him eject from the debris, and although I really wanted to dust him with my guns, Angel used her tractor beam to pull him in.

After returning to the carrier, Sparks told me that the original flight disk from my last mission on the *Tiger's Claw* had been found in Jazz's locker. I was finally cleared.

### **2667.077; K'TITHRAK MANG SYSTEM; WINGMAN: NONE; SHIP: SABRE**

Just what I was afraid of happened. Angel ordered me to fly a forward patrol protecting the carrier, instead of flying with the strike force against the Kilrathi headquarters. I wasn't going to put up with that—I ordered Sparks to refit my ship with torpedoes, and load the strike force's navigation information into my computer.

I think Spirit, Downtown, Bossman and all the other pilots who had lost their lives were in the cockpit with me. Even though six Drakhai came after me, they really didn't stand a chance. Every tactic I'd ever learned came out instinctively. I turned to run, then took out three with the turreted neutrons on the rear. The others fell to dumb-fires, particle cannons and mass drivers.

The destruction of the headquarters was almost anticlimactic, although it was my last torpedo that

finally caused the biggest explosion I'd ever seen in space. I was elated by my success, but knew I still had to face Admiral Tolwyn's wrath for disobeying orders.

After landing on the *Concordia*, I saw the welcoming committee on the flight deck.

## **2667.077; CONCORDIA AFTER THE DESTRUCTION OF K'TITHRAK MANG**

I knew I was going to get a load of guff from the Admiral when I returned, and I was right. He told me I'd disobeyed orders, had been derelict in my duty, and was guilty of theft of government property and endangerment of personnel. Then, for the first time in my life, I saw him smile.

"Nice work, Colonel," he said.

"Colonel?" I asked myself, and then I realized that he was going to rectify what had taken place 10 years ago.

"I never thought I'd say this, Colonel, but I'm proud to have served with you."

It was a relief to hear the Admiral say that, but, to be perfectly honest, his opinion really didn't matter much any more. Angel's thoughts were much more important to me.

"Colonel, I'm cutting new orders for you," Angel said with a smile. "You're to report to my quarters immediately ... and make sure you remember the champagne."

After a few days of R & R, I began to think of all the lives in the past 30 years that had been affected by the war. Virtually everyone living on a Confederation planet, station, outpost or colony knew someone involved in the conflict.

I wish I could say the war ended with the destruction of K'tithrak Mang, but nothing could be further from the truth. We had removed a few claws from the Kilrathi, but they still had their fangs. Prince Thrakhath had been rescued, and I knew we would fight again another day.

I had always sought the complete destruction of the Kilrathi Empire, but after meeting Colonel Ralgha, I realized that, so far, this war had been like many others throughout history. It wasn't being fought against the people of Kilrah, but against the tyranny of their Empire. It wasn't the people of Kilrah who sought to rule the galaxy, it was their rulers.

I hoped that some day we could return Colonel Ralgha to Kilrah and have him lead the reconstruction of their government. I could imagine the day when the talk would no longer be of war with the Kilrathi, but of peace. We could learn a lot from each other, if only we were given the chance.

# OFFICIAL BIBLE FICTION SEQUENCE

*(This is the sequence used in the Wing Commander Strategy Guide.)*

## **WING COMMANDER I**

1. Enyo (-> win)
2. McAuliffe (-> lose)
5. Brimstone (-> win)
7. Dakota (-> win)
9. Kurasawa (-> lose)
10. Rostov (-> win)
12. Venice

## **SECRET MISSIONS 1**

1. Goddard (-> win)
2. Border Zone (-> win)
3. Midgard (-> win)
4. Jotunheim (-> win)
5. BiFrost (-> win)
6. Valgard (-> win)
7. Vigrid

## **SECRET MISSIONS 2**

1. Firekka (-> win)
2. Firekka (-> win)
3. Firekka (-> win)
4. Corsair (-> win)
5. Firekka (-> win)
6. Corsair (-> win)
7. Corsair (-> win)
9. Charon

## **WING COMMANDER II**

1. Gwynedd (-> win)
2. Niven
3. Ghorah Khar (-> win)
4. Novaya Kiev
5. Heaven's Gate (-> win)
6. Tesla
7. Enigma (-> win)
8. K'tithrak Mang

# MISSION BY MISSION NOTES ON WC1, SM1, SM2, WC2

By - David S. "Center" Raley  
[72247, 1153] 86 Missions, 706 kills  
(Compuserve)  
(We have **not** requested permission to reprint from Raley.)

## WING COMMANDER I

There are a total of seventy-four missions in *Wing Commander I*, grouped together in twenty-nine series and three campaigns. These missions vary from the incredibly simple to the practically impossible.

The most important grouping of missions is the series—a group of missions with the same wingmate. The path you take for a campaign will be based on how you do in each series, which in turn depends on how well you do within the missions of each series. Once you progress from one series to the next, your successes and failures in previous missions are no longer relevant—your path is determined by what you do in the present series.

## MEDALS

Many missions also include medals. For each mission that I know has an medal, I list the medal and the criteria for earning it. Medals require you to gain a given number of kill points. The number of kill points required for a medal are those earned personally by you for killing Kilrathi ships, and those earned for surviving friendly ships (Kilrathi aces are not a factor in awarding medals). Note that I list the minimum requirements in which I have actually won the medal, so it may be possible that you can win the medal with fewer points than I list. If I have determined that there is no way to win a medal in the mission, then I will specify "No medal" in the decoration section. If I don't say anything at all, it means that I never won a medal there, but that I haven't proven it to be impossible. I will not include the Tiger's Claw in any of the medal kill points counts, even if your primary mission is to protect the Claw. While this might not always be what's happening within the program, losing the Claw makes the medal question a moot point. The value listed for Confederation ships includes those that are captured by the Kilrathi.

### Kill Point Table

Salthi	7
Dralthi/Krant	10
Gratha/Jalthi/Hhriss/Dorkir ...	15
Ralari	25
Fralthi	50
Snakeir	70
Star Post	75
Confederation Ship .....	-1
Friendly ship saved .....	25

### Promotion Points

Missions also award promotion points. Promotion points are earned for reaching the maximum number of victory points possible in a mission, reaching or passing a number of total kills that is divisible by five, and for killing a Kilrathi Ace or a Drakhai. In some missions, you LOSE one promotion point if your wingmate dies during the mission.

Promotion points accumulate from mission to mission until they exceed a random number generated at the end of each mission. If you pass this number and are eligible for promotion, you will receive the next rank. Whether or not you are eligible for promotion, the promotion point total will also be set to zero. Note that you cannot become a Lieutenant Colonel in the Vega campaign.

## THE TRAINSIM

The TrainSim is a good place to practice outside the context of a mission. If your main trouble is shooting accurately, this is a good place to improve your skills. It's also a good place to see how you are progressing, if you're willing to keep a record of your highest scores.

There are ten fighters of each type (Salthi, Dralthi, Krant and Gratha), divided into four waves (first one fighter, then two, then three, then four). If you complete the fourth wave, you proceed on to the next fighter. If you manage to complete all four sets (has anyone done this in a Hornet?), you will get the victory screen, complete with fireworks.

You are in a Hornet, so victory is not an easy matter (I'm presently working on four Gratha). For variety, I create different EXE files, each with a different ship in the Hornet slot. While I don't use these for missions, they are good for use in the TrainSim to get practice with other types of ships. If you'd like to try the same, use WCVIEW to copy the fighter you want into the Hornet position. The game is a cakewalk with a Raptor or Rapier, so I base those versions on SM2.EXE and replace the Krant with Hhriss.

## Points

For each time unit your survive 10

Completing Salthi wave 1	10,000 + 20 * Time
Completing Salthi wave 2	20,000 + 20 * Time
Completing Salthi wave 3	30,000 + 20 * Time
Completing Salthi wave 4	40,000 + 20 * Time
Completing Dralthi wave 1	10,500 + 40 * Time
Completing Dralthi wave 2	21,000 + 40 * Time
Completing Dralthi wave 3	31,500 + 40 * Time
Completing Dralthi wave 4	42,000 + 40 * Time
Completing Krant wave 1	11,000 + 60 * Time
Completing Krant wave 2	22,000 + 60 * Time
Completing Krant wave 3	33,000 + 60 * Time
Completing Krant wave 4	44,000 + 60 * Time
Completing Gratha wave 1	11,500 + 80 * Time
Completing Gratha wave 2	23,000 + 80 * Time
Completing Gratha wave 3	34,500 + 80 * Time
Completing Gratha wave 4	46,000 + 80 * Time

You have 2400 time units for each of the first two waves, 2800 for the third wave, and 3200 for the final wave of each set. This means that the theoretical maximum score is 2,580,000. Of course, such a score is totally impossible. I have reached 2,000,000 in a Raptor (before I did the Hhriss substitution), but I doubt that score is possible in a Hornet. I'd say that if you make it to 1,500,000 in a Hornet, you did extremely well.

## ENYO (WCI, SERIES 1; HORNET, SPIRIT)

This series is a warm-up to what follows. You are a rookie pilot entering into the Vega campaign, not knowing how much a difference you'll be making in the war effort. These two missions will teach you all the basics for Wing Commander, so that you'll be ready for the more difficult missions that follow.

**1A.** The patrol is the usual fare that a Hornet pilot should expect—check out the Nav points and report what you find. The asteroids are there just to give you headaches, and I'd love to hear the astrophysical explanation of how they are able to exist.

No medal.

**1B.** Personally, I think that Hornets and escort missions don't mix. But if there are more transports to be escorted than other fighter wings available, then there is little choice in the matter. Fortunately, you don't meet enough to give you too much trouble, as this mission is mainly here to get you used to protecting friendly vessels.

Bronze Star for 52 kill points (Save Drayman; kill 2 Dralthi, 1 Salthi)

## MCAULIFFE (WCI, SERIES 2; PALADIN, SCIMITAR)



Now that you've warmed up, it's time to start the real war. The missions here are the first ones I found to be a challenge, and it took me a long time to solve everything in it (fortunately, you don't need to solve everything to progress on the winning track).

**2A.** There is no fighter less suitable for a patrol than a Scimitar, but that does not exempt the Scimitar from that duty. In this case, the assignment is reasonable, as a Scimitar is more suitable for penetrating a minefield than a Hornet (I presume that the Raptors are otherwise engaged).

No medal.

**2B.** The trouble with strike missions is that the Confederation didn't have a really good strike fighter until the Rapier went into service. The Hornet was a bit small for the role, the Scimitar was a bit slow, and the Raptor lacked range. While the Raptor was the best of the lot for the role, the Scimitar often found itself with the honors. Well, here's your change to prove what you can do with a Scimitar.

Bronze Star for 65 kill points (Ralari and 4 fighters)

**2C.** Ah, an escort mission—finally something where the Scimitar's heavy weapon/slow speed design works to its advantage. The only trouble is Bhurak Starkiller, who eluded me for a long time before I figured out how to do him in.

Silver Star for 86 kill points (save Drayman; kill all fighters)

### **BRIMSTONE (WCI, SERIES 5; MANIAC, SCIMITAR)**

The war is in the balance, and you must lead your fellow pilots to victory. There are three middle path missions (Enyo, Brimstone, and Rostov), and when you play either of these, you must play well or find your way to the losing path.

You are paired with Maniac in a Scimitar. You will soon find out that that is far from a pleasant experience. The second thing you'll find out is that finishing this with Maniac alive is quite an effort in its own right.

**5A.** The first mission is a routine patrol. Things are rather quiet, except for the ambush attempt at Nav 1. No medal.

**5B.** In your next mission, you have to rendezvous with an Exeter and escort it back to the Claw. Actually, it'd be pathetically easy if it weren't for the battle in the asteroids with the Salthi. If there's a ship that shouldn't fight in asteroids, it's the Scimitar, so you're at a bit of a disadvantage.

No medal.

**5C.** The final mission is an strike against a missile freighter. My best advice here is to stay near the freighter and attack it if Khajja decides it's time to dance. He's a tough one to kill, but he won't flee and occasionally gives you time to get about your business. Whatever you do, don't allow the Dorkir to get out of sensor range, or you have lost.

Bronze Star for 90 kill points (Dorkir, 1 Jalthi, 6 Krant)

### **DAKOTA (WCI, SERIES 7; KNIGHT, RAPTOR)**

The campaign is going pretty well, but Kilrathi is not the only thing you must fight against. If there's anything worse to compound a plague than a war, I don't know what it is. Here on Dakota, you have a plague on your hands, and it's your job to protect the beleaguered citizens and supplies that may save them from their affliction.

**7A.** Your first mission is to escort a hospital ship and a vaccine ship. While it's possible to win the series without them, the moral victory of saving the people of Dakota is too important to allow the ships to perish. Fortunately, the vaccine ship itself isn't all that difficult to defend.

Silver Star for 150 kill points.

**7B.** The second mission is a typical sweep patrol. With all the hospital traffic, you have to make sure that there are no Kilrathi in the area, so the patrols are being conducted in the heavy Raptors.

Silver Star for 105 kill points (Ralari, 5 Krant, 2 Gratha)

**7C.** The final mission is a strike against a Kilrathi tanker and several transports. It appears that the Kilrathi are immune to Watson's Disease and are planning a little invasion, but it's your job to keep the troop transports from arriving at their destination. Note that this is the critical mission, as it is impossible to win the series without taking out at least one troop transport.

Gold Star for 135 kill points (3 Dorkir, 3 Krant, 4 Jalathi)

### **KURASAWA (WCI, SERIES 9; BOSSMAN, RAPIER)**

With the win in Dakota, you are pressing deep into Kilrathi territory. Can you keep the pressure on and drive the Kilrathi out of the Vega sector?

You are paired with Bossman in a Rapier. Yep, those new Rapiers are finally ready for action, and you are one of the first to be assigned to one. The trouble I have with this fighter is that it's just TOO maneuverable. I also have trouble with its rather pathetic missile array (I like Heat-Seeking missiles). The Rapier is a strike fighter (hence the Dumb Fires), with 2 Friend or Foe and an Image Recognition for dogfighting.

**9A.** You start with the Rapier's specialty: a strike against freighters. It's not really all that tough a mission, though don't count on taking out all three of the Dorkir personally.

No medal.

**9B.** The second mission is the toughest one on the winning track—the infamous Ralari defense mission. Some people have stayed here a long time before either giving up or finally eking out a victory. There's so much advice given on this one, I better just say that you'd best be served to use the Friend or Foe against the Salthi (as the Friend or Foe will treat the Ralari as an enemy target) and to act as quickly as possible when dealing with the Gratha. I've yet to win this one. According to ORIGIN, this one was made especially tough to shake up those who think the Vega campaign is an easy glide to Venice.

Silver Star for 98 kill points (Save Ralari; kill 3 Gratha, 4 Salthi).

**9C.** The final mission is a cinch compared to the previous one. As far as I can tell, the minefield does not exist, so follow the route as ordered. I occasionally have trouble with navigation after fighting the Krant, so make sure where you and the Exeter are going before hitting the autopilot.

No medal.

### **ROSTOV (WCI, SERIES 10; ICEMAN, RAPTOR)**

There is one problem with this series: asteroids. No matter where you turn, you will find more chunks of rock than an astrophysicist could ever explain. Fortunately, most of the fields are reasonably navigable.

You are paired with Iceman in a Raptor. Yeah, I know that two patrols and a strike cries out for a Rapier, but they are still evaluating those after the Rapier's failure to help us win at Kurasawa.

**10A.** The first mission is a straight patrol with Dakhath and a Dorkir thrown in. Of course, the odds of Dakhath still being alive at this point are slim, but there is always a chance.

Bronze Star for 135 kill points (all Kilrathi).

**10B.** The second mission is a strike against a Ralari, sort of an analog to the saving of a Ralari at Kurasawa. Except for a battle in the asteroids, this is fairly straightforward.

Silver Star for 113 kill points (Ralari, 4 Salthi, 4 Jalathi)

**10C.** The final mission is to check out a large bogie at Nav 2. I have no idea how they detected the Fralathi before it jumped into the system, but they managed it somehow.

Gold Star for 120 kill points (Fralathi, 4 Krant, 3 Dralathi)

### **VENICE (WCI, SERIES 12; HUNTER, RAPIER)**

You are paired with Hunter in a Rapier. Frankly, I don't like flying with Hunter, but he seems halfway decent in a Rapier.

**12A.** The first mission is a simple patrol to get you warmed up.

Silver Star for 155 kill points (Ralari, 2 Jalathi, 4 Krant, 4 Gratha)

**12B.** The second mission is the only joint assault in *Wing Commander I*. Frankly, I'm not impressed by the pilots at Wing Foxtrot. Sheesh, these guys make Maniac and Hunter look good. The real goal here is to get close enough to determine the location of the starbase, though I suppose someone else will manage the task if you fail.

No medal.

**12C.** The third mission is listed as a patrol, but is more accurately described as a sweep. If you want to be screamed at hard enough to make the paper curl off your walls, then touch only Nav 1 and return to base.

Bronze Star for 125 kill points (Ralari, 2 Jalathi, 1 Dralathi, 4 Gratha).

**12D.** The final mission is the big one: the assault on the starbase. While the base will eventually fall no matter what you do, it's best to be the one to do it. That Pewter Planet's a tough medal to get, but it gives you a nice feeling when they pin it on.

Medal of Valor for 243 kill points (Starpost, 2 Krant, 4 Gratha, 4 Salthi, 4 Jalathi).

# SECRET MISSIONS 1

## GODDARD (SM1, SERIES 1; HUNTER, HORNET)

The purpose of this series is to set the stage for the campaign proper. As you are not called to the site until Goddard is under attack, and you have no way of arriving at Goddard until it is destroyed, the series itself is impossible to win (if you won, there'd be no campaign).

You are paired with Hunter in a Hornet. Despite the alliteration, the combination is far from harmonious. Then again, I don't get along too well with Hunter no matter what ship I'm assigned to.

**1A.** The first mission is very busy: Patrol the area, defend a ship about to jump out, and escort another ship that's jumping in.  
No medal.

**1B.** The second mission holds the record for the mission where I've lost my wingmate most often. I almost always go after the transports on my own, as Hunter just can't handle the confrontation with the Gratha (assuming he gets that far). How I'm supposed to defend both Hunter and the Claw is beyond my ken. At least once you've taken care of the Gratha, the rest is easy (four Salthi alone, easy?).  
Silver Star for 117 kill points (Lumbari, Dorkir, 5 Krant, 2 Gratha, 1 Salthi).

## BORDER ZONE (SM1, SERIES 2; ANGEL, RAPTOR OR SCIMITAR (?))

You are now heading into Kilrathi space, and the Kilrathi don't like the idea that you're going there. First you must get across the border. I suppose that this is really a star system in which the Confederation holds one jump point and the Kilrathi hold the other jump point. I have no idea how the Kilrathi have managed to mine so much of this region (I don't want to see the mine allocation in their annual budget), but perhaps they only seeded the most convenient routes.

You are paired with Angel in a Raptor. Since she tends to be a better gunner than pilot, I prefer to stay out of her way and let her take care of herself. Since Angel is more likely to die from a collision than enemy fire, such an approach works well.

**2A.** Your first mission in Kilrathi space is to take out a Fralthi. Let's forget about this warm-up stuff and get right down to business, shall we?  
No medal.

**2B.** The second mission demonstrates how much the power of the Jalthi is exaggerated. Here you are, arriving to see three Jalthi attacking a pair of Draymen, and you wipe out all three Jalthi before they can do significant damage to the transports. ... Speaking of Angel, I suggest you pull a little ahead of the Draymen as you approach Nav 2, so that Angel won't feel obliged to run into the transports. Who else would stay at the regulation position even if it kills her?  
No medal.

## MIDGARD (SM1, SERIES 3; BOSSMAN, SCIMITAR)

This series has the word "turnabout" written all over it. In one mission you attack a Drayman, and the next you defend a Dralthi. Weird things happen when you penetrate Kilrathi space, don't they?

You are paired with Bossman in a Scimitar. The result is generally a dead wingmate. Just when you thought you'd never have to see another Scimitar in your career, they pull out a few to use during a fighter shortage. This is the unfortunate result of going on a dangerous mission without a supply line home. All you can do is fight your best and live to see a better fighter.

**3A.** You must destroy the Drayman to win, and do so quickly, as it will jump out of the system if you spend too much time playing with the Krant.  
No medal.

**3B.** This is one of those scenarios where you have to quickly knock out the enemy fighters if you expect to win. The Jalthi and Fralthi are a bit tough, and I've never managed to knock them out. There's probably a medal for knocking out everything and saving the Dralthi, but I don't expect to prove that in the near

future.

### **JOTUNHEIM (SM1, SERIES 4; SPIRIT/3-BOSSMAN, RAPTOR)**

All right, you've had enough time playing, now it's time to make things a little tougher.

**4A.** The first mission starts with a battle against a Fralthi. I'm always suspicious about missions that start that way, as you have to wonder what they do for an encore. In this case, you must protect a Drayman from several Krant. Actually not that tough a mission, assuming that you have Spirit along with you.

**4B.** The strike against the ambush pits you against another Fralthi. In this case, you have to stick close to the Fralthi, as it tends to slip away if you allow the Gratha to lead you astray.

**4C.** The mission briefing has nothing to do with what actually happens, as the entire emergency situation is a hoax prepared by the Kilrathi.

Bronze Star for 0 kill points.

### **BIFROST (SM1, SERIES 5; PALADIN/3-ICEMAN, 1-RAPTOR/2-SCIMITAR/3-RAPIER)**

Oh, you thought the last series was easy? Well, you'll lose all illusions of simplicity when you hit BiFrost. It's time to find an enemy fuel depot, and you can be sure it's well defended. You are paired with Paladin in a Raptor. Well, officially, at least. Unfortunately, the second mission is in a Scimitar.

**5A.** The first mission is a strike against an unknown enemy ship. Well, there is a Ralari you can take out, but the Sivar will jump before you even get near it. I am not sure what criteria is used for identifying the thing, but getting close to it before it jumps does improve your chances. As for victory, I don't know what makes that possible. The Jalthi at Nav 3 aren't worth any points, and taking out the Sivar is impossible, so either there is a hidden victory point somewhere, or victory is impossible. As for a challenge, try to take out all those Jalthi at Nav 3. No medal or victory music for it, but it's still quite an achievement.

No medal.

**5B.** The second mission is the most ill-assigned mission in all Wing Commander. A strike against a priority target requires either a Raptor or a Rapier, but here you are in a Scimitar.

The Star Post alone decides the issue of the series. One more thing, I cannot believe that such an important mission that's in such difficult circumstances has no medal associated with it. I think a Gold Star for 225 kill points would have been quite fair.

No medal.

**5C.** No comments included.

### **VALGARD (SM1, SERIES 6; ICEMAN, RAPIER)**

With the fuel depot destroyed, the Kilrathi will be finding a rude surprise when they arrive to refuel. As such, you sit and wait until the Kilrathi come and find that something's not quite right. You are paired with Iceman in a Rapier. It's one of the better combinations you can get, so smile while it lasts.

**6A, 6B.** The first two missions are variations of the same theme: search and destroy. This is the ideal mission type for the Rapier, so don't blame your ship if you blow this one. The first is the easier of the two, as the second has stiffer opposition and a Lumbari that likes to jump out.

No medals.

**6C.** The final mission requires you to defend your mother ship. Since you can't continue if you lose, it's quite logical that this mission counts for no victory points. As for the medal, I think you can win it with a minimal number of kills, but I haven't gotten around to proving this yet.

Bronze Star for 170 kill points (probably for even much less).

### **VIGRID (SM1, SERIES 7; KNIGHT RAPIER)**

Time to close in for the kill. There's a Sivar out there, and it's your duty to wipe it from the face of the

galaxy. There are two versions as to what generally happens with Knight: he always runs, or he always gets killed (I'm one of those who often watches his funeral). In either case, it means that he's little help in these missions. If he's still alive after the Sivar is taken out, then you've accomplished more than I ever did.

**7A.** The first mission is basically a "let's prevent the enemy from attacking the Claw but they manage to get to it anyway" scenario.

**7B.** The final mission is the big one: can you take out the Sivar? The Sivar means everything here, and you'll win or lose the campaign based on whether or not you can take it out. The Sivar is quite tough to take out, but it can be done. It's weakest in the front, but easiest to hit in the rear—it's your choice.

As for the medal, 220 is the minimum in which I counted the total and won, a count I made when I didn't nail the Sivar. I presume that the Sivar is itself worth at least 75 points, so nailing it pretty much guarantees you'll get the medal.

Gold Star for 220 kill points (11 Krant, Fralthi, 4 Jalthi).

# SECRET MISSIONS 2: CRUSADE

## **FIREKKA (SM2, SERIES 1; ICEMAN, HORNET)**

As with Secret Missions, we start with a warm-up series that has only one path, but this time the path leads to high hopes, not to despair. Ah, but alas this would be short lived, as a mighty Kilrathi fleet arrives to ruin the party. The assignment of the Hornet is quite logical here, as there is no way a significant Kilrathi presence could be found so far from their turf. Right? As for the Scimitar, I'm sure that Iceman isn't the only one cheering when they announce its retirement at the start of the second mission.

**1A.** The first mission is a simple escort, with orders to check out a possible Kilrathi presence. What you get is the first taste of what's to follow: deadlier Dralhti and the Imperial Guard. The challenge in this mission is that Ralari. If you are able to wipe out the Gratha (a tough assignment as it is), then you better act quickly before the Ralari jumps out.

Bronze Star for 120 kill points (save Exeter; kill 4 Dralhti, 2 Salthi, 3 Gratha).

**1B.** The second mission is a typical patrol looking for a Kilrathi convoy. I have a feeling that tactical is getting suspicious at this point, as three Fralthi never have made up a convoy in any meaning of the term (a task force, yes; but a convoy, no).

## **FIREKKA (SM2, SERIES 2; KNIGHT, RAPIER)**

All right, now that we know that there is something more here than a stray convoy, it's time to find out what's really going on. Just how strong is the Kilrathi presence and what can we do about it?

**2A.** In the first mission, you encounter a new class of fighter: the Hhriss. These things are highly maneuverable, which make them tough to take out (especially for someone like me, who gets outmaneuvered by Fralthi). If you think that's bad, you should see their charge—a rather impressive looking carrier that must have sent the rest of its fighters elsewhere (probably figured a CAP of three Hhriss was more than adequate).

**2B.** The second mission is the start of the evacuation effort, since the diplomats cannot be left here if there's real trouble brewing.

Bronze Star for 200 kill points (kill all Kilrathi, save all Terran).

## **FIREKKA (SM2, SERIES 3; SPIRIT, RAPTOR)**

Things are getting curiouser and curiouser. A defecting Kilrathi? This brings up a point that I always wondered about, as we know so little about the Kilrathi in general. Perhaps it's possible that the main part of the population are decent people who we could get along with if we had a chance. Our defecting Kilrathi captain has decided that the ways of the Kilrathi military are wrong, and that someone should stand up for decent Kilrathi kind.

Okay, so why this war if Kilrathi are really decent folk? Simple, the real enemy is the Sivar cult. Since they presently control the military and the Imperial family, it is no wonder that we are fighting this bloody war. Of course, *WC II* will most likely throw this theory down the drain, but it's worth a shot.

The only thing that scares me about flying with Spirit is that the missions I get with her seem always to be tough ones (excepting those introductory missions in Enyo). Ah, it is nice that she knows you well enough to speak with you as a friend, instead of as some mythical god.

**3A.** The first mission is to save a defecting Fralthi. Just to make sure that you are paying attention, they also throw in a Fralthi you are supposed to destroy at the same Nav point. In this mission, ignore the first Krant you encounter and go for the ones attacking the Fralthi. Also, after you save the Fralthi, you'll probably be set for Nav 1. Remember to reset the Nav computer to the Tiger's Claw before activating the autopilot, or else you'll lose the Fralthi as it heads for the Claw and you head in the opposite direction.

Gold Star for 200 kill points (save one Fralthi; kill the other Fralthi, all other fighters).

**3B.** The second mission requires you to help a couple ships get out of the system safely. You don't have to worry much about the Exeter, as hitting the Nav point practically guarantees that it'll get away safely.

The Drayman is another matter. As in the previous mission, ignore the first Krant you encounter and take out the ones nearest the Drayman. Also, act quickly against the Dralhti (better yet, rout the last Krant to avoid the Dralhti). Oh, if you lose the Drayman early, you only encounter 2 Salthi.

### **CORSAIR (SM2, SERIES 4; JAZZ, DRALHTI)**

Well, we're still trying to figure out what's going on, so it's time to go undercover and see if the Kilrathi would tell us themselves. You are paired with Jazz in a Dralhti—the flying bull's-eye you've been laughing at since your third mission. With a little luck, you can accomplish your mission without being detected and not worry about the low visibility and large target size of the Dralhti. What do you mean nothing's ever as simple as it seems? One more thing—don't start these missions unless you intend to complete them, as you cannot eject.

**4A.** The first mission is a recon to check out a pair of Snakeir. Your best bet is to touch Nav 1 and return home, especially if you are in no need for a promotion (there are more promotion points in this mission than any other, due to its superabundance of Drakhai). If you are really up to fighting off all those Drakhai, be my guest, but bug out when you're in trouble.

**4B.** The second mission is another undercover patrol. The most interesting feature of this mission is the mixed battle at Nav 1. This is the only battle in *Wing Commander* that has the enemy flying more than one fighter at a single encounter, which they manage to do only because some of those fighters are the same type you are flying. In other words, make sure you only fire at a targeted Dralhti, as you don't want to kill Jazz.

### **FIREKKA (SM2, SERIES 5; DOOMSDAY, 1-HORNET/2-DRALHTI)**

We just can't sit here while the Kilrathi forcibly convert our new friends, can we? It's time to send in some troops and disrupt this ceremony. Are you up to a little blasphemy? You are paired with Doomsday in a Hornet. Don't even ask who's idea that is. Doomsday is such a pessimist that he'd call Candide's adventures happy events.

**5A.** Your first mission is to escort a pair of transports. The first one is easy and the second one is a bit of a challenge. My main suggestion is that if one of the Gratha tries to run away—let it. While the Salthi are not all that dangerous when they are the only opponent, they have a habit of turning the balance against you whenever they show up. Stay close and defend the transport, especially during the Dralhti battle. Note that if you lose Doomsday at Nav 1, there'll only be two Dralhti at Nav 2.

**5B.** The second mission is in a Dralhti. Here you should keep quiet until you are nearing the second Nav point. At that time, position yourself just behind the Jalthi as they start firing, then blast away. How well you do here usually makes the difference in winning and losing the mission. Note that there is only one Drayman in this mission, and that it mini-jumps from Nav 1 to Nav 2 during the mission.

### **CORSAIR (SM2, SERIES 6; HUNTER, RAPTOR)**

As the marines prepare their attack, you must wreak havoc on Kilrathi ships to reduce the Kilrathi strength. You are paired with Hunter in a Raptor. With me, that usually means a dead wingmate before this is over, as Hunter is one of three pilots that has a high death rate with me.

**6A.** The first mission is to defend the Claw and then seek out any enemy ships in the area. You can often get away with fighting only a pair of the Jalthi at a time—don't head for the idle pair until you have finished off the active pair.

Gold Star for 270 kill points (Ralari, Fralthi, 4 Jalthi, 3 Gratha, 7 Dralhti).

**6B.** The second mission is to take out troop transports that are heading to Firekka. These are important, as these are the troops that will be fighting the marines you escorted to the planet earlier. As these transports are prone to jumping away if you dally too long, try to take them out as quickly as possible.

### **CORSAIR (SM2, SERIES 7; ANGEL, 1-DRALHTI/2-RAPIER)**

With the ceremony disrupted, it is time to leave the system as quickly as possible. Yet we cannot



abandon our new friends, can we? The only thing we can do is try to inflict so much damage on the Kilrathi before they leave that they'd be unable to hold Firekka.

**7A.** The first mission is to find any of the escaping marine transports and escort it back to the Claw.

**7B.** The second mission is an attempt to get rid of as much enemy hardware as possible. At least this time you are in a Rapier, which is quite suitable for the task. In this mission, you will meet each type of enemy fighter in the game, assuming you invoke all subsequent waves. This is essentially a final opportunity to boost up your kill total. Since you cannot lose this mission, it's up to you whether you want to go down fighting or survive to see Vega once again.

### **CHARON (SM2, SERIES 9; MANIAC, 1-RAPTOR/2-RAPIER)**

Well, the party's over and it's time to leave. Please let the cat outside before you jump out of the system. You are paired with Maniac in a Raptor, and then a Rapier. Doesn't matter, of course, since Maniac is mostly trouble no matter what fighter you're in.

**9A.** The first mission is a strike against any enemy ships you find. I've never managed to get the Snakeir, so I must consider that to be the great challenge of this mission. Since winning is absurdly simple, I suggest you go for the Medal of Valor.

Medal of Valor for 165 kill points.

**9B.** The second mission is a simple Tiger's Claw defense. Just fly well and knock out or rout whatever enemy you can.

# WING COMMANDER II

The *Wing Commander II* campaign works very differently from that of *Wing Commander I*. In general, it is linear, as with the *Secret Missions*, but it does allow for various branches depending on how well you do. Unlike *WC I*, which depended on Victory Points, success or failure in each series of *WC II* depends on the results of a single major mission.

## **GWYNEDD (WCII, SERIES 1; SHADOW, FERRET)**

This series is both a warm up for those new to the game and an introduction to the campaign in general. In short, it tells how you get to be posted on the Concordia in the first place.

Shadow's only a reservist, so you can't expect her to be the best pilot in the game, but she seems a good sight better than anyone was in the original game. It is unfortunate that her death is a part of the plot, as it's good to see some people return from a war alive. As for the Ferret, it's a nice fast ship, but its armament is pathetic; in other words, good for recon and courier missions, but not much more.

**1A.** The first mission is very similar to Enyo 1, so it should give veterans little trouble, unless you are rusty.

**1B.** The second mission brings on the Concordia, which is being chased by Sartha. What can Sartha do to a carrier? Simple, tell a Fralthra where it's at. What do you think recon fighters are for? And look who are the two principal officers of the Concordia: your best friend and your worst enemy. Isn't this going to be an exciting stay?

**\*1C.** The third mission is the most important in the series, as it decides which path you take. It's a simple escort of a pair of Broadwords against the Fralthra that sent out those Sartha. Don't laugh at those Sartha, as a couple of those and a capital ship's big guns can tear a Broadword to pieces. Take on those fighters and let the bombers do their job. Remember that this is not the old game, where a few Mass Driver shots will take out an enemy capital ship—don't even bother trying.

**1D.** In the final mission, you once again defend the Concordia. This time a Fralthra is along, just so that you know that the carrier can really be destroyed. While you cannot do anything against the carrier, I presume that if you were not there, the carrier would launch Grikath as soon as it had air superiority. Too bad you lose Shadow when the second wave hits.

## **NIVEN (WCII, SERIES 2; NONE, FERRET/1-BROADSWORD)**

There is treachery aboard the Concordia. While you are out on a mission, someone transmits the Concordia's position to the Kilrathi. Just to make things worse, the traitor also kills someone while performing the foul deed. Well, look at the bright side—no one can blame this one on you. Isn't it nice to be in the clear for a change?

My opinion is that the Ferret is the best recon fighter in the game. Unfortunately, it falls short in other types of mission.

**2A.** Your first mission is a patrol, but in a Broadword. Why a Broadword? Either Angel wanted to give you some flight hours in one, or the jump tracer can only work if installed on a fighter with a hyperdrive. Normally, I'd only recommend a Broadword for a patrol requiring a jump.

**2B.** Your second mission is to deliver a message to Niven for the Admiral. Well, it at least puts you away from the scene during the murder. It also gives you a chance to land on a planet instead of a carrier/base.

**2C.** The third mission is an escort. Believe it or not, the fate of those medical supplies has no effect on the war. I suppose the supplies are replaceable (the lives are not—at least not to the families of the crews). Well, at least it's not Watson's Disease again.

**2D.** The final mission is a patrol. You run into several stealth fighters (Strakha), but someone destroys your data recorder! Someone out there doesn't like you—most likely whoever killed that communications specialist.

## **GHORAH KHAR (WCII, SERIES 3; HOBBS, RAPIER)**

Though everyone is jittery over the murder, you must continue to fight on. You are now in the one Kilrathi world that has joined the Confederation. I knew that not all of those cats could be all that bad. Though a Kilrathi, Hobbes seems to be a loyal member of the Confederation. The player character seems to be a bit prejudiced against him, and I hope that it's an attitude he loses in the end. I mean, how can he expect anyone to give him a fair shake if he won't give Hobbes one? As for the Rapier, the model G has a better weapons load than the model A, but I still can't get the hang of it.

**3A.** The first mission is a simple patrol. Simple? Hah! Those Grikath are tough, especially when that Kur is piloting one. He's good—real good. The guy is flying circles about me, and I'm in a Rapier. I don't want to know what the Sartha ace would be like.

**3B.** The second mission is escorting a civilian transport. What's important is not what's being carried, but who's piloting it. Seems like we have once again met our old friend Paladin, and he's doing well enough. He seems to be in the spy business these days—fortunately for our side. Remember that Jalkehi can knock out a transport, though I suspect that the Bonnie Heather is designed to survive the campaign. As for the attackers, I count six ships in all, most of which are Jalkehi, but I do notice at least one Grikath in the group.

**\*3C.** In the third mission, the Kilrathi plan to attack Olympus station with a task force. You are thus escorting a pair of Broadwords that would be knocking out the task force. I have yet to see the capital ship and suspect it is a Kamekh, but leave it to the Broadwords anyway.

**3D.** The final mission is to defend Olympus. I've yet to see anything here that could hurt it, but if they get air superiority in the area, you can be sure that the Grikath would soon follow.

## **NOVAYA KIEV (WCII, SERIES 4; DOOMSDAY, BROADSWORD)**

Time to keep moving and to strike the Kilrathi wherever you could. Doomsday is the first wingmate you have that you've flown with before, and he's as depressing as ever. I'd love to be around when he finally says something cheerful. As for the Broadsword—it's slow but powerful. Personally, I think the bomber should only be used in missions that require you to jump, as I feel the loss of AB use is only worth it in that case. Also, note that the Broadsword has the slowest shield regeneration rate in the game.

**4A.** The first mission is a long one from the pilot's point of view, so that the fuel requirements are more than you can hold in a Broadsword's tank. Fortunately, you are able to rendezvous with a fuel tanker after the first jump, allowing you to continue. As for the attack on the base itself, I suggest taking out the Dorkathi first, as it's easier to kill and its demise would mean fewer guns to run up against.

**4B.** The second mission is a patrol that gets interrupted for a search and rescue mission. Okay, Stingray's not the most pleasant pilot on the Concordia, but we might as well save him. How things've change since Vega. There you got medals left and right, and now you earn reprimands!

**4C.** The third mission is an attack against a Fralthra. Seems to me that the Hector is little help in this battle.

**4D.** The final mission is a solo attempt to get a communications pod (the ship that you were supposed to escort was destroyed before you got there). I have no idea why I find this one so tough, but many suggest grabbing the pod and running. Oh, if there was a mission built for using Friend or Foe missiles, this is the one. Save them for the Sartha and let them loose.

## **HEAVEN'S GATE (WCII, SERIES 5; SPIRIT, EPEE)**

It's time to go out against an enemy base. Doomsday says that its a hopeless suicide mission, but then doesn't he feel the same way about everything? Spirit's a good wingmate, but she's distracted by something. You'd think she'd have forgotten her fiancé in these ten years, but Spirit seems to be the slave to duty. As for the Epee, it's a fine vessel: almost as fast as a Ferret, very maneuverable, and reasonably

well armed. Its only weakness is its light armor, but a good pilot should never depend on Durasteel.

**\*5A.** The first mission is a simple patrol of a jump point and two nav points. Here you learn that a Kamekh does not have phased shields, no matter what Joan's says.

**5B.** The second mission is an escort followed by a recon on some unknown bogies. The escort mission is simple, but the bogies prove to be quite a battle. As for Jazz's abrupt appearance, that resulted in one of my most confusing moments in the game.

**\*5C.** The third mission is a solo that requires you to escort in a missile freighter from the Agincourt. To emphasize how bad this missile shortage is, you have none for this mission. Of course, you also run into some stealth fighters (or are they pink elephants with wings?), just so everyone thinks you're crazy.

**5D.** The final mission is an assault on an enemy starbase (*strike* load). This is your first mission in a Sabre. Here you meet the second Kilrathi ace—one who likes to call himself "Bloodrinker". Hey, the Sartha ace isn't that bad after all. As for the actual assault, can you say "Kamakaze"? Farewell Spirit, may you find Philip where you now are.

### **TESLA (WCII, SERIES 6; STINGRAY, RAPIER)**

Okay, you spend the next two weeks relaxing in Angel's arms. After that, it's time to get to work. There is a war on, remember? Stingray is not my favorite wingmate, but perhaps that's because he and I have not gotten along very well during this game. I find him very tough to work with. No matter what target I choose, I manage to hit him while I'm firing at it, even if I selected a target where he was nowhere near.

**6A.** The first mission is a patrol, with a surprise escort following it. As for the battle with the Jalkehi—why in Kilrathi space would they hide one of those in an asteroid field? I suppose they depend on their shields to protect them from collisions. Yep, it looks like Paladin is back, and he needs to get to the Concordia. Missions like this make me think that Paladin has a ship regeneration machine in the Bonnie Heather. Several times I hear the sounds as if the Heather was destroyed, but it always survives. I think the 25 kill points for saving him are earned only if you never have to rely on that special device, but you at least know that Paladin will be back.

**6B.** The second mission is an assault on some enemy transports. Not much more we can say on that. Dorkathi are dangerous opponents if you aren't careful, but dead meat if you are.

**6C.** The third mission is to escort Paladin outsystem and then to check out some bogies. As for the bogies—stay out of the flak of the Fralthra and blow Khasra out of space.

**6D.** The final mission requires you to escort the William Tell on an assault on a Ralatha. Hey, we finally get to use a capital ship for an offensive strike. Amazing! The Grikath at launch are the more dangerous opponent, as they are the ones equipped with torpedoes. I wonder, though. If the Confederation can refit other fighters to carry torps, can the Kilrathi do the same with theirs? Not something that'll inspire peaceful sleep for admirals.

### **ENIGMA (WCII, SERIES 7; ANGEL, BROADSWORD)**

The Kilrathi are close to your heels and you must protect the Concordia as it evades the enemy. Yes, your CO and lover is now your wingmate. And you thought you'd feel bad if another one of your wingmates got killed, eh? As in the original game, you have to make sure you don't get too close to Angel. It's tough to kiss through a Broadsword.

**7A.** The first mission is a strike on some unknowns and then a patrol of the other side of a jump point. Yes, that's what a Broadsword is for—bait before a jump.

**7B.** The second mission is a strike against the Korah Pakh listening post. I find this the toughest mission in the entire game. First you have to wave your way through asteroids (well, I tend to blast my way

through when in a Broadsword), then you reach a well defended listening post. Those Drakhri might not be much against a fast fighter, but they are a pain when they are piloted by Drakhai and you are in a Broadsword. Worse yet, your movements are hampered, as you must avoid getting too close to the starpost. I found that getting the third Drakhri is usually a matter of taunting and firing. SUCKER. The Jalkehi are easier, if you aren't too battered, and the post is duck soup once the escort is knocked out.

**\*7C.** The final mission (yes, there are only three in this series) is a strike against a Ralatha. Strangely enough, this time you have to let it jump away so that you can learn the way to K'tithrak Mang system. Once you follow it, though, you can then blow up the Ralatha, which is now without an escort. If you fail to get the data and make the jump, then you will be making a trip to series 12, where you return to Gwynedd.

### **K'TITHRAK MANG (WCII, SERIES 8; 1,2-JAZZ/3,4-NONE, SABRE)**

You have now penetrated into enemy territory and are about to strike against the principal Kilrathi base in the Enigma Sector. If you fail here, you'll be stuck in hostile territory, so this series counts. You are paired with Jazz in a Sabre. Yes, that piano player who has done nothing but insult you since you came on board is now your wingmate. Too bad you can't just blow him out of space. As for the Sabre, it is a fine ship, and suitable for any type of mission other than recon and courier (due to its lack of speed). If you plan a strike that doesn't require you to jump out of system, then the Sabre is the right fighter to choose. Oh, when attacking a capital ship in one of these, do not approach too fast, lest you crash into its phase shields (embarrassing).

**8A.** The first mission is an attack against a Ralatha (*strike* load). This is one tough mission, as you must face Jalkehi Drakhai. And just when you thought it was all over, you then have to face Grikath attacking the Concordia. And you thought this would be easy?

**8B.** The second mission is a patrol through some asteroid fields (*dogfight* load). As for the Strakha, you finally have a witness that they are real. You even get a good recording of them to show Angel.

**8C.** All right, so you get to blow Jazz out of space after all, or at least out of his fighter. Seems like your guardian Angel keeps you from solving the entire problem with a shot of a particle cannon. I hope his punishment for his treachery is severe. By the way, have you read the messages you can send to Jazz during the battle? (*dogfight* load)

**8D.** The final mission is a patrol with Nightshade. Huh, I'm not on the strike team? Well, I can fix that: "Hey Sparks!" Okay, now attack that starbase. My, she gave me six torpedoes. I'll have to get her a golden wrench for that (*heavy strike* load). As for the heir to Kilrah, I think he's less a proficient fighter pilot than he claims.

# CHARACTER PROFILES

*(Italicized comments are by David Raley.)*

## ANGEL

### CAPTAIN JEANNETTE DEVEREAUX

*(WC1)* "I cannot stand 'rebels,' or hot-doggers, or any of these so-called intuitive know-it-alls," explains Angel. "We have used flying craft in warfare since 1914. As a race, we have nearly *eight centuries* of combat flying experience, and we've had nearly eight centuries to define, refine, and perfect the rules by which we fly. These are rules designed to keep us alive, keep our wingmen alive, and win our wars, *n'est-ce pas?*"

"But every class that comes out of the Academy is stuffed full of these talented fliers who think that, because they can do new and interesting things with their machines, they must be smarter than eight centuries of military thinkers... and so the rules don't apply to them. They shut up fast when they start seeing their classmates eat missiles... and it is at *that* point they join the human race and begin to contribute to winning this war."

The 28-year-old Devereaux is a native of Brussels, Belgium. She is widely known for her marksmanship: Her accomplishments with ship's weapons dot the *Tiger's Claw* performance records.

*(WC1)* Speaking of Angel, I suggest you pull a little ahead of the Draymen as you approach Nav 2, so that Angel won't feel obliged to run into the transports. Who else would stay at the regulation position even if it kills her?

*(WC2)* Angel is a beautiful French woman in her mid-thirties, an excellent combat pilot. In the original WC, she was a "by the book" type tactician, and basically rather cold to our hero. During the Firekkan missions (Secret Missions 2), Bossman died while flying on her wing. This has changed her whole personality...she's much more emotional now, and vulnerable, especially to the death of close friends. When Spirit is killed in WCII, her grief will prompt the love affair between herself and Bluehair.

Conversation: Formal, no contractions. Intersperses the occasional French term with her English. She has a tendency to look down, avoiding someone's eyes, when talking about something that's awkward or uncomfortable for her.

Think Sigourney Weaver mixed with Demi Moore.

## BEAR

### LIEUTENANT JASON BONDAREVSKY

*(SO1)* Bear is a fiery young pilot completely devoted to the ideals of the Confederation. So devoted, in fact, that he faked his credentials and joined the military even though he was underage! Even when Bear finds himself taking part in a mutiny against a ruthless, lawbreaking commander, he never strays from the laws which make the Confederation what it is. Passionate, yet cool under fire, Bear is a good man to have on your wing anytime!

## BOSSMAN

### MAJOR CHEN KIEN

*(WC1)* Major Kien is known as Bossman to the spacecrews, but that wasn't always the case. "When I was young—er, younger—they called me *Ripper*; my old friends still do. I was a lot like Hunter, pushing everything to the limit. But I might have been a little too good, or at least lucky, at it. Replacement crews coming in, bright young second looies, took my lead... and got themselves shot to hell. When I started burying young pilots who had been killed for behaving like me, I decided to give them an example that would not get them blown out of space. It is sort of a vicious cycle: You try to act as an example, and young pilots start coming to you for advice. That is when they started calling me Bossman. I do not regret all these changes... but there are times I miss the old days."

The 39-year-old native of Kaohsiung, Taiwan, has a degree in aeronautical engineering from the

Confederation Net university system. He is married to ergonomics engineer Chen Mingxing and, last March, became the father of a baby girl.

Died, SM2 (while flying on Angel's wing).

## **CROSSBONES**

### **LIEUTENANT MARKHAM COLT**

(SO2) A handsome guy in his mid-twenties with blond hair, Crossbones is one of the test pilots in the Wild Eagles squadron and flies "just like Maniac, his teacher." He dies in the explosion on the Flight Deck, set by Minx as she escapes to the Kilrathi with a prototype Morningstar.

## **DOOMSDAY**

### **CAPTAIN ETIENNE MONTCLAIR**

(WC2) Doomsday is a Maori in his early thirties...black, with the distinctive facial marks of a Maori warrior. In personality, he's closest to Eeyore...if anything can go wrong, it surely will. Despite this glum attitude, he's a very skilled pilot and good wingman.

Transferred to *Tiger's Claw* from *Austin* in middle of SM2.

Until further notice, Doomsday is immortal—he will not die.

(SM2) *Doomsday is such a pessimist that he'd call Candide's adventures happy events.*

## **DOWNTOWN**

### **LIEUTENANT ROSS BALDWIN**

(WC2) Downtown is a young black man, roughly mid twenties. His family, when fleeing from their home planet during a Kilrathi invasion, was captured and sent as slave labour to the Kilrathi planet of Ghorah Khar. Years later, when Hobbes was working undercover on that planet for the Confederation, he helped the young boy escape. The relationship between Downtown and Hobbes is unique...Hobbes is all the family that Downtown has. In personality, Downtown is fiery and impulsive, and very vocal in defending Hobbes against anyone who badmouths him.

Conversation: Standard American  
Think Denzel Washington in "Glory"

Died, WC2.

## **COLONEL HALCYON**

Colonel Peter (I think!) Halcyon is the tough but occasionally sympathetic squadron commander aboard the Tiger's Claw. A former combat pilot who moved up the ranks, he was about to be promoted to Tactical when the Claw heads to K'Tithrak Mang for that appointment with destiny. Halcyon goes down with the ship in the Claw disaster.

## **HOBBS**

### **COLONEL RALGHA nar HHALLAS**

(WC2) Hobbes is a renegade Kilrathi, who defected to the Confederation in Secret Missions 2. He's in mid-thirties equivalent for a Kilrathi. He left the Kilrathi Empire because of overall disgust at how the Kilrathi had changed...turned into ruthless expansionists with no concern for their honor. Hobbes is VERY honorable, and loyal to those he considers friends. In personality, the best way to describe him is volatile. He has a temper, and is very opinionated, and won't hesitate to show it.

Defects to Confederation, SM2. Assigned Confederation combat duty, WC2.

# HUNTER

## CAPTAIN IAN ST. JOHN

(WC1) Hunter is one of the best pilots in the service, and has racked up an impressive number of kills in the years he has been stationed on the *Tiger's Claw*. He's known as a seat-of-the-pants flier, and Kilrathi opponents tend to be baffled by his unpredictable, spontaneous flying style.

The 27-year-old native of Brisbane, Australia is sometimes accused of excessive independence and a casual attitude toward regulations. "Maybe so," he explains, "but I'd never leave my wingleader hanging. However, every [expletive deleted] thing we're given—ships, weapons, training, an' standing regs—is there for us to push to the limit, an' maybe a little further, if we're going to get the job done. Notice I say 'push to the limit' an' not 'break.' Maybe there's not much of a difference, but it's usually *the* difference between dusting a furball an' sucking vacuum."

Died in *Tiger's Claw* disaster.

(WC1) Frankly, I don't like flying with Hunter, but he seems halfway decent in a Rapier.

# ICEMAN

## MAJOR MICHAEL CASEY

(WC1) Iceman has racked up more confirmed kills while serving on the *Tiger's Claw* than any other pilot in the carrier's history. In the cockpit, he is known for calm under fire, letter-perfect flying technique, and deadly aim with ship's weapons, a combination which guarantees disaster for Kilrathi opponents.

Angel, frequent wingman for Iceman, describes flying with him: "You must learn to listen for Iceman. On the comm unit, in a large engagement, everyone is either shouting or at least very excitable; Iceman is *whispering*. You have to strain your ears to hear him. It's always terse little statements: 'Moving in.' 'Rolling right.' 'Target in sight.' 'Objective accomplished.' 'Head for home.' And I will tell you: He talks ten times as much in the cockpit as he ever talks on the carrier."

Iceman is 31, a native of Vancouver, British Columbia.

Died in *Tiger's Claw* disaster.

# JAZZ

## MAJOR ZACH COLSON

(WC2) Jazz is a very handsome man from the Terran colonies, early thirties, an outstanding pilot and jazz pianist. He's good, he knows he's good, and he expects you to know it as well. VERY confident in his skills. He and Bluehair have a mild antagonism between them, a one-ups-manship contest....this should not be very obvious, though, as we don't want to point fingers at him as the traitor. (Because, of course, he *is* the traitor.)

Transferred to *Tiger's Claw* from *Austin* in middle of SM2. Revealed as traitor and captured, WC2.8C.

# KNIGHT

## CAPTAIN JOSEPH KHUMALO

(WC1) Knight admits that his piloting accomplishments don't dot the record books. "I'm not a cockpit genius like Hunter or a marksman like Angel. I'm an ordinary man. I'm a pilot. It's my job."

Yet wingleaders tend to breathe a sigh of relief when they draw Khumalo as wingman. Knight has a reputation of utter reliability in combat. "I got my nickname in the Enyo Engagement. The Kilrathi were swarming like flies. I was a second looie assigned as wingman to Captain Maria 'la Doña' Alvarez. We were hugging the deck of this transport and strafing it, did a tight turn going from its back to its belly, and ran right through a swarm of fighters headed the other way. Any defensive maneuvering in those quarters would've cut me off from la Doña, so I just fired as fast as I could, and got lucky: I was an ace coming out of that pack, and had picked off a couple of fighters going after my wingleader. La Doña put on her thickest accent and said, 'Ooh, eet's my White Knight,' and the name stuck.

"But, honestly, I don't feel that way. I'm not a knight-errant. I'm a soldier. Not all of us can be



geniuses... but I'm going to do the best I can with what I can." Khumalo, 36, hails from Kroonstad, South Africa.

Died in *Tiger's Claw* disaster.

(WC1) *Frankly, I'm not too impressed with Knight. Some tell me that he runs away too quickly, while I say he dies too often—either way, he's not with you throughout the mission.*

## **MANIAC**

### **2ND LT. TODD MARSHALL**

(WC1) Fresh from the Academy is 2nd Lt. Todd Marshall, known as *Maniac* by his graduating class. Marshall, 23, tries hard to live up to his moniker. "Plodding along with your joystick in one hand and a copy of the naval regs in the other is not going to impress the Kilrathi," he says. "They know our regs. They know the Book, they know how we do things. If we're going to put them on the ropes, we have to adapt our rules, tactics, and flying styles. We have to outfly them, outfight them... we've got to *want* it more. And I want it.

"I'm a Proxie—homeworld Leto, Proxima Centauri IV. When the colonization started, anyone with any brains or skills high-tailed it off Earth, and most of them ended up on Leto. That's why Proxies kick homeborn Terrans around in the ratings."

Despite his creative interpretation of colonial history and comparative Naval Academy standings, Marshall was one of the highest-rated Academy graduates of the '54 class and promises to be a worthy addition to the *Tiger's Claw* pilot roster.

(SO2) Maniac was off on "medical leave" (read "nuttier than a fruitcake" there) when the *Tiger's Claw* was destroyed. After he returned to active duty, he was promoted for heroism in the Deneb Sector. The stories on this are conflicting ... some people say that he deliberately forced two Kilrathi capital ships to collide and explode, others say that his fighter was on autopilot at the time. In any case, he's a major hero and media darling now. He's also been promoted to command the Wild Eagles squadron, a group of top test pilots entrusted with the testing of the *Morningstar* fighter prototype.

(WC1) *You are paired with Maniac in a Scimitar. You will soon find out that that is far from a pleasant experience.*

## **MAVERICK**

### **CHRISTOPHER BLAIR, THE BLUE-HAIRED HERO OF THE GAMES.**

Blair begins the game with call-sign "Falcon," but changes to "Phoenix" following his vindication in the *Tiger's Claw* disaster. (He receives several promotions in the course of the games.)

## **MINX**

### **CAPTAIN MARIA GRIMALDI**

(SO2) A beautiful and sexy lady test pilot (with a strong resemblance to Linda Hamilton) flying in Maniac's Wild Eagles squadron, she also happens to be a Mandarin working for the Kilrathi. If you destroy Ayer's Rock, she dies horribly in a radiation-damaged lifepod after the destruction of Ayer's Rock. Otherwise, she lives to fight another day.

## **PALADIN**

### **MAJOR JAMES TAGGART**

(WC1) "The laddies coming out of the Academy think I was born old," says Paladin. "But when I took my commission—not too long after we *discovered* the Empire of Kilrah—I was just a kid. I was charged up on stories of knight-errantry, on *The Death of Arthur* and *The Song of Roland*. So when we ran into the Kilrathi, I knew I was going grab up a lance, hop into a cockpit, and change the course of history. Naturally," he jokes, "I did."

Taggart, 45, is a native of Ares, the self-sufficient space station built in permanent orbit around the planet Venus; his parents were terraforming engineers from Wick, Scotland.

Though an effective wingleader, Taggart is especially appreciated for his wingman skills. He has a reputation for protectiveness when flying wing. On an average of three times a year, pranksters get to his spacecraft, scrape the name "Paladin" from his cockpit and replace it with "Mother Hen."

"Appreciate it while you can," he grins. "Combat flying is a young man's game, and I'm having trouble convincing the medics that I'm still 25. I'll be flying a desk before too long... if I can find one with afterburners and smart missiles."

(WC2) Paladin is a Scotsman in his mid-fifties, very calm and self-assured. He knows he's good, and has no need to prove it to anyone. He's a definite father figure to our hero, very supportive during Bluehair's trials and tribulations. Between the end of Secret Missions 2: Crusade and the beginning of Wing Commander II, Paladin "officially" retired from the Terran Confederation Navy but in reality became a spy for the Confederation, running courier and clandestine missions with his Free Trader ship, "The Bonnie Heather."

Is fighter in WC1, SM1. Is spy with cover of civilian transport pilot in WC2, SO1.

## **PHOENIX/FALCON**

### **CHRISTOPHER BLAIR, THE BLUE-HAIRED HERO OF THE GAMES.**

Blair begins the game with call-sign "Falcon," but changes to "Phoenix" following his vindication in the Tiger's Claw disaster. (He receives several promotions in the course of the games.)

## **SHADOW**

### **CAPTAIN ELIZABETH NORWOOD**

(WC2) Shadow has been Bluehair's closest friend since he was assigned to the space station ten years ago. She's a competent, but not exceptional pilot. Her main motivation is to get out of the Navy (she'll retire soon), and rejoin her husband (a doctor) and her young son in their colonial farming community. She's an older sister/mother figure to Bluehair, very supportive and concerned about his career.

Died, WC2.1D.

## **SHOTGLASS**

(WC1) First name Sam, couldn't find the information on his last name, but I think it's something like Wilson or Walters. Shotgun used to be a combat pilot aboard the Claw, until he reached mandatory retirement age. Not wanting to go back into civilian life, he signed up as the barkeep on the Claw. He's full of advice for the younger pilots and reminisces frequently about his days of combat. Shotgun was his callsign when he was still a combat pilot, so he uses it now as a nickname. In SM2, he displays some of his younger toughness when he suggests tossing the defector Captain Ralgha out the airlock. Shotgun dies in the Tiger's Claw disaster. I'd suggest checking in the Black Book for Shotgun's last name.

## **SPARKS**

### **CHIEF PETTY OFFICER JANET MCCULLOUGH**

(WC2) A female mechanic, roughly late thirties, who's seen it all. She's a lady who speaks her mind, very self-confident and assertive. She'll be supportive of Bluehair because Angel vouches for him, and a genuine friendship will develop between our hero and this lady.

## **SPIRIT**

### **1ST LT. TANAKA MARIKO**

(WC1) Spirit is a rough translation of *Kami*, as she's called by the Japanese pilot instructors responsible for her initial training. In the cockpit, Spirit is known for her deceptive, defensive piloting, her ability to sense and avoid incoming fire, and her habit of creeping in as close as possible to a target before cutting loose with ship's weaponry.

A native of Sapporo on the Japanese island of Hokkaido, Tanaka is a third-generation military pilot. Her father, Major Tanaka Shun (affectionately remembered as *Go-Devil*), died twenty years ago in the

brutal McAuliffe Ambush of '34.

The 24-year-old ace explains, "I did not join the armed forces for revenge. I have no fantasies of personally gunning down the pilot who killed my father. It is a matter of tradition and duty. The tradition is my family's, and the duty is to the Earth ... I am often asked if I think of myself as a modern *samurai*. The answer is no. I am a military pilot, not a feudal retainer. But there is nothing to keep a modern pilot, Japanese or not, from trying to adhere to the best elements of the warrior-codes of the past: The code of the samurai, the code of the knight-errant, any code of honor and service."

(WC2) Spirit is an attractive Japanese woman in her early thirties, a good combat pilot. The best way to describe her is quiet but spunky. She and Bluehair are very close friends, in a big brother/younger sister kind of relationship. Spirit was Blue's first wingman on the *Tiger's Claw*. In personality, Spirit tends to be quiet, often dependent on Bluehair for advice and reassurance. She dies midway through WCII.

Died, WC2.5D.

## STINGRAY

### CAPTAIN DIRK WRIGHT

(WC2) Stingray is a young pilot in his mid-twenties...courageous, impulsive, skilled. He's a typical "angry young man," filled with hatred for the Kilrathi, which provokes the confrontations between himself and Hobbes. He's basically everything that Bluehair was, ten years ago.

## TALON

### LIEUTENANT JEFFREY BURKHEIMER

(SO2) Talon is a craggy-faced brown-haired man in his thirties, another Wild Eagle. He's wounded in the explosion on the Flight Deck, but recovers enough to go in search of Ayer's Rock, the secret Mandarin base, with Bluehair, Maniac and Paladin.

## ADMIRAL GEOFFREY TOLWYN

(WC2) Admiral Tolwyn is a handsome English man in his early fifties. He's tough, competent, and extremely loyal and supportive of his underlings. When he hates someone, like Bluehair, it's a position that he'll stand by, that most logic can't break through. He's convinced that Bluehair is a coward and would like nothing better than to see Bluehair undergo a second court martial and be put out to dry. However, when Bluehair proves himself at the end of the game, Tolwyn will change his attitudes completely.

## BAKHTOSH REDCLAW

### DANGER AND DISDAIN

(WC1) Bakhtosh Redclaw is a rash on the comm units; he is best-known for extremely sarcastic gloating during combat engagements. It appears that he belongs to an aristocratic Kilrathi family and has been trained in the politics of superiority from birth. He flies a *Jalthi-class* Heavy Fighter.

**Strengths.** Bakhtosh is the best Kilrathi shot in Vega Sector, bar none. His accuracy with ship's guns is becoming legendary even among Terran pilots, which is another strength: Some Terrans feel intimidated when confronting the legendary Bakhtosh, and consequently their flying suffers. Additionally, he is a master of the crowning insult, the patronizing remark, and the racial slur. He often goads Terran fighters into bad tactical errors.

**Weaknesses.** Bakhtosh's piloting is nothing special. Like one legendary figure of Terran combat aviation, the Red Baron, he is an excellent marksman but a mediocre flier. Additionally, his insults and better-than-thou attitude are *not* a pose; he believes himself to be superior to all Kilrathi as well as all humans.

**Tactics.** Bakhtosh prefers to fire at a distance. He will get at the maximum effective range for his weapons and chew his target to pieces. The extra distance allows him a little time to cope with the maneuvers of superior fliers. If forced to close with a foe, he will launch one of his missiles.

**Recommendation.** Close, firing continuously, then try to outfly him in standard fashion. Do *not* be daunted by his substantial reputation.

(WCSG) Bakhtosh RedClaw, flying a Jalthei-class heavy fighter, considered himself to be the best Kilrathi pilot, although we placed him at the bottom of the list. His greatest strength was his accuracy with the Jalthei's six-guns, but his flying skills left a lot to be desired. He responded to taunts and hated being called cat-face.

Died, WC1.7C.

## BHURAK STARKILLER

### KEEN COMPETITOR

(WC1) Best-known among the Kilrathi aces is Bhurak, called Bhurak Starkiller. He is regarded as the best living pilot among the Kilrathi in this sector. He flies a *Salthi*-class light fighter.

**Strengths.** Bhurak's an excellent pilot and shot. He has optimal reflexes and there are no serious weaknesses to be detected in his flying style.

**Weaknesses.** Psych profiles indicate that Bhurak is probably addicted to speed, thrills, and sport. Though a courageous pilot, he is not without a survival instinct: A sufficient number of opponents or a sudden turn in fortune could panic him into retreat.

**Tactics.** Bhurak likes the dogfight. He prefers a maneuverable foe and standard dogfight tactics. He almost always uses his ship's laser cannon, reserving his standard dumb-fire missile for stationary targets.

**Recommendation.** If possible, put several pilots on him at once; deny him a fair fight or anything he would consider fun. He might become disgruntled and choose another target, or rout. If you're forced into single combat with him, don't try to outfly him: You might do best by going stationary, spinning to keep him in your sights, and trading licks. He doesn't appear to consider that fun and may choose a new objective.

(WCSG) Bhurak Starkiller, flying a *Salthi*-class light fighter, carried a reputation as the finest pilot in the Kilrathi space navy although the number of confirmed kills he claimed was unknown. He was an unusual character who seemed to consider dogfights a pleasurable pastime. When the fighting ceased to be fun, he would often run and hide.

Died, WC1.3C (killed by Iceman).

(WC1) *The only trouble is Bhurak Starkiller, who eluded me for a long time before I figured out how to do him in.*

## DAKHATH

### EXTREME PREJUDICE

(WC1) Dakhath, whose name translates literally as Deathstroke, is one of the most dangerous pilots alive. According to our (incomplete) records, he has 55+ confirmed kills on file. He pilots a *Dralthi*-class medium fighter.

**Strengths.** Dakhath appears to be utterly without fear. He never retreats from an engagement until every enemy within 1,000 clicks is destroyed, and will not abandon a wounded enemy until that enemy is destroyed. This courage and lack of self-preservation instincts make him particularly dangerous. So does his apparent affection for inflicting pain.

**Weaknesses.** Dakhath lives only to kill and will not retreat or change targets until his first target is dead. If at all possible, use his single-mindedness against him... if only by leading him away from a strategically-important target so that he can concentrate on *you*.

**Tactics.** Dakhath launches his missiles at maximum range (he appears to like explosions), then closes for the kill on one target. He will cling to that target until he destroys it, then choose another, as methodical as clock circuits.

**Recommendation.** It might be possible to lead him into the path of fire friendly to you, and is equally possible that he won't notice new pursuit on him until it's too late. (*Important Note:* If your ship takes a lot of damage and looks shaky, do not eject if you're in the vicinity of Dakhath. One of his hobbies is target practice against ejecting pilots.)

(WCSG) Dakhath, flying a *Dralthi*-class medium fighter, had recorded 55 confirmed kills before the Vega Campaign even started. He was the most ruthless of the enemy pilots and wouldn't break off from an engagement while any Terran ships were still able to fly. Similarly, he wouldn't break his attack on a

specific Terran ship until it was destroyed.

Died, WC1.6B (killed by Paladin and Angel).

## **KHAJJA THE FANG**

### **COLD AS VACUUM**

(WC1) Khajja the Fang is not-so-affectionately called “the Machine” by Terran intelligence. He is the most efficient, mission-oriented pilot the Kilrathi have. He pilots a *Krant*-class medium fighter.

**Strengths.** Khajja’s greatest asset is his clear thinking. He never panics or falters and appears to have utter confidence in his wingmen. He is not vulnerable to taunts, goads, or insults.

**Weaknesses.** Khajja’s faith in his wingmen may be misplaced. Analysis indicates that some Kilrathi pilots may be afraid of him. He will single-mindedly ignore incoming ships in order to concentrate on a strike objective, meaning that he might ignore *you*.

**Tactics.** Khajja prefers straight-in, straight-out strafing approaches. He uses his laser cannon for most encounters, saves his heat-seekers for mission objectives or particularly troublesome enemies, and saves his friend or foe missile for emergencies.

**Recommendation.** If he’s approaching a mission objective, you might get a free shot by eluding his wingmen. If he’s moving in on you, utilize classic dogfight tactics: Try to outfly and outshoot him, or lead him toward unengaged friendlies. He doesn’t like bad odds.

(WCSG) Khajja the Fang, flying a *Krant*-class medium fighter, was known as the most single-minded of the enemy aces. He wouldn’t respond to taunts, and always went right after the mission objective, often ignoring fighter escorts.

Died, WC1.5C.

(WC1) *He’s a tough one to kill, but he won’t flee and occasionally gives you time to get about your business.*

## **KHASRA REDCLAW**

(WC2) Khasra is a young Kilrathi nobleman, the younger brother of the famous Bakhtosh Redclaw from Wing Commander 1. He’s clever and calculating, but not quite clever enough...the Emperor knows of Khasra’s attempts to convince Prince Thrakhath to stage a coup and take over the Empire, and the Emperor will make sure that Khasra is not allowed to continue this.

Died at end of SO1.

## **KUR RAK HUMANKILLER**

(WC2) A Kilrathi ace.

Died, WC2.3A.

(WC2) *Those Grikath are tough, especially when that Kur is piloting one. He’s good—real good. The guy is flying circles about me, and I’m in a Rapier. I don’t want to know what the Sartha ace would be like.*

## **RAKTI BLOOD-DRINKER**

(WC2) Another Kilrathi ace.

Died, WC2.5D (killed by Spirit before she suicides).

## **PRINCE THRAKHATH**

The Prince can generally be considered to be the product of a bad childhood. His grandfather is the Emperor of Kilrah, a ruthless, cold-blooded dictator. Thrakhath’s father was the Admiral in charge of the

attack against Goddard Colony ... though he survived that dismal failure, he was executed by the Emperor upon his return to the Imperial Palace (see last midgame in SM1.) Thrakhath treads a fine line between ambition and survival, having resisted his cousin Khasra's attempts to lure him into a coup against his grandfather during WC2. Which is good for him, since the Emperor knew all about Khasra's plans, anyhow. (Excellent Intelligence service!) In Special Ops 1, Thrakhath's refusal to work with Khasra results in Khasra attempting to assassinate the Prince, an attempt which Bluehair and Paladin interrupt and which eventually results in Khasra's death. Thrakhath is smart, politically savvy, a good combat pilot, and overall a survivor. He will achieve the Throne of Kilrah, but not until he's certain he'll survive it.

*(WC1) As for the heir to Kilrah, I think he's a less proficient fighter pilot than he claims.*

*(WC2) Thrakhath is a proud young Kilrathi warrior, grandson to the Emperor of Kilrah. He's smart, ambitious, an incredibly good combat pilot, and has very little scruples about getting what he wants—what he wants is the Throne of Kilrah.*

## **DRAKHAI (IMPERIAL GUARD)**

The Drakhai are the elite of the Kilrathi pilots, recruited from the Imperial Guard. Their most common feature is undying loyalty to the Emperor and a desire to kill humans. Until SM2, they had never been encountered outside of Kilrathi space, but for the Sivar ritual, they were used as the advance task force, ordered to clear the Firekka System of any opposing forces. Beginning with WC2, the Drakhai are used extensively in combat in the Enigma Sector, probably because of a shortage of other pilot squadrons.

# JOAN'S FIGHTING SPACECRAFT

## CLAW MARKS (WC1) INTRO:

### VEGA SECTOR SUPPLEMENT FOR 2654.092

This is the latest update for *Joan's Fighting Spacecraft*, specifically revised for Terran personnel in the Vega Sector. This supplement contains the latest specifications on both Terran and Kilrathi spacecraft, particularly the types of craft most commonly encountered in this sector.

All servicemen are urged to familiarize themselves with these specifications.

Computer files of this material are available in the ship's library, at

>>Reference>>Technical>>Hardware>>Joan's>>.

Here is a quick guide for those of you unfamiliar with the *Joan's* system of evaluation:

## WC2 INTRO

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

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

## MAXIMUM VELOCITY/CRUISE VELOCITY

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

## ACCELERATION

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

## MAXIMUM YAW, PITCH AND ROLL\*

These characteristics, measures of a spacecraft's maneuverability, are expressed in degrees per second (dps). The higher the number, the more maneuverable the ship.

\* Yaw—ability of a ship to turn to the right or left. Pitch—ability to change direction up or down. Roll—ability to rotate around the length-wise axis.

## SHIP'S ARMOR

Joan's evaluation of a ship's defensive armor is expressed in centimeters thickness of Durasteel. Fore and aft shields are given in values equivalent to centimeters thickness of Durasteel.

(WC2) The effectiveness of phase shields is classified—listings indicate which capital ships are equipped with these technological wonders, but no Durasteel equivalents are provided. The higher the shield and/or armor rating, the better.

# CONFEDERATION SHIPS

*(Italicized comments are by David Raley.)*

## FIGHTERS

### P-64C FERRET

<b>In Service</b>	WC2
<b>Class</b>	Patrol Fighter
<b>Length</b>	10 meters
<b>Maximum Velocity</b>	500 kps
<b>Cruise Velocity</b>	360 kps
<b>Acceleration</b>	Good
<b>Max. Yaw, Pitch, Roll</b>	8 dps
<b>Mass</b>	10.5 tonnes
<b>Ship's Weapons</b>	
Mass Driver Cannon (2)	
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	6 cm equivalent each
<i>Front and Rear</i>	6.5 cm each
<i>Right and Left</i>	4.5 cm each

*My opinion is that the Ferret is the best recon fighter in the game. Unfortunately, it falls short in other types of missions.*

*As for the Ferret, it's a nice fast ship, but its armament is pathetic; in other words, good for recon and courier missions, but not much more.*

### F-36C HORNET

<b>In Service</b>	WCI, SM1, SM2
<b>Class</b>	Light Fighter
<b>Length</b>	20 meters
<b>Maximum Velocity</b>	420 kps
<b>Cruise Velocity</b>	300 kps
<b>Acceleration</b>	Good
<b>Max. Yaw, Pitch, Roll</b>	8 dps
<b>Mass</b>	12.5 tonnes
<b>Ship's Weapons</b>	
Laser Cannon (2)	Dumb-Fire Missiles (2)
Heat-Seeking Missile (1)	
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	3 cm equivalent each
<i>Front and Rear</i>	3 cm each
<i>Right and Left</i>	3 cm each

*The patrol is the usual fare that a Hornet pilot should expect—check out the Nav points and report what you find.*

*Personally, I think that Hornets and escort missions don't mix. But if there are more transports to be escorted than other fighter wings available, then there is little choice in the matter.*

*You are paired with Angel in a Hornet. Personally, I don't think the Hornet is her best ship. The Hornet requires a pilot who does well as both flier and gunner. While Angel certainly qualifies as the latter, she is a bit lacking in the former. If the regulation position will force her to crash into something, she'll crash into it, so be careful where you fly when she's flying on your wing.*

### F-54C EPEE



<b>In Service</b>	WC2
<b>Class</b>	Light Attack Fighter
<b>Length</b>	12 meters
<b>Maximum Velocity</b>	480 kps
<b>Cruise Velocity</b>	250 kps
<b>Acceleration</b>	Excellent
<b>Max. Yaw, Pitch, Roll</b>	10 dps
<b>Mass</b>	13 tonnes

#### **Ship's Weapons**

Particle Cannon (2)	Dumb Fire Missiles (2)
Heat-Seeking Missiles (2)	

#### **Ship's Armor**

<i>Fore and Aft Shield</i>	6 cm equivalent each
<i>Front and Rear</i>	3.5 cm each
<i>Right and Left</i>	3 cm each

*The Epee is fitted with various loadouts, depending on the type of mission involved:  
Any fighter can be sent out Empty, meaning that there is no ordnance loaded onto it (probably only happens during a weapons shortage, as in Heaven's Gate 3).*

*Dogfight includes 2 Dumb Fire Missiles and two Heat-Seeking missiles;*

*Strike replaces one or two of the missiles with a torpedo (probably both Dumb Fire, but I cannot be sure as you are never assigned a mission with this loadout).*

*As for the Epee, it's a fine vessel: almost as fast as a Ferret, very maneuverable, and reasonably well armed. Its only weakness is its light armor, but a good pilot should never depend on Durasteel.*

### **F-44A RAPIER**

<b>In Service</b>	WCI, SM1, SM2
<b>Class</b>	Medium Fighter
<b>Length</b>	24 meters
<b>Maximum Velocity</b>	450 kps
<b>Cruise Velocity</b>	250 kps
<b>Acceleration</b>	Excellent
<b>Max. Yaw, Pitch, Roll</b>	10 dps
<b>Mass</b>	13.5 tonnes

#### **Ship's Weapons**

Laser Cannon (2)	Neutron Guns (2)
Dumb-Fire Missiles (2)	Image-Recognition Missile (1)
Friend or Foe Missiles (2)	

#### **Ship's Armor**

<i>Fore and Aft Shield</i>	7 cm equivalent each		
<i>Front</i>	5 cm	<i>Rear</i>	4 cm
<i>Right and Left</i>	3 cm each		

*The trouble with strike missions is that the Confederation didn't have a really good strike fighter until the Rapier went into service. The Hornet was a bit small for the role, the Scimitar was a bit slow, and the Raptor lacked range. While the Raptor was the best of the lot for the role, the Scimitar often found itself with the honors.*

*The trouble I have with this fighter is that it's just TOO maneuverable. I also have trouble with its rather pathetic missile array (I like Heat-Seeking missiles). The Rapier is a strike fighter (hence the Dumb Fires), with 2 Friend or Foe and an Image Recognition for dogfighting.*

*The first two missions are variations of the same theme: search and destroy. This is the ideal mission type for the Rapier, so don't blame your ship if you blow this one.*

### **F-44G RAPIER (MARK II)**

<b>In Service</b>	WC2
<b>Class</b>	Medium Attack Fighter

<b>Length</b>	19 meters
<b>Maximum Velocity</b>	450 kps
<b>Cruise Velocity</b>	250 kps
<b>Acceleration</b>	Excellent
<b>Max. Yaw, Pitch, Roll</b>	10 dps
<b>Mass</b>	15 tonnes
<b>Ship's Weapons</b>	
Laser Cannon (2)	Dumb Fire Missiles (2)
Particle Cannon (2)	Heat-Seeking Missiles (2)
Chaff Pod (1)	Friend or Foe Missiles (2)
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	8 cm equivalent each
<i>Front and Rear</i>	6.5 cm each
<i>Right and Left</i>	5 cm each

*As for the Rapier, the model G has a better weapons load than the model A, but I still can't get the hang of it.*

## **F-32D SCIMITAR**

<b>In Service</b>	WCI, SM1
<b>Class</b>	Medium Fighter
<b>Length</b>	25 meters
<b>Maximum Velocity</b>	360 kps
<b>Cruise Velocity</b>	150 kps
<b>Acceleration</b>	Good
<b>Max. Yaw, Pitch, Roll</b>	6 dps
<b>Mass</b>	16 tonnes
<b>Ship's Weapons</b>	
Mass Driver Cannon (2)	Dumb-Fire Missiles (2)
Heat-Seeking Missiles (3)	
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	4 cm equivalent each
<i>Front and Rear</i>	6 cm each
<i>Right and Left</i>	5 cm each

*Opinions on the Scimitar are generally negative, most likely because the ship is obsolete (why else do you think it gets replaced by the Rapier as the war goes on?).*

*There is no fighter less suitable for a patrol than a Scimitar, but that does not exempt the Scimitar from that duty. In this case, the assignment is reasonable, as a Scimitar is more suitable for penetrating a minefield than a Hornet (I presume that the Raptors are otherwise engaged).*

*Ah, an escort mission—finally something where the Scimitar's heavy weapon/slow speed design works to its advantage.*

*If there's a ship that shouldn't fight in asteroids, it's the Scimitar.*

*A strike against a priority target requires either a Raptor or a Rapier, but here you are in a Scimitar.*

*As for the Scimitar, I'm sure that Iceman isn't the only one cheering when they announce its retirement at the start of the second mission (of SM2.1).*

## **A-14B RAPTOR**

<b>In Service</b>	WCI, SM1, SM2
<b>Class</b>	Heavy Fighter
<b>Length</b>	36 meters
<b>Maximum Velocity</b>	400 kps
<b>Cruise Velocity</b>	250 kps
<b>Acceleration</b>	Good
<b>Max. Yaw, Pitch, Roll</b>	6 dps
<b>Mass</b>	20 tonnes

## Ship's Weapons

Neutron Guns (2)	Mass Driver Cannon (2)
Heat-Seeking Missiles (2)	Image Recognition Missiles (2)
Friend or Foe Missile (1)	Porcupine Space Mine (1)

## Ship's Armor

Fore and Aft Shield	7 cm equivalent each
Front and Rear	8 cm each
Right and Left	6 cm each

*The Raptor is a powerful ship, and is definitely needed for the first mission.*

## F-57A SABRE

<b>In Service</b>	WC2
<b>Class</b>	Heavy Attack Fighter
<b>Length</b>	24 meters
<b>Maximum Velocity</b>	400 kps
<b>Cruise Velocity</b>	220 kps
<b>Acceleration</b>	Excellent
<b>Max. Yaw, Pitch, Roll</b>	8 dps
<b>Mass</b>	22 tonnes
<b>Ship's Weapons</b>	
Particle Cannon (2)	Image Rec. Missiles (4)
Mass Drivers (2)	Friend or Foe Missiles (2)
Chaff Pods (1)	Dumb Fire Missiles (2)

## Turret

Neutron Guns (2)

## Ship's Armor

Fore and Aft Shield	10 cm equivalent each
Front and Rear	16 cm each
Right and Left	11 cm each

*The Sabre and Epee are fitted with various loadouts, depending on the type of mission involved:*

*Any fighter can be sent out Empty, meaning that there is no ordnance loaded onto it (probably only happens during a weapons shortage, as in Heaven's Gate 3).*

*The Sabre has three loadouts:*

*Dogfight includes 4 Image Recognition, 2 Friend or Foe, 2 Dumb Fire, and 1 chaff pod;*

*Strike includes 4 Image Recognition, 2 Friend or Foe, and 2 torpedoes; and*

*Heavy Strike includes 2 Image Recognition, 6 torpedoes, and 1 chaff pod.*

*As for the Sabre, it is a fine ship, and suitable for any type of mission other than recon and courier (due to its lack of speed). If you plan a strike that doesn't require you to jump out of system, then the Sabre is the right fighter to choose. Oh, when attacking a capital ship in one of these, do not approach too fast, lest you crash into its phase shields (embarrassing).*

## A-17D BROADSWORD

<b>In Service</b>	WC2
<b>Class</b>	Heavy Bomber
<b>Length</b>	36 meters
<b>Maximum Velocity</b>	320 kps (jump capable)
<b>Cruise Velocity</b>	150 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	5 dps
<b>Mass</b>	100 tonnes
<b>Ship's Weapons</b>	
Torpedoes (4)	Friend or Foe Missiles (3)
Mass Driver Cannon (3)	
<b>Turrets</b> (3)	

Neutron Guns (2 per)	Tractor Beam (1 to rear)
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	18 cm equivalent each
<i>Front and Rear</i>	15 cm each
<i>Right and Left</i>	13 cm each

Your first mission is a patrol, but in a Broadsword. Why a Broadsword? Maybe Angel wanted to give you some flight hours in one. Normally, I'd only recommend a Broadsword for a patrol requiring a jump. As for the Broadsword—it's slow but powerful. Personally, I think the bomber should only be used in missions that require you to jump, as I feel the loss of AB use is only worth it in that case. Also, note that the Broadsword has the slowest shield regeneration rate in the game.

## CAPITAL SHIPS

In addition to a name, all ships have an alpha-numeric callsign. This callsign is based on the ship's class and how many ships of that class have been built. Thus, the *Concordia* is BAH-63, designating "heavy armored battleship #63." (This system is drawn directly from modern U.S. navy usage; see any of several current references for more details.)

"Armored" (as in "BAH-63") means equipped with phase shields.

### VENTURE-CLASS CORVETTE

**Other Names In This Class:** These ships have only informal names; they are officially referred to only by a callsign (such as PC-9432).

<b>In Service</b>	WCI, ?
<b>Class</b>	Corvette
<b>Length</b>	80 meters
<b>Maximum Velocity</b>	200 kps
<b>Cruise Velocity</b>	150 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	3 dps
<b>Mass</b>	1,000 tonnes
<b>Ship's Weapons</b>	
Laser Cannon (2)	Friend or Foe Missile (1)
Heat-Seeking Missiles (2)	

<b>Ship's Armor</b>			
<i>Fore Shield and Aft Shield</i>	10 cm equivalent each		
<i>Front</i>	9 cm	<i>Rear</i>	8 cm
<i>Right and Left</i>	8 cm each		

### DO-139 EXETER-CLASS DESTROYER

**Other Names In This Class:** Named for geographic regions of Terra. Includes *Texas, Tashkent, Zagros, Punjab, Gobi.*

<b>In Service</b>	WCI, ?		
<b>Class</b>	Destroyer		
<b>Length</b>	360 meters		
<b>Maximum Velocity</b>	150 kps		
<b>Cruise Velocity</b>	100 kps		
<b>Acceleration</b>	Poor		
<b>Max. Yaw, Pitch, Roll</b>	2 dps		
<b>Mass</b>	8,000 tonnes		
<b>Ship's Weapons</b>	Classified		
<b>Ship's Armor</b>			
<i>Fore and Aft Shield</i>	25 cm equivalent each		
<i>Front</i>	22 cm	<i>Rear</i>	20 cm
<i>Right and Left</i>	20 cm each		

## DA-204 GILGAMESH

**Other Names In This Class:** Named for mythic heroes. Includes *Born-For-Water*, *Siegfried*, *Herakles*, *Agamemnon*.

<b>In Service</b>	WC2
<b>Class</b>	Destroyer
<b>Length</b>	312 meters
<b>Maximum Velocity</b>	250 kps
<b>Cruise Velocity</b>	150 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	2 dps
<b>Mass</b>	10,000 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (2)	Anti-Matter Guns (2)
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	250 cm each
<i>Right and Left</i>	200 cm each

## CA-74 WATERLOO

**Other Names In This Class:** Named for land battles. Includes *Gettysburg*, *Stalingrad*.

<b>In Service</b>	WC2
<b>Class</b>	Cruiser
<b>Length</b>	504 meters
<b>Maximum Velocity</b>	200 kps
<b>Cruise Velocity</b>	100 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	1 dps
<b>Mass</b>	19,500 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (3)	Anti-Matter Guns (4)
Light complement of fighters	
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	300 cm each
<i>Right and Left</i>	250 cm each

**Waterloo-class cruisers are configurable as carriers, with these modifications:**

### CVA-91 JUTLAND

<b>Mass</b>	21,300 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (3)	Anti-Matter Guns (2)
Full complement of fighters	

**Other Names In This Class:** Named for sea battles. Includes *Jutland*, *Trafalgar*.

## BAH-63 CONCORDIA

**Other Names In This Class:**

<b>In Service</b>	WC2
<b>Class</b>	Confederation
<b>Length</b>	984 meters
<b>Maximum Velocity</b>	100 kps
<b>Cruise Velocity</b>	50 kps
<b>Acceleration</b>	Bad
<b>Max. Yaw, Pitch, Roll</b>	1 dps
<b>Mass</b>	73,000 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (3)	Anti-Matter Guns (8)

Phase-Transit Cannon (1)  
Full complement of fighters

### Ship's Armor

<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	500 cm each
<i>Right and Left</i>	400 cm each

## CVS-02 TIGER'S CLAW

**Other Names In This Class:** Earlier ships named for felines. Once the Kilrathi war was fully underway, subsequent ships were named for canines, e.g. CVS-13 *Wolfhound*.

<b>In Service</b>	WCI, SM1, SM2
<b>Class</b>	<i>Bengal Strike Carrier</i>
<b>Length</b>	700 meters
<b>Maximum Velocity</b>	130 kps
<b>Cruise Velocity</b>	100 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	1 dps
<b>Mass</b>	80,000 tonnes
<b>Ship's Weapons</b>	
Dual Laser Turrets (8)	Fighter Complement (104)

### Ship's Armor

<i>Fore and Aft Shield</i>	21 cm equivalent each		
<i>Front</i>	24 cm	<i>Rear</i>	20 cm
<i>Right and Left</i>	25 cm each		

## SUPPORT SHIPS

### DRAYMAN

**Other Names In This Class:** Named informally by crews. Officially, use only callsigns, e.g. TM-14931.

<b>In Service</b>	WCI, SM1, SM2
<b>Class</b>	Military Transport (configurable as either Freighter or Tanker)
<b>Length</b>	96 meters
<b>Maximum Velocity</b>	150 kps
<b>Cruise Velocity</b>	100 kps
<b>Acceleration</b>	Bad
<b>Max. Yaw, Pitch, Roll</b>	2 dps
<b>Mass (dry)</b>	2,000 tonnes
<b>Ship's Weapons</b>	Classified
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	9 cm equivalent each
<i>Front and Rear</i>	8 cm each
<i>Right and Left</i>	6 cm each

### FREE TRADER

**Other Names In This Class:** Named informally by crews. Officially, use only callsigns, e.g. TC-9122.

<b>In Service</b>	WC2
<b>Class</b>	Merchant Marine Transport (true civilian transports are unarmed)
<b>Length</b>	83 meters
<b>Maximum Velocity</b>	150 kps
<b>Cruise Velocity</b>	100 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	2 dps
<b>Mass</b>	2,000 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (1)	
<b>Ship's Armor</b>	

<i>Fore and Aft Shield</i>	10 cm equivalent each
<i>Front and Rear</i>	9 cm each
<i>Right and Left</i>	7 cm each

## CLYDESDALE

**Other Names In This Class:** Named informally by crews. Officially, use only callsigns, e.g. TM-24772.

<b>In Service</b>	WC2
<b>Class</b>	Military Transport
<b>Length</b>	73 meters
<b>Maximum Velocity</b>	150 kps
<b>Cruise Velocity</b>	100 kps
<b>Acceleration</b>	Bad
<b>Max. Yaw, Pitch, Roll</b>	2 dps
<b>Mass</b>	4,000 tonnes

### Ship's Weapons

Flak Cannon (2)

### Ship's Armor

<i>Fore and Aft Shield</i>	25 cm equivalent each
<i>Front and Rear</i>	12 cm each
<i>Right and Left</i>	11 cm each

## STAR BASE

**Other Names In This Class:**

<b>In Service</b>	WC2
<b>Class</b>	Space Station
<b>Radius</b>	1,200 meters
<b>Maximum Velocity</b>	10 kps
<b>Cruise Velocity</b>	10 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	NA
<b>Mass</b>	230,000 tonnes

### Ship's Weapons

Flak Cannon (4)

Full complement of fighters

### Ship's Armor

<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	700 cm each
<i>Right and Left</i>	700 cm each

# KILRATHI SHIPS

*(Italicized comments are by David Raley.)*

## FIGHTERS

### SALTHI

<b>In Service</b>	WCI, SM1, SM2
<b>Class</b>	Light Fighter
<b>Length</b>	24 meters
<b>Maximum Velocity</b>	480 kps
<b>Cruise Velocity</b>	300 kps
<b>Acceleration</b>	Excellent
<b>Max. Yaw, Pitch, Roll</b>	12 dps
<b>Mass</b>	12 tonnes
<b>Ship's Weapons</b>	
Laser Cannon (2)	Dumb-Fire Missile (1)
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	3.5 cm equivalent each
<i>Front</i>	3 cm
<i>Rear</i>	2 cm
<i>Right and Left</i>	1.5 cm each

### SARTHA

<b>In Service</b>	WC2
<b>Class</b>	Light Fighter
<b>Length</b>	8 meters
<b>Maximum Velocity</b>	400 kps
<b>Cruise Velocity</b>	220 kps
<b>Acceleration</b>	Good
<b>Max. Yaw, Pitch, Roll</b>	4 dps
<b>Mass</b>	12.5 tonnes
<b>Ship's Weapons</b>	
Neutron Guns (2)	Dumb Fire Missile (1)
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	5 cm equivalent each
<i>Front and Rear</i>	4 cm each
<i>Right and Left</i>	3 cm each

### DRAKHRI

<b>In Service</b>	WC2
<b>Class</b>	Medium Fighter
<b>Length</b>	12 meters
<b>Maximum Velocity</b>	400 kps
<b>Cruise Velocity</b>	200 kps
<b>Acceleration</b>	Good
<b>Max. Yaw, Pitch, Roll</b>	7 dps
<b>Mass</b>	14 tonnes
<b>Ship's Weapons</b>	
Laser Cannon (3)	Chaff Pod (1)
Dumb Fire Missiles (4)	
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	5.5 cm equivalent each
<i>Front and Rear</i>	4 cm each
<i>Right and Left</i>	3.5 cm each



*Those Drakhri might not be much against a fast fighter, but they are a pain when they are piloted by Drakhai and you are in a Broadsword.*

## **DRALTHI**

<b>In Service</b>	WCI, SM1, SM2		
<b>Class</b>	Medium Fighter		
<b>Length</b>	28 meters		
<b>Maximum Velocity</b>	400 kps		
<b>Cruise Velocity</b>	230 kps		
<b>Acceleration</b>	Good		
<b>Max. Yaw, Pitch, Roll</b>	11 dps		
<b>Mass</b>	14 tonnes		
<b>Ship's Weapons</b>			
Laser Cannon (2)	Porcupine Mines (3)		
Heat-Seeking Missiles (2)			
<b>Ship's Armor</b>			
<i>Fore and Aft Shield</i>	5 cm equivalent each		
<i>Front</i>	4.5 cm	<i>Rear</i>	3.5 cm
<i>Right and Left</i>	3 cm each		

*You are paired with Jazz in a Dralthi—the flying bullseye you've been laughing at since your third mission. With a little luck, you can accomplish your mission without being detected and not worry about the low visibility and large target size of the Dralthi. One more thing—don't start these missions unless you intend to complete them, as you cannot eject.*

## **KRANT**

<b>In Service</b>	WCI, SM1, SM2		
<b>Class</b>	Medium Fighter		
<b>Length</b>	32 meters		
<b>Maximum Velocity</b>	360 kps		
<b>Cruise Velocity</b>	200 kps		
<b>Acceleration</b>	Good		
<b>Max. Yaw, Pitch, Roll</b>	8 dps		
<b>Mass</b>	16.6 tonnes		
<b>Ship's Weapons</b>			
Laser Cannon (2)	Friend or Foe Missile (1)		
Heat-Seeking Missiles (3)			
<b>Ship's Armor</b>			
<i>Fore and Aft Shield</i>	8 cm equivalent each		
<i>Front</i>	9 cm	<i>Rear</i>	10 cm
<i>Right and Left</i>	8 cm each		

## **GRATHA**

<b>In Service</b>	WCI, SM1, SM2		
<b>Class</b>	Heavy Fighter		
<b>Length</b>	36 meters		
<b>Maximum Velocity</b>	320 kps		
<b>Cruise Velocity</b>	200 kps		
<b>Acceleration</b>	Average		
<b>Max. Yaw, Pitch, Roll</b>	6 dps		
<b>Mass</b>	18 tonnes		
<b>Ship's Weapons</b>			
Laser Cannon (2)	Mass Driver Cannon (2)		
Image Recognition Missile (1)	Heat-Seeking Missiles (3)		
Porcupine Mines (2)			
<b>Ship's Armor</b>			

<i>Fore Shield</i>	11 cm equivalent	<i>Aft Shield</i>	10 cm equivalent
<i>Front</i>	15 cm	<i>Rear</i>	14 cm
<i>Right and Left</i>	10 cm each		

## **JALKEHI**

<b>In Service</b>	WC2
<b>Class</b>	Heavy Fighter
<b>Length</b>	25 meters
<b>Maximum Velocity</b>	360 kps
<b>Cruise Velocity</b>	200 kps
<b>Acceleration</b>	Average
<b>Max. Yaw, Pitch, Roll</b>	2 dps
<b>Mass</b>	20 tonnes
<b>Ship's Weapons</b>	
Particle Cannon (1)	Image Recognition Missiles (4)
Laser Cannon (4)	Dumb Fire Missile (1)
<b>Turret</b>	Neutron Gun (1)
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	15 cm equivalent each
<i>Front and Rear</i>	13 cm each
<i>Right and Left</i>	11 cm each

## **JALTHI**

<b>In Service</b>	WCI, SM1, SM2		
<b>Class</b>	Heavy Fighter		
<b>Length</b>	32 meters		
<b>Maximum Velocity</b>	280 kps		
<b>Cruise Velocity</b>	200 kps		
<b>Acceleration</b>	Average		
<b>Max. Yaw, Pitch, Roll</b>	5 dps		
<b>Mass</b>	22 tonnes		
<b>Ship's Weapons</b>			
Neutron Guns (3)	Friend or Foe Missiles (2)		
Heat-Seeking Missile (1)	Laser Cannon (3)		
<b>Ship's Armor</b>			
<i>Fore and Aft Shield</i>	16 cm equivalent each		
<i>Front</i>	20 cm	<i>Rear</i>	10 cm
<i>Right and Left</i>	17 cm each		

*The second mission demonstrates how much the power of the Jalthei is exaggerated. Here you are, arriving to see three Jalthei attacking a pair of Draymen, and you wipe out all three Jalthei before they can do significant damage to the transports.*

## **GRIKATH**

<b>In Service</b>	WC2
<b>Class</b>	Heavy Fighter
<b>Length</b>	18 meters
<b>Maximum Velocity</b>	330 kps
<b>Cruise Velocity</b>	200 kps
<b>Acceleration</b>	Bad
<b>Max. Yaw, Pitch, Roll</b>	3 dps
<b>Mass</b>	27 tonnes
<b>Ship's Weapons</b>	
Torpedoes (3)	Chaff Pods (3)
Neutron Guns (3)	Friend or Foe Missiles (2)
<b>Turret</b>	Neutron Guns (2)

### Ship's Armor

<i>Fore and Aft Shield</i>	17 cm equivalent each
<i>Front and Rear</i>	16 cm each
<i>Right and Left</i>	14 cm each

### HHRISS

**In Service** WC2

**Class**

**Length**

**Maximum Velocity**

**Cruise Velocity**

**Acceleration**

**Max. Yaw, Pitch, Roll**

**Mass**

**Ship's Weapons**

### Ship's Armor

<i>Fore and Aft Shield</i>	cm equivalent each
<i>Front and Rear</i>	cm each
<i>Right and Left</i>	cm each

*The Hhriss are highly maneuverable, which make them tough to take out (especially for someone like me, who gets outmaneuvered by Fralthi).*

## CAPITAL SHIPS

### KAMEKH

**In Service** WC2

**Class** Corvette

**Length** 135 meters

**Maximum Velocity** 200 kps

**Cruise Velocity** 100 kps

**Acceleration** Poor

**Max. Yaw, Pitch, Roll** 3 dps

**Mass** 1,300 tonnes

**Ship's Weapons**

Flak Cannon (3)	Image Recognition Missiles (6)
Torpedoes (4)	

**Ship's Armor**

<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	300 cm each
<i>Right and Left</i>	280 cm each

### RALARI

**In Service** WCI, SM1, SM2

**Class** Destroyer

**Length** 344 meters

**Maximum Velocity** 150 kps

**Cruise Velocity** 100 kps

**Acceleration** Poor

**Max. Yaw, Pitch, Roll** 2 dps

**Mass** 18,000 tonnes

**Ship's Weapons**

Turreted Lasers (6)	Porcupine Mine (1)
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**Ship's Armor**

<i>Fore Shield</i>	20 cm equivalent	<i>Aft Shield</i>	12 cm equivalent
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<i>Front</i>	20 cm	<i>Rear</i>	9 cm
<i>Right and Left</i>	18 cm each		

## **RALATHA**

<b>In Service</b>	WC2
<b>Class</b>	Destroyer
<b>Length</b>	394 meters
<b>Maximum Velocity</b>	250 kps
<b>Cruise Velocity</b>	150 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	1 dps
<b>Mass</b>	11,000 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (2)	Anti-Matter Cannon (2)
Light complement of fighters	

### **Ship's Armor**

<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	500 cm each
<i>Right and Left</i>	500 cm each

## **FRALTHI**

<b>In Service</b>	WCI, SM1, SM2
<b>Class</b>	Cruiser (configurable as Cruiser or Light Carrier)
<b>Length</b>	500 meters
<b>Maximum Velocity</b>	180 kps
<b>Cruise Velocity</b>	120 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	2 dps
<b>Mass</b>	20,000 tonnes
<b>Ship's Weapons</b>	
Turreted Lasers (6)	Light complement of fighters (20)

### **Ship's Armor**

<i>Fore Shield</i>	27 cm equivalent	<i>Aft Shield</i>	17 cm equivalent
<i>Front</i>	28 cm	<i>Rear</i>	14 cm
<i>Right and Left</i>	26 cm each		

## **FRALTHRA**

<b>In Service</b>	WC2
<b>Class</b>	Cruiser
<b>Length</b>	612 meters
<b>Maximum Velocity</b>	150 kps
<b>Cruise Velocity</b>	100 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	1 dps
<b>Mass</b>	20,500 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (3)	Anti-Matter Guns (3)
Light complement of fighters	

### **Ship's Armor**

<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	700 cm each
<i>Right and Left</i>	600 cm each

## **SIVAR**

<b>In Service</b>	SM1
<b>Class</b>	

**Length****Maximum Velocity****Cruise Velocity****Acceleration****Max. Yaw, Pitch, Roll**                      dps**Mass****Ship's Weapons****Ship's Armor***Fore and Aft Shield*                      cm equivalent each*Front and Rear*                              cm each*Right and Left*                              cm each

*The Sivar is quite tough to take out, but it can be done. It's weakest in the front, but easiest to hit in the rear—it's your choice.*

**SNAKEIR****In Service**                                      WC2**Class****Length****Maximum Velocity****Cruise Velocity****Acceleration****Max. Yaw, Pitch, Roll**                      dps**Mass****Ship's Weapons****Ship's Armor***Fore and Aft Shield*                      cm equivalent each*Front and Rear*                              cm each*Right and Left*                              cm each**STRAKHA (STEALTH FIGHTER)****In Service**                                      WC2**Class****Length****Maximum Velocity****Cruise Velocity****Acceleration****Max. Yaw, Pitch, Roll**                      dps**Mass****Ship's Weapons****Ship's Armor***Fore and Aft Shield*                      cm equivalent each*Front and Rear*                              cm each*Right and Left*                              cm each**SUPPORT SHIPS****DORKIR****In Service**                                      WCI, SM1, ?**Class**    Transport (configurable as either Freighter or Tanker)**Length**    104 meters**Maximum Velocity**                              150 kps**Cruise Velocity**                                100 kps

<b>Acceleration</b>	Bad		
<b>Max. Yaw, Pitch, Roll</b>	2 dps		
<b>Mass</b>	2,000 tonnes		
<b>Ship's Weapons</b>			
Turreted Laser (1)		Porcupine Mines (3).	
<b>Ship's Armor</b>			
<i>Fore Shield</i>	17 cm equivalent	<i>Aft Shield</i>	10 cm equivalent
<i>Front</i>	9 cm	<i>Rear</i>	6 cm
<i>Right and Left</i>	9 cm each		

## **DORKATHI**

<b>In Service</b>	WC2
<b>Class</b>	Transport (military)
<b>Length</b>	95 meters
<b>Maximum Velocity</b>	200 kps
<b>Cruise Velocity</b>	100 kps
<b>Acceleration</b>	Poor
<b>Max. Yaw, Pitch, Roll</b>	2 dps
<b>Mass</b>	5,000 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (2)	
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	19 cm equivalent each
<i>Front and Rear</i>	17 cm each
<i>Right and Left</i>	16 cm each

*Dorkathi are dangerous opponents if you aren't careful, but dead meat if you are.*

## **SUPPLY DEPOT**

<b>In Service</b>	WC2
<b>Class</b>	Space Station
<b>Length</b>	806 meters
<b>Maximum Velocity</b>	NA
<b>Cruise Velocity</b>	NA
<b>Acceleration</b>	NA
<b>Max. Yaw, Pitch, Roll</b>	NA
<b>Mass</b>	40,000 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (2)	
Light complement of fighters	
<b>Ship's Armor</b>	
<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	400 cm each
<i>Right and Left</i>	300 cm each

## **STAR BASE**

<b>In Service</b>	
<b>Class</b>	
<b>Length</b>	
<b>Maximum Velocity</b>	
<b>Cruise Velocity</b>	
<b>Acceleration</b>	
<b>Max. Yaw, Pitch, Roll</b>	dps
<b>Mass</b>	
<b>Ship's Weapons</b>	

## Ship's Armor

<i>Fore and Aft Shield</i>	cm equivalent each
<i>Front and Rear</i>	cm each
<i>Right and Left</i>	cm each

*The post is duck soup once the escort is knocked out.*

## K'TITHRAK MANG

<b>In Service</b>	WC2
<b>Class</b>	Space Station
<b>Radius</b>	1,100 meters
<b>Maximum Velocity</b>	NA
<b>Cruise Velocity</b>	NA
<b>Acceleration</b>	NA
<b>Max. Yaw, Pitch, Roll</b>	NA
<b>Mass</b>	240,000 tonnes
<b>Ship's Weapons</b>	
Flak Cannon (4)	Anti-Matter Guns (2)
Full complement of fighters	

## Ship's Armor

<i>Fore and Aft Shield</i>	Phase Shields
<i>Front and Rear</i>	700 cm each
<i>Right and Left</i>	700 cm each

## WEAPONS OF THE TERRAN AND KILRATHI FLEETS

(WC1) What Joan's does for ships, Ivan Borger does for weapons systems. The following excerpt from *Borger's All The Sector's Weapons Systems* is presented as a crash course for those new to the fighting front.

**Chaff Pod.** (*Introduced in WC2*) The Confederation recently developed chaff pods, sophisticated electronic devices that fool enemy missiles into diverting away from your ship. There are some drawbacks to chaff pods, of course. You must deploy chaff pods at the last moment before missile impact, because the pods' effect lasts only a short while. Chaff only works on missiles that are currently targeted on your ship; any missiles launched after you drop the pod aren't fooled. Finally, chaff doesn't destroy the enemy missile, it simply diverts it. If you're too close to the chaff when the missile hits it, you might take damage anyway. It's best to be moving at least 150 kps when you drop a pod.

**Flak Gun.** Fighters provide the bulk of a capital ship's defense, but the largest ships in the Terran and Kilrathi fleets lay down heavy flak barrages which can bring down any ship in space.

(WC2) In addition, flak cannon are used for point-defense against torpedoes.

**Laser Cannon.** Lasers don't do a lot of damage. Still, nearly all pilots have at least one story in which the long range of the laser allowed them to get first strike on a foe. Despite their low damage potential, lasers are reliable, versatile, and effective—they have probably accounted for more enemy kills than any other weapon.

**Mass Driver Cannon.** The basic fighter weapon—medium range, medium damage, nothing special. The mass driver cannon is reliable and accurate. Heat build-up and power drain are minimal. Though lasers and neutron guns are more effective in certain situations, no pilot ever went wrong activating a mass driver.

## MISSILES

**Dumb-Fire Missile.** The Dart Dumb-Fire missile is a point-and-shoot weapon—just aim it at a target and hope the target can't get out of the way. With no homing capability, the Dumb-Fire is most effective in the hands of a pilot who can anticipate the target's reactions. When possible, it should be reserved for use in close quarters or against slow-moving targets.

**Friend or Foe Missile.** The Pilum Friend or Foe missile locks onto the nearest enemy ship. Capable of identifying the distinctive signal broadcast by all Terran ships, the friend or foe makes a beeline for the nearest ship that isn't broadcasting. (NOTE: This weapon will target friendly ships whose communications systems are damaged. Even the firing ship is not safe!)

**Heat-Seeking Missile.** The engines of a modern space fighter or capital ship generate a lot of heat, a fact the Javelin Heat-Seeking missile uses to great advantage. All a pilot has to do is park himself on an enemy's tail, wait for the heat-seeker to lock, and then fire. (NOTE: If the target shakes a heat-seeker, the missile locks onto the nearest heat source, perhaps even the ship that originally fired it!)

**Image Recognition Missile.** To fire a Spiculum Image Recognition missile, the pilot must keep the target in view for several seconds, after which the missile memorizes the ship type in the pilot's sights. Once the Image Recognition missile locks it doesn't let go—it tracks the targeted ship like a very lethal bloodhound...

**Neutron Gun.** Neutron guns do heavy damage, but only at close range. The down side is that neutron guns heat up rapidly and eat up power at an alarming rate. Also, the neutron gun's lack of range has led many fool-hardy or underskilled pilots into close-quarter combat for which they were ill-prepared. Some of those pilots never made it home.

**Particle Cannon.** Improved neutron gun. **(How is it improved?)**

**Porcupine Mine.** These deadly devices have limited homing capability and built-in proximity sensors—detonation doesn't require contact. If there's a Kilrathi on your tail, just open your rear doors and drop a Porcupine in his path. He'll be off your tail in no time. Or he'll be dead... If you ever see one of these irregular spheres tumbling your way, punch the throttle and steer clear.

**Stealth Technology.** *(Introduced in WC2)* Rumors of Kilrathi stealth fighters, invisible to human or instrument detection **(Need details of this.)**

**Torpedo.** *(Introduced in WC2)* Both Terran and Kilrathi capital ships now have phase shield technology that renders missiles and fighter-scale guns useless. Terran scientists developed powerful torpedoes capable of penetrating the new shields; soon thereafter, spies leaked the new technology to the Kilrathi. Torpedoes are not without disadvantages: they can only lock on to capital ships; they are slow and can sometimes be shot down by the target ship or its fighter escort; and they take approximately twenty seconds to determine the phase pattern of the shields, leaving the firing ship vulnerable to attack for extended periods. But when all the conditions are satisfied, torpedoes' large warheads can be very effective.

**Tractor Beam.** *(Introduced in WC2)* A tractor beam locks onto a small target (an ejected pilot, for example), pulling it to your ship. The tractor beam is a vital tool in search-and-rescue missions.

**Turreted Laser.** Terran and Kilrathi destroyers, cruisers, dreadnoughts, carriers, and bases are equipped with heavy, turreted lasers linked to advanced targeting systems. Only the most maneuverable ships have any chance of surviving concentrated fire from these formidable weapons.

**Turret.** *(Introduced for fighters in WC2)* Only in the game is it necessary for the pilot to control the turret guns. In real life, gun crews handled the turret guns (one crewman per turret).

## **CAPITAL SHIPS ONLY**

**Phase-Transit Cannon.** *(Introduced in WC2)* This weapon actually forms the keel of the new Terran Confederation-class dreadnought; it is too large to be mounted on any other ship in the Confederation Navy. The phase-transit cannon bypasses shields and is capable of destroying any ship with a single shot. It is a refinement of a similar weapon found in the wreckage of the Sivar, the Kilrathi dreadnought that single-handedly destroyed the Goddard colony in 2654. Presumably the Kilrathi have more Sivar-class dreadnoughts, but none have been spotted since that first appearance.



**Phase Shield.** (*Introduced in WC2*) The latest in defense technology, these capital ship shields are impervious to damage from all fighter-mounted missiles and guns. Torpedoes are the only fighter-mounted weapons capable of getting through. Unfortunately, the number of torpedoes available to Terran Confederation forces is low. Pilots are advised to use them wisely.

# MISSION BRIEFINGS

Immediately prior to every mission, you will be briefed about your objectives and available resources on that mission. You may get information during an organized briefing, or when your character discusses a mission with others prior to takeoff, or even when you're already in space.

However you find out about the mission, you will usually learn about your objective, your navigation route and your wingman assignment (though some missions are flown solo).

*Tactical Tip: Don't bother writing down the details of your navigation route—this information is automatically loaded into your ship's computer.*

# COCKPIT CONTROLS

During a *Wing Commander II* campaign, you will fly several types of ships. Though each cockpit has a slightly different arrangement, they all have basically the same screens and provide basically the same information. A picture of each cockpit is provided to allow easy identification of controls and gauges.

## VIEWSCREEN

The viewscreen provides a clear view of space directly ahead of you. A green circle with crosshairs shows where your ship's guns are aimed. Brackets indicate the position of a ship you currently have targeted. Hostile ships have red brackets, friendlies have blue brackets. When other vessels communicate with you, white brackets appear around them. When a target is locked, the brackets turn into a solid box.

## RADAR DISPLAY

The circular screen in every cockpit is a radar display. This display, divided into six sections, shows how far you have to rotate to bring a target into your front viewscreen. Radar contacts are displayed as dots. A dot in the outermost ring represents an enemy behind you; the center circle shows the position of enemies ahead of you; and the four middle sections represent enemy positions alongside, above or below you.

The color of each dot indicates what it is: red is for an enemy fighter, blue for a friendly fighter, orange for an enemy capital ship, gray for a friendly capital ship, white for your carrier or home base and yellow for a distress beacon (an ejected pilot or a data capsule or an enemy missile targeted on you). The shade of the dot indicates its range: the brighter the dot, the closer it is.

*Tactical Tip: To head toward a target, select the dot on the radar display that represents that target. Maneuver your ship until that dot is centered in the inner-most circle of the display. A dot centered in the radar display represents a ship directly ahead of you in your viewscreen.*

## LEFT VDU (VIDEO DISPLAY UNIT)

On the left VDU is a profile of your fighter, showing its current status. This display has two modes, for weapons and for other components.

Pressing **W** or **G** brings up the weapons display. The text at the top of this display tells you what guns and weapon systems are currently active; the graphics below show where the weapons are located and how many remain undamaged. Repeatedly pressing **W** cycles through the available weapon systems (missiles, torpedoes and/or chaff pods); **G** (for "guns") cycles through the available combinations of blasters. A fighter's blasters can include laser cannon, mass driver cannon, neutron guns and particle cannon. For maximum firepower (and power consumption) the "Full Guns" option fires all of a ship's blasters at once.

For more about blasters and weapon systems, see **Weapons**.

Repeatedly pressing **D** cycles you through screens displaying damage your ship has taken. Most undamaged systems appear in green. Damaged systems are in red, with a description of the system.

*Note:* The first ship you fly, the *Ferret*, is a primitive patrol fighter and has no left VDU. On this fighter, the **W**, **G** and **D** keys have no effect.

## RIGHT VDU

The right VDU displays the Targeting screen, the Navigation screen and the Communications screen.

*Note.* The *Ferret*'s one VDU, in the center, is considered the "right" VDU.

## TARGETING SCREEN

Press **T** to display the Targeting screen. This screen gives the status of the ship you are currently targeting (including any damage it may have sustained) and appears automatically when you fire your

ship's guns.

When the targeting feature is activated, an enemy ship in your view screen will be automatically targeted. Brackets appear around the enemy ship. You can only target one ship at a time. Normally, you lose the lock on a target you are no longer facing. If you want to keep a target locked even when you are not facing it, press **[L]** to lock onto a target when that target is on the screen. A locked target is indicated by a solid box, rather than the open brackets.

You must have your current target locked to use the I.T.T.S. or fire a torpedo. (See **Improved Target Tracking System, Torpedoes** as appropriate for more information.)

*Tactical Tip: If you've just dispatched an enemy in the midst of a crowded dogfight, and you don't want to divert your attention from the viewscreen to look at the radar, just set your fighter into a spin or tight turn. Out of the corner of your eye, you can see whenever the right VDU switches from its neutral status to the Targeting screen. Even if the next target is just out of sight, (left, right, up or down from where you are currently looking), the Targeting screen will come up and you'll know you are facing an enemy.*

## NAVIGATION SCREEN

Press **[N]** to display Navigation information and to see how far it is to the next Nav point.

When you press **[N]** to enter Navigation Mode, the Nav screen shows your currently selected Nav point and the distance you must travel to reach that objective. Pressing **[N]** a second time brings up the full-screen Navigation map, so that you can give it a good look. While you view the Nav map, game time is suspended—you can study the mission in as much detail as you want, for as long as you want.

Each mission you fly consists of several objectives at different Nav points. Using the joystick, you can move the pointer to any Nav point in your current mission. When you point at something, it will be highlighted, and notes about it appear on the right side of the Nav map. You can also scroll through the Nav points (and the information about them) by repeatedly pressing **[N]**. Pressing **[e]** exits you from Navigation Mode and returns you to the cockpit screen.

The last Nav point you highlighted becomes your new destination. Also, when you reach a Nav point, the navigation computer intelligently (and automatically) selects the next assigned Nav point for you. You can either fly there manually or activate the autopilot and let it take you to your next objective (see **Autopiloting System**, below).

*Tactical Tip: The Nav map is drawn in only two dimensions, so it is possible for your ship to appear to be right on a Nav point while your ship's systems indicate that you are thousands of kilometers away from your objective. This simply means that you are "above" or "below" the Nav point.*

## Autopiloting System

When you activate Navigation Mode, a white cross appears on your radar display and in your heads-up display. Both crosses represent the location of the current selected Nav point relative to your starfighter. To reach your selected Nav point, maneuver your ship until these crosshairs are centered in their respective displays. (Centering one centers the other automatically.) Keep the crosshairs centered and you will eventually reach your destination.

In practice, you will want to shorten the trip by activating the autopilot. If there are no hazards (enemy ships, asteroids or mines) in the area, the autopilot light (marked "auto") goes on. Press **[A]** to elect autopilot. Your ship, wingman and any escorted ships form up and proceed to the Nav point automatically as a group.

Autopilot automatically disengages a few thousand meters from your destination. It also disengages when you encounter enemy vessels or hazards (asteroids, etc.), allowing you to deal with them.

## COMMUNICATION SCREEN

Press **[C]** to activate the Communication screen. This presents you with a numbered list of potential recipients for your message, and incoming video from other ships when they communicate with you.

Select a receiver by pressing the corresponding number key, and a second numbered menu appears listing the messages you can send to that person. To send the message, press the appropriate number key.

The communications system checks your current situation and determines who you can communicate with and what messages you can send. If there is only one pilot who can receive your communication, no

menu is presented and the message goes to the sole eligible recipient.

When other pilots send a message to you, a white box appears around their ship in your viewscreen. Their messages appear at the top of the screen, unless you have a digitized sound board supported by *Wing Commander II* and have installed the optional *Speech Accessory Pack* (sold separately). In that case, you will actually be able to hear their radio messages directly.

To exit Communications, press [C] or .

*Tactical Tip: The most frequently used messages can be sent instantly, without entering Communications mode, simply by pressing [a] and a single letter key simultaneously. These [a] combinations are listed below.*

### **Wingman Orders**

Wingmen sometimes disobey, but you can give them the following orders:

- *Break and Attack* ([a][B]). A command to leave formation and engage enemy fighters within 12,000 meters. Your wingman will not attack a capital ship until you do. (See "Attack My Target" command, below.)
- *Keep Formation* ([a][F]). Denies a wing-man's request to break and attack on his own initiative. This only applies to a wingman who is currently in formation.
- *Form on My Wing* (also [a][F]). Tells your wingman to return to formation and follow your vessel. This only applies to a wingman who has broken formation, either to attack or to return to base.
- *Return to Base* (no [a] combination). A command instructing your wingman to immediately head for home. If this order is obeyed, your wingman won't be available to help you for the duration of this mission.
- *Help Me Out Here* ([a][H]). A command to your wingman to engage the enemy attacking you.
- *Attack My Target* ([a][A]). A command telling your wingman to engage the enemy you have currently targeted. This is the only way your wingman will attack an enemy capital ship, but remember that certain capital ships can only be attacked with torpedoes—if your wingman won't be able to harm a target, he'll refuse this command.
- *Keep Radio Silence* (no [a] combination). A command telling your wingman to send no messages until you send a "Broadcast Freely" message.
- *Broadcast Freely* (no [a] combination). Allows your wingman to talk to you. This negates "Keep Radio Silence."
- *Damage Report* ([a][D]). If possible, your wingman broadcasts to you a damage display of his ship, which appears in the right VDU. This display remains on and is constantly updated until you press [T] or [N], at which point the link is broken.

### **Taunting the Enemy**

When you have an enemy ship targeted, you can activate Communications to bring up a menu of taunts. Select one of these and your insult is sent to the target. You can send a random taunt by pressing [a][T].

*Tactical Tip: Taunts sometimes attract enemy ships to you, drawing fire away from a ship you are protecting, or perhaps saving a wingman whose ship has been damaged.*

## **ARMOR AND SHIELDS INDICATOR**

Bars on this screen indicate the status of your ship's armor and shields. These bars diminish as armor and shields take damage. Shields gradually regenerate unless the shield generator is destroyed. Once

damage gets through a shield, armor begins taking damage. Armor doesn't regenerate.

## FUEL INDICATOR

This bar shows how much fuel you have. It becomes shorter as you use up fuel. Afterburners boost speed dramatically, but expend fuel at a ferocious rate, so use them sparingly. If you run out of fuel, you will coast on reserves, unable to use afterburners until you return to base.

## SPEED INDICATOR

There are two speed gauges. "Set Speed" shows the speed your fighter tries to maintain on its own (like a car's cruise control). "KPS" shows your ship's current speed, in kilometers/second.

To increase your speed, press [+]. To decrease it, press [-].

For a sudden burst of speed, double click joystick button #2 to momentarily ignite your afterburners. The longer you press, the longer they remain lit.

*Tactical Tip: The safest speed for negotiating asteroid fields is 250 kps.*

## BLASTER INDICATOR

This gauge shows the power level of your ship's gun capacitors. Frequent use of guns runs down your power. When you run out of power, your guns stop firing until the capacitors have at least partially recharged. Guns recover power gradually. (Recovery is slowed if your shields are also regenerating.)

## EJECT WARNING

This light flashes if your ship has sustained significant damage. When the eject warning starts flashing, you must decide how serious the situation is and whether to eject or not. If you decide to eject, press [E].

*Tactical Tip: In certain circumstances, such as when you and your carrier are deep behind enemy lines, enemy activity makes it impossible to recover ejected pilots. In those cases, ejecting will prove fatal! You will be warned during the mission briefing if it will be too dangerous to eject during the upcoming mission.*

## WEAPONS

Depending upon which ship you're flying, you may have blasters, chaff pods, missiles and/or torpedoes available to you. In larger ships, like the *Broadsword* and the *Sabre*, you can switch from the front viewscreen to turrets positioned at the sides and rear of the ship. Each weapon type serves a different purpose and is used in a somewhat different manner than the others.

### BLASTERS

These are the basic spacecraft weapons. To fire your blasters, line the target up in the green crosshairs on your viewscreen and press joystick button #1.

### CHAFF PODS

To use a chaff pod, press [W] until the pod is selected. Then press [E] or both fire buttons to drop the pod, as if it were a missile. The pod falls behind your ship, and all enemy missiles targeted on your ship fly toward the chaff pod instead of toward you.

*Tactical Tip: Be sure to drop the pod at the last possible instant and kick in your afterburners. Don't wait too long, or you'll be in the missile's blast radius anyway. Use chaff near the beginning of a large dogfight, when there are several missiles targeted on you—it works on every enemy missile at once! When there's just one missile coming in, you're usually better off dodging, or just taking the hit, than using up one of your precious chaff pods.*

### MISSILES

There are four missile types—Dumb Fire, Heat-Seeking, Image Recognition and Friend or Foe. Press [W]

until the missile you want is selected. Then fire by pressing both joystick or mouse buttons simultaneously or by pressing [e] on the keyboard.

- With the *Dumb Fire* missile, you line up a target by eye, then fire.
- The *Heat-Seeking* missile automatically locks on a target when you're on his tail. When lock is possible, a red circle (the lock indicator) appears on your viewscreen. Maneuver until this is positioned on your target. When the lock indicator blinks and the words "Missile Locked" appear in the right VDU screen, fire the missile.
- The *Image Recognition* missile automatically locks on a target when you've held it in the viewscreen for a few seconds. Wait until the red, circular lock indicator blinks, then fire.
- The *Friend or Foe* missile automatically targets the nearest enemy ship. When launched, it seeks out the closest enemy (or the nearest ship with a damaged communication system!).

## TORPEDOES

Capital ships are equipped with special shields that are invulnerable to the weapons fighters normally carry. Special missiles called *torpedoes* are necessary to penetrate these shields.

To fire a torpedo, press [W] until the torpedo is selected. Then press [L] to lock the target ship. If the target is a valid torpedo target, the lock indicator will slowly move toward the target. From this point onward, until you complete the lock, you must not maneuver your ship too quickly. There's a little leeway, but you must fly mostly straight toward the target—any significant deviation will break the lock, forcing you to start all over again. (For this reason, only turret-equipped ships, the *Sabre* and *Broadsword*, carry torpedoes, even though any of the other fighters could theoretically handle the missiles.)

When the lock is complete, the red targeting crosshairs begin to flash. At that point, press [e] to launch the torpedo. A single torpedo will generally kill a freighter or corvette, unless the target's flak cannon shoot down the incoming missile. It takes one or two torpedoes to get through the armor on the larger capital ships, followed by another torpedo or two into the now-unprotected side to finish the ship off.

*Tactical Tip: Once you start the torpedo run, reduce your set speed and switch to the turrets. Your autopilot will keep a straight course and will inform you when the torpedo lock is complete. If there is any enemy fighter cover, your only defense during the torpedo run will be your turrets.*

## TURRETS (**BROADSWORD, SABRE**)

Two of the ships you fly, the *Broadsword* and the *Sabre*, have multiple guns. In addition to the standard complement of front-firing weapons, the *Sabre* has a turret in the back, and the *Broadsword* has three turrets (one to the rear, one to the left and one to the right).

To access a turret, use the view keys ([@]-[\$]):

- [@] switches you to the *Broadsword's* left turret
- [#] switches you to the *Broadsword's* right turret
- [\$] switches you to the *Broadsword* or *Sabre's* rear turret

From the turret, you can fire turret-mounted blasters and use the tractor beam.

## BLASTERS

When you switch to a turret, your ship goes on autopilot—flying straight as possible while attempting to avoid ships and other obstacles. The joystick (or mouse or keyboard) now controls the horizontal and vertical movement of the turret. White tick marks on the turret's radar screen indicate the limits of turret movement. When a white line is centered in the radar screen, you have rotated the turret as far as it will go in a given direction.

As in the front viewscreen, crosshairs appear in the middle of the turret screen. Center your target in the crosshairs and press joystick button #1 to fire. As you fire, your blaster indicator shows the power level of your ship's gun capacitors. When you run out of power, your guns stop firing until the capacitors have at least partially recharged.

## TRACTOR BEAM

In addition to standard turret-mounted weapons, the turrets in the *Broadsword* and *Sabre* are equipped with a new device—a tractor beam.

First, maneuver next to the target and match speeds with it. Access the rear turret as described above and press **G** to change from your active weapon to the tractor beam. Line the target up in the crosshairs and press the fire button. As long as you keep the target centered in the crosshairs, it will be pulled closer and closer to your ship. If the target moves too far from the center, it is lost and the beam shuts off.

Once the item has been pulled close enough to the ship, an animated sequence is triggered, showing the retrieval of the item. You then return automatically to the front viewscreen and control of the ship returns to you.

## OTHER FUNCTIONS

### ALTERNATE CAMERA VIEWS

You start each mission with a view from inside your ship's cockpit. From the front viewscreen, you can use the function keys (**F1**-**F10**) to view the action from a variety of angles:

- **F1** (*Cockpit View*). Returns you to the forward view from any other view.
- **@** (*Left*), **#** (*Right*), **\$** (*Rear*). These views allow you to look out the left and right sides of your ship as well as out the rear. Good for tracking your wingman and spotting enemy ships during dogfights.
- **%** (*Chase Plane View*). Puts the camera directly behind your ship. Hold **%** down to cycle between following your ship closely and hanging back a little. This is a good view for flying through asteroid fields.
- **^** (*Battle View*). Displays a long-distance view of an entire battle.
- **&** (*Tactical View*). Always keeps you and the ship you have targeted (or the most significant threat) in view.
- **\*** (*Missile Camera View*). Gives you a missile's eye view of the action. Select this option and the camera tracks the next missile you fire to its target.
- **F9** (*Tailing View*). Positions the camera behind any ship in the area. Press F9 repeatedly to change ships.

### IMPROVED TARGET TRACKING SYSTEM

The Improved Target Tracking System (I.T.T.S.) is a feature available in the most advanced fighters, such as the *Epee* and *Sabre*. This advanced targeting system calculates the amount you must lead your target in order to maximize the chance of a hit.

When you lock onto a target while flying an I.T.T.S.-equipped ship, a special red cross appears on the screen. Keep this cross inside your main crosshairs and you will be virtually guaranteed to hit the target, unless the target is particularly quick and evasive.

### JUMPING OUT

A hyperspace jump is the quickest way to travel from one part of the universe to another. Of the ships you fly, only the *Broadsword* bomber is capable of making such a jump. Press **J** at a jump point and your *Broadsword* jumps to another jump point. This works *only* at a jump point and the destination of each jump point is predetermined; your briefing officer will tell you whether jump points are available and your Nav map shows you where they are.

### REPLAY

Press **R** any time you're in the cockpit of your ship to watch the Instant Replay. Replay records everything automatically, from the time you begin a dogfight until you leave the area or press **R**. You can



only watch a replay once. Once you've seen the sequence, the "gun camera." Pressing (R) again only replays what took place since the end of the last replay sequence. You cannot save replay sequences.

If you want to end a replay sequence and return to the cockpit, hit .

Depending upon when you activate it, this replays all of your actions since:

- 1) the beginning of the mission;
- 2) the last time you came out of autopilot;
- 3) or the last time you watched the Replay.

The default Replay view is the Chase Plane View (Ⓜ), but you can switch to most of the other camera views during a Replay. However, the Missile Camera View (Ⓢ) is disabled.

## LANDING

If you complete your mission successfully, head back to base. At the base, target the ship upon which you want to land (*don't fire!*) and use the Communications system to signal the ship's traffic control officer to "Request Landing."

Often, if you follow your mission plan, the mission will end automatically at this point and you don't have to worry about coming in for a landing—the carrier's automatic landing system handles that for you. At other times, particularly when there are enemy ships present or you're trying to abort your mission, go through the following procedure to land:

After you request landing, the carrier's traffic control officer decides whether you will be allowed to land. To land, the space around the carrier must be free of enemy ships and one of the following must be true:

- 1) you have traveled to any Nav point;
- 2) you have achieved any mission objective;
- 3) you have killed at least one enemy ship; or
- 4) you have taken a large amount of damage.

If you are cleared to land, you must pilot your ship in close to your destination. Once you're close enough, the carrier's automatic landing system takes over, ending your mission.

If your landing request was denied, check to see if any enemy ships are around. If so, you must destroy them before landing. If not, you haven't fulfilled any of the above conditions and must continue the mission until you fulfill at least one.

Landing, whether automatic or upon request, takes you back to the hangar, where you can see any damage your ship has sustained. From the hangar, you go to a debriefing. This may be quite formal, with staff officers present, or informal, possibly during a casual conversation with another character.

# STRATEGY AND TACTICS

*(From Mike Harrison, Wing Commander Strategy Guide)*

## WC1

### **AVOID THE INITIAL WAVE OF ENEMY FIGHTERS**

It's been obvious from news and military reports that TCSN fighter pilots are greatly outnumbered by their Kilrathi counterparts. Luckily, the Terran pilots' skill and their access to more advanced technology help even out the odds. The fact remains, however, that you will stare into the gun ports of more enemy ships than a Kilrathi pilot will. You'd better be ready.

When a wing of flying cats turns to attack as a group, they present a lethal array of firepower. If they're Jalthi, each ship carrying three neutron guns and three laser cannons, they are the most devastating offensive force in the arena.

Kilrathi pilots don't get cute in their initial blitzkrieg of a wingleader. Instead, it's a straight-on wave of gunfire and missiles, with each ship slightly behind and to one side of the leader. It's intimidating as hell.

Rookie pilots often try to slug it out the first time they discover a group of cat-carriers heading straight at them. The adrenalin is pumping, the pulse is racing, and who knows what other reactions the brain is stimulating. It's known as "Furball Fever," and it has cost the Confederation more first-mission casualties than any other form of pilot error. Be patient, and take evasive action until you can gain a tactical advantage.

### **EMPLOY DISCIPLINED FIRING METHODS**

Even veteran combat pilots must fight the impulse to just cut loose with the guns when enemy targets appear in the viewscreen. Among students flying in the simulator and rookies on early missions, it's almost compulsive behavior. It's also one of the least effective tactics in combat.

The power of the laser, mass driver, and neutron guns on TCSN fighters is generated by blaster generators. Every time you fire, stored blaster power decreases, with the amount dependent upon the type of gun. As power decreases, the power of a shot is weakened. If you deplete blaster power, your guns aren't functional until the storage capacitors have regenerated.

The current thinking among combat analysts suggests that pilots who make a serious effort to keep blaster power at a maximum are the most successful. They sneak in close to enemy targets and fire three- or four-round bursts at full power, never wasting shots when enemy ships are out of range. They spend hours in the TrainSim, learning to anticipate enemy maneuvers and practicing the amount you must lead an enemy ship from varied distances, angles, and speeds. Practice!

### **USE SPEED CHANGES IN YOUR EVASIVE MANEUVERS**

Too many pilots rely on rolls, spins, loops, and turns when trying to escape an attacker, without considering speed changes in concert with these aerobatics. No matter how polished your twisting evasive maneuver might be, Kilrathi pilots can match your moves if you maintain a constant speed. Eventually, they'll roll in behind you and open up on your rear shields.

Slamming on the afterburners in the middle of a spin or roll shifts the odds of escape in your favor. Now you're adding an element they can't anticipate. Recent studies have shown that a dramatic decrease in speed is just as effective, and the backspace key on all computer keyboards in TCSN fighters has been reprogrammed to allow such a move. The exact effect varies depending upon the ship you fly, but hitting **[b]** is like standing on the brakes in a ground vehicle. It automatically sets your KPS to zero. Be careful, though. If you forget to immediately increase speed, you're a sitting duck.

### **GIVE YOUR MISSILES A CHANCE TO STRIKE**

When Lt. Colonel Blakely spoke of his own experiences in combat, the focus often shifted to a single dogfight. He told us of taking on the Kilrathi Ace Dakhath in a pitched battle that lasted more than 60 minutes. An astounding length of time, since most dogfights last less than five!

"You have to realize that Dakhath was younger and less experienced when I ran into him," said Blakely, "but he was already an ace with nine confirmed kills. I was so scared that the joystick almost

jumped out of my hand. It was just Dakhath and me.

"We went round and round for about 40 minutes, each just feeling the other out and evaluating the performance of the other's fighter. Finally, Dakhath made a mistake, and I found myself right on his tail. I couldn't miss. The Javelin tracking system locked on to his engines and I quickly launched the heat-seeking missile.

"Now I'll deliver the coup de grace. I flipped back the fire cover and starting thumbing the fire button for the lasers. I figured two weapons were better than one. I saw the missile swing into position, and just then I realized my mistake. The missile exploded when my laser fire caught up with it. Dakhath escaped from the explosion and fled. I couldn't catch up with him. I've never made that mistake again," Blakely said to the class, "but one of you probably will. I hope it doesn't cost you."

## **STAY READY TO USE YOUR AFTERBURNERS**

Few tools in the cockpit offer as much flexibility as the afterburners in both offensive and defensive scenarios. The best pilots always keep a finger on the afterburner fire key.

Lighting the afterburners on a confederation ship rapidly burns through your fuel reserves. Using short bursts, instead of sustained burns, typically offers the same tactical advantages but reduces fuel consumption.

Afterburners don't always help. Anxious pilots sometimes hit the afterburners as soon as they decide to attack an enemy wing. It's like they can't wait to start the fight or see how it ends. When you rush into battle, you're eliminating a strategic advantage. At slower speeds, and before an enemy wing is in range for auto-targeting, it's easier to determine the direction traveled by the enemy. How can you identify a strategy if you don't know which way they're heading?

## **TAUNT THE ENEMY**

If you can make them take the battle personally, Kilrathi pilots often lose sight of their primary objective. When trying to protect a capital ship from an attacking force, target the enemy and taunt them with as personal an affront as you can muster. It's probably the younger ones who can't ignore it, and about 50 percent of the time they'll turn from the target to attack the pilot who insulted them. This is also a good tactic to protect a beleaguered wingman.

## **DON'T LEAVE TCSN CAPITAL SHIPS UNPROTECTED**

When your palms drip from the constant tension in a one-on-one confrontation, you can concentrate so hard on your target that you lose track of the ship you're escorting. Realizing that tendency, veteran Kilrathi pilots intentionally try to draw you into a dogfight and lead you away. They leave the dirty work of destroying the main target to the rest of the wing.

Escorting pilots must make a conscious effort to stay within 5000 kilometers of the ship they are protecting. If you venture farther, it's unlikely you'll be able to return in time to stop the destruction of the TCSN capital ship.

As wingleader, ordering a wingman to "break and attack" instead of "attack my target" helps ensure protection while you chase a retreating enemy. It's not a fail-safe measure, since your wingman might chase a decoy at the same time, but at least you're not ordering your wingman to follow your lead.

## **FOR TIGHTER UP OR DOWN MOVEMENTS, ROLL AND TURN**

The arrangement of thrusters on Hornets, Scimitars, and Raptors produces an unusual flight characteristic: up and down movements cannot be completed in as tight a radius as a turn to the left or right. Aerospace engineers are trying to correct the flaw in the new Rapier class, but it is still unknown whether their efforts have been successful.

The effect isn't pronounced, but pilots have recently started employing a roll-and-turn maneuver instead of just pulling or pushing the stick to move up and down. The end result is the same. You end up turning toward the same location. But this movement is faster and more difficult for enemy pilots to track.

The diagram below shows the basic movement and the decreased radius of the roll and turn compared with a simple nose-down or nose-up.

Once you've decided to make the move, don't forget to combine it with speed changes for optimal results. Hitting the afterburners during the turn adds that extra element of surprise. Above all, practice the tactic until you can accomplish the two movements without thinking. Then experiment in the TrainSim with speed changes in different parts of the turn.

## **TURN AND SLIDE USING AFTERBURNERS**

If you punch up the afterburners and turn hard to the left or right, your ship begins to slide. The movement is transparent from the cockpit, but understanding it is the foundation of the most effective tactic in space combat.

The integrated gun targeting and firing schemes on Kilrathi ships allow them to consistently hit one of our ships moving in almost any kind of simple turn, roll, or spin at normal speeds. Speed changes are an effective defense, but hardly foolproof. When one of our ships is sliding, however, the movement is not translated perfectly by the Kilrathi's computer systems. The slide is an outstanding defensive tactic. It can also be an offensive weapon.

When a wing of Kilrathi approaches directly from the front, you can use the slide to avoid their fire and put yourself in a perfect position for a side attack on the lead and following ships (see adjacent diagram). The following procedure details the steps:

1. With the enemy at 3500 meters and approaching from dead ahead of you, begin a turn to the right. Take care to avoid any diagonal movement.
2. At about a 30-degree angle, or when the enemy ships are just barely visible on the left side of the viewscreen, punch the afterburners hard. Get to top speed.
3. Turn the ship directly to the left (avoid any elevation changes). The rear end of your ship begins to slide.
4. If your timing is correct, you quickly slide into the perfect position for a side attack with your guns. You're close, the enemy is powerless and vulnerable, and blaster power is full. What could be better than that?

## **USE TARGET LOCK TO DIRECT THE FIGHT**

Author's Note: The following tip really has nothing to do with what I learned at the academy or during the war. I discovered it while I was working as a consultant on the new Wing Commander holo-vid and thought I should include it for the benefit of the game players who purchased this book. After all, I'm old, retired, and tolerated, and I can try whatever I want.

Due to memory and storage considerations, Roberts had to limit the communications options in his game. You can order your wingman to do a lot of things, but you can't tell him to hit a specific target while you go after another. Or can you?

This method is limited in scope, but it is possible to use your targeting system to direct your wingman to attack a specific enemy plane: and it leaves you free to direct your guns against a different enemy ship. The procedure really comes in handy when you want to finish off a target you've already weakened, but you have to break and go after another ship that's pounding your shields. Here's the procedure:

1. Before you break your attack, press **[L]** to lock in your target. The bracket indicating a targeted enemy becomes solid. No matter which direction you fly, the locked target remains identified by the computer.
2. Tell your wingman to "attack my target." Now he will go after the locked target until it's destroyed, you change your target, or you transmit another order. With just a few well-aimed shots, your wingman can finish off the target.
3. You are free to pursue other enemy ships with your guns or dumb-fire missiles. Spiculum IRs and Javelins need a lock, and therefore a bracketed enemy target, but your guns and dumb-fires are effective at close range against any ship you can place between the crosshairs.
4. To ensure the success of this tactic, don't forget that you must leave the original target locked. If you press **[T]** and select another enemy, your wingman will break and attack the new target.

## **ATTACK ENEMY CAPITAL SHIPS FROM THE REAR**

Highly maneuverable turreted lasers are the primary defense on Kilrathi capital ships. Hundreds of Terran pilots have fallen when the sophisticated targeting system that directs the guns locked onto their signature. Porcupine mines are also found on some of the destroyers, cruisers, dreadnoughts, and carriers, but they are more a nuisance than a real threat. Since the first attack by Confederation pilots on these massive enemy ships in 2634, controversy has surrounded the best tactic for taking them out.

The one point that every pilot agrees on is that the fighter escorts must be eliminated first. It's hard enough to dodge the turreted lasers from the capital ship, much less do that while also eluding the guns and missiles of nimble fighters.

The first successful attacks on capital ships targeted the right and left sides. While armor is more substantial on the sides than in the rear, pilots didn't have to break through shields before causing damage. Most pilots weakened the armor with gunfire, then launched Spiculum IR and dumb-fire missiles to finish the job. The tactic was successful, but casualty rates were unacceptably high among Terran pilots from the laser defenses.

The current thinking among combat analysts is that a rear attack is preferable. While you'll have to dodge an occasional Porcupine, you won't run into as much laser fire from the rear. You must break through the rear shields, but the weakness of the rear armor makes it worth the effort.

Begin your maximum-velocity rear approach from long range, beyond 4000 meters, and make sure you have full blaster power. If you have any missiles left, you can launch them from between 3000 and 2000 meters. Watch out for Porcupines and lasers as you approach, and cut loose with your heaviest gun starting at a distance of 1500 meters from the rear of the ship.

When you reach 1000 meters, break hard to the left or right and hit your afterburners. You should be traveling straight away from the rear of your target. Circle back with another hard left or right turn and you should be aiming at the rear of the capital ship again. Since you fired your afterburners, you're far enough away that you don't risk a collision during a hard turn, and have plenty of time to regenerate blaster power and shields before resuming the attack. Be patient.

## WC2

The changes in space combat and other operations in the 10 years since I'd been assigned to the *Tiger's Claw* were based on advances in technology. Confederation pilots hadn't come up with any new acrobatic maneuvers that would guarantee a kill. Tactically, the afterburner slide was still the most effective move in a dogfight. The pilots in 2664, however, had to approach dogfights with a new respect.

### WATCH THE REAR TURRET GUNS ON HEAVY FIGHTERS

The two most powerful fighters in the Kilrathi fleet are the Jalkehi and Grikath. They are both extremely heavy ships with an impressive array of forward guns. The Jalkehi carry a particle cannon and four lasers. The Grikath carry three neutron guns. Firepower alone doesn't alter the way we fight against the heavy fighters, but a change in the location of their guns has a significant impact on our strategy and tactics.

Other than capital ships, the Grikath and the Jalkehi are the only ships that have rear turrets. While we have always looked to approach the first heavy fighters (Jalthi and Gratha) from the rear, the presence of the neutron guns on the backs of the new fighters alter our game plan. After recent engagements against these ships, our pilots have abandoned our tactic of using Javelin Heat-Seeking missiles and our most powerful guns from close behind. Attacks to the sides of the ships are the most prudent.

Acceleration and maneuverability have become the weak links in the defensive capabilities of the Jalkehi and Grikath. Their acceleration ratings are average and bad respectively, so only our Broadwords have any trouble keeping up. Over the years, our pilots have determined that attacking from the side with the most powerful gun in the arsenal is the best course against these fighters. When a pilot does attack from the rear, the afterburner slide is employed to reduce the chances of being caught by the rear-turret neutron guns.

### USING THE TRACTOR BEAM

Confederation Sabres and Broadwords are equipped with a tractor beam that is used in rescuing pilots and retrieving other objects in space. The tractor beam can only be operated from the rear turret. The tractor beam is extremely powerful, but there are a couple of points that ensure success.

Since the rear turret is used for both the tractor beams and neutron guns, a switch (**G**) is used to toggle between the two functions. In the heat of a dogfight or rescue operation, it is easy to forget to change from the default "guns" setting. Nothing could be worse than putting yourself into position for a pickup, then blasting the object or individual away with your guns. Always be certain that you check the setting before engaging the tractor beam with the fire button.

Tactical Command issued a recommendation for the use of the tractor beam. The safest method to retrieve an object is to fly past it, hit **D** to bring your engines to full stop, then switch to the rear turret and begin the pickup sequence. If your engines are still running when you move to the rear turret, they automatically accelerate to maximum velocity and increase the time needed to tractor the object.

## ENGAGING STEALTH FIGHTERS

**Author's Note.** This information is not found on the computer network at this point in time, since I am the only pilot who had ever seen a stealth fighter. Instead, the information comes from my own encounters with them.

The Kilrathi Stealth fighters might be the most difficult enemies to engage unless you are aware of the chinks in their shields. When an invisible Stealth fighter reappears, its shields haven't yet had time to regenerate. Experts theorize that the cloaking device is an application of shield technology, and that the two systems cannot be active simultaneously. At any rate, Stealth fighters are most vulnerable when they first reappear in space. Pilots who keep a close watch on their radar screen, and turn and fire quick volleys at the first sign of their presence, are often rewarded with a one- or two-shot kill. If you know Stealth fighters are in the area, don't fly in a straight line for more than 10 seconds. That would allow them to reappear in a perfect attack position.

## RUN-AND-GUN

The appearance of rear turret guns on our Sabres and Broadswords spawned a new tactic in space combat, commonly known among our pilots as the "run-and-gun." Kilrathi pilots, even those on escort duty, have a tendency to chase anything that runs away from them. In the past, we never wanted to turn our engines toward the forward guns on any enemy fighter. Now, however, we can take advantage of our rear turrets and bait the enemy into a rear attack, then blast them away.

## TORPEDO RUNS

When phase shields first appeared on Kilrathi capital ships, Confederation pilots were stymied. It is impossible to break through the shields using our conventional missiles or guns. It didn't take long, however, for our research and development teams to design a weapon that would slice through the shields. The torpedo is the weapon, but it requires specific procedures to ensure successful delivery.

The effectiveness of torpedoes is affected by the range at which they are fired. The power of the torpedo blast increases as the range at which they are fired decreases. In addition, our torpedoes can be destroyed by flak cannons. When torpedoes are fired at longer ranges, it is more likely that Kilrathi gunners can destroy the weapon before it connects.

Since it takes a long time for torpedoes to lock onto a target, Confederation engineers have determined that only ships with turret guns have any chance of delivering the weapon. The turret guns are needed to engage Kilrathi fighter escorts that attack during a launch procedure. Tactical Command has produced a procedure for our Broadsword and Sabre pilots that increases the odds of success:

1. Destroy enemy fighters before starting a torpedo run. It doesn't guarantee that new fighters won't appear later, but it leaves fewer enemies to worry about.
2. At a range of 8000 to 10,000 meters, select the torpedo (**W**) and lock the target (**L**). This starts the torpedo-lock sequence, which takes about 20 seconds to complete. Staying at long range, either by stopping the engines or moving at slow speed, prevents your ship from taking heavy damage until the lock sequence is completed.
3. When the torpedo-lock sequence (not target-lock) is completed, increase speed and head straight for the target. Your path can't waver, or you will lose the lock with your weapon.
4. At a range of 2000 meters, launch your torpedo.

While the above procedure increases the odds of a successful torpedo strike, Kilrathi gunners are still able to knock a torpedo down about a third of the time. Since only one torpedo can be launched per run, if a torpedo is destroyed, the procedure has to be started again from the beginning.

### Author's Note

In the *Wing Commander II* game, you operate the rear and side turret guns. If enemy fighters appear during a torpedo run, you must switch to one of the turrets and engage the enemy. You will be informed when the torpedo-lock sequence is completed.

# A TYPICAL MISSION (THE FIRST WC2 MISSION)

## THE BARRACKS

At the conclusion of the log-on sequence, you see a full-screen picture of your barracks on board Caernarvon Station, where you begin the game. Screens like this one appear throughout *Wing Commander II*, allowing you to control the flow of the game.

## IN SPACE

After you and your wingman, Shadow, discuss your upcoming mission, there's an animated sequence showing you climbing into your fighter, preparing for launch. When the sequence ends, you find yourself at the controls of your ship, already in space.

Press **[N]** to view your mission map. Your current destination, "Nav 1," is highlighted in yellow. Press to return to the cockpit.

Note the white cross on the radar screen and in your viewscreen. Use your joystick to maneuver your ship until the cross is centered within the green crosshairs on the viewscreen. Press **[A]** to activate your autopilot and fly to Nav 1.

## COMBAT

Before reaching Nav 1, you drop from autopilot to battle Kilrathi ships. Shadow says she's spotted the enemy. Press **[C]** to activate communications and press **[1]** twice to tell her to attack.

Press **[+]** to increase your speed to maximum (approximately 500 kps).

Check your radar screen (the circular screen on the left). The red dots on the screen are enemy ships. The blue dot is your wingman. Maneuver until the enemy ships are in the center circle of the radar display—that means you are heading straight for them.

When you have an enemy ship on your viewscreen, press **[T]** to activate your targeting computer. Red brackets appear around one of the enemy ships and the image of a *Sartha* fighter appears on the VDU screen. Press **[L]** to lock onto this target. The red brackets turn into a solid red box.

Use the joystick to maneuver until the green targeting crosshairs in your viewscreen appears on your target and press button #1 repeatedly to fire your mass driver cannons. If the target runs away, double click button #2 to fire your afterburners for a burst of speed. If the target gets out of your forward view, search the radar screen for a small red cross. That's your target—maneuver until it's back in the center of the radar display.

As your blasts hit, damaged parts of the *Sartha* turn red on the VDU display (the screen in the center of the cockpit). Continue fighting until you destroy all of the enemy ships.

After all enemy ships in the area have been destroyed, you should find that you have reached Nav 1. Press **[N]** to bring back your nav computer. "Objective Reached" flashes on the bottom of the VDU screen (the display in the middle of the cockpit). Press **[N]** again to go to the Nav map. Your next destination, Nav 2 (in the asteroids) should be highlighted. Press button #1 to leave the Nav map. Note that the autopilot light on your console is glowing. Press **[A]** to use the autopilot and travel to Nav 2. (If the light is not glowing you must first center the white cross inside the green crosshairs on your viewscreen before pressing **[A]**).

## RETURN FLIGHT

Before you reach Nav 2, you come out of autopilot near the asteroid belt. (The autopilot light on your

console is now off.) Using , quickly reduce your speed to 250 kps, the safest speed to travel through asteroids. Dodge them, but keep an eye on the white cross. That's your destination—don't get lost in the asteroid belt!

After leaving the asteroids, the "AUTO" light comes on again. Press  to use the autopilot and head for Nav 3. (Make sure the autopilot light is on).

Just prior to Nav 3, your ship will come out of autopilot. Once again, Shadow will inform you that she has seen enemy ships. When you have defeated all your enemies, press . (Make sure the autopilot light is on). You emerge from autopilot near Caernarvon Station.

## **BACK HOME**

In this mission, the debriefing sequence begins on your arrival near Caernarvon. That isn't the case with every mission—sometimes you have to request landing. For now, though, watch the debriefing for a run-down of how you performed your first time out. Once the debriefing is over, you see the landing sequence. After you're safely back on Caernarvon, you return to your barracks room.



# RANK, RIBBONS AND MEDALS

## SERVICE RIBBONS

Service ribbons are not awarded for individual deeds of exceptional merit, but for service, special training and qualification, and career accomplishment. Two ribbons—Academy Graduate and Flight Training—are awarded before the campaign begins.

**Academy Graduate.** Awarded upon graduation from the Terran Confederation Naval Academy on Proxima Centauri IV.

**Flight Training.** Awarded upon satisfactory completion of flight school.

**Vega Sector Campaign.** Awarded upon completion of the first mission aboard the *Tiger's Claw*.

**Fighter Qualification Ribbons (4 total).** Awarded upon completion of first mission in each of the four fighter types: Hornet, Scimitar, Raptor and Rapier.

**Ace.** Awarded after five confirmed kills

**Ace of Aces.** Awarded after twenty five confirmed kills

**Mission Ribbons.** Awarded for completing five, ten and fifteen missions

## MEDALS

Medals are generally awarded for deeds of exceptional merit or bravery. When a medal is awarded to the same pilot a second or subsequent time, a bar is added to the original ribbon, rather than cluttering his chest up with a bunch of redundant hardware.

**Bronze, Silver, and Gold Stars.** Awarded for exceptional bravery; the Bronze Star is the lowest of the three, the Gold Star the highest. Exceptional performance during a mission will result in the player's winning the appropriate medal. Of course, the player has no idea how difficult a mission is, or what medal it carries, until after he has won the medal. When a recipient wins an additional Silver Star, an extra bar is affixed to the top of the ribbon area.

**Golden Sun.** Awarded for having your ship shot up, and then ejecting, without getting killed (equivalent of a Purple Heart). Just getting into combat and ejecting won't do the job—you've got to keep fighting until your ship is fairly chewed up. Like the real Purple Heart, the Golden Sun is a dubious distinction.

The Golden Sun is only awarded once, to keep people from wasting good ships just to win medals.

**Terran Confederation Medal of Honor (Pewter Planet).** The highest medal awarded to military personnel. It is awarded only upon successful completion of the final mission in the two "best-case" final series on the campaign tree. (Successful completion of the last mission in the other three "final series" will earn a Gold Star.) The Pewter Planet is only awarded once in a lifetime.

## RANK INSIGNIA

2nd Lieutenant (Gold Bar) (starting rank)

1st Lieutenant (Silver Bar)

Captain (2 Silver Bars)

Major (Gold Leaf)

Lt. Colonel (Silver Leaf)

Colonel (Gold Eagle)

Lieutenant Colonel is the highest rank you can achieve as a player in WC1 and the Secret Missions; the squadron commander is a colonel. In WC2, you are a colonel.

## TYPICAL MEDAL CEREMONY DIALOGUE

"For meritorious conduct in confronting the Kilrathi enemy, In consideration of his valorous service to humanity, leading the forces of the Confederation against the Empire of Kilrah, taking a decisive role in the Vega Sector Campaign, and commanding the squadron which accomplished the pivotal victory ...."

"For bravely sacrificing his vessel and endangering his life in combat with the Kilrathi enemy in the ... System, on or about ..., the Terran Confederation is proud to present the Golden Sun to ...."

"Your courage is exemplary of the Confederation's finest defenders ...."

"History shall number you among the greatest heroes of humanity ...."

"Your devotion to the Confederation honors all humanity ...."

"Good job, .... Congratulations."

"Thank you, sir."

## **MISSION NAVIGATION**

Headings are given as two numbers, separated by a "plus" or "minus" sign. The first number, ranging from 0 to 359, describes the heading in terms of degrees along the plane of the local solar system, with the sun at 0 degrees (due to the extreme distance to the sun, we can disregard the parallax problem and treat all headings of 0 as effectively parallel). The second number, ranging from 0 to 90, describes the heading as an angle to the plane of the solar system. The plus or minus indicates whether the angle is above or below that plane.

Thus, a heading of 180 +45 indicates a course directly away from the sun, heading up from the solar plane at 45 degrees.

When describing directions relative to their own starfighters, pilots generally fall back on the traditional terran method of using the hours of the clock and the designations high and low. Thus, one fighter pilot might warn another of an enemy that was closing from behind and below (relative to the heading of their own ships) by saying, "Three bogies, 6 o'clock low."

# SPOT COLOR

(Random items introduced by Mike Harrison in WCSG. Specific items are in **bold**.)

## INTRODUCTORY NOTES

**Dr. David Johnson's** four-volume ***Intergalactic War*** was called "the finest historical work in the last two hundred years."

**Sandra Chang's Illusions**, a fictional work based on her experiences as a war correspondent for the ***Global Times***, won the Nobel Prize for Literature in 2689.

I was assigned to the TCS *Tiger's Claw* in 2654, immediately following my graduation from the TCSN Academy. I spent the next two years as a pilot on the space carrier and was one of the few who survived the Vega, Goddard and Firekka Campaigns. With combat commissions, I rose from 2nd Lieutenant to Lt. Colonel during those years and returned safely from more missions than any other pilot in history.

I was blamed erroneously for the destruction of the *Tiger's Claw* and suffered the indignity of a court martial. I was exonerated on all charges, but I was known as the "**Traitor of K'Tithrak Mang**" for the following ten years that I spent at the Caernarvon Space Station. During the Enigma Campaign I served aboard the TCS Concordia and the truth concerning the demise of the *Tiger's Claw* finally came out.

(I) received an unusual call from this brash kid who identified himself as Tristan Roberts. I could tell he expected me to recognize the name: "LaFong," he said, "I want to hire you as a consultant for my next **bionetic holo-vid**."

Roberts is the hottest director in the holo-vid industry.

I was treated like royalty, squired around by a **grade-5 robot chauffeur** in a spanking new **solar, anti-grav limo**, and fed **fruits imported from the second planet in the Brimstone System**. It's been pretty heady stuff for a 73-year-old codger who thought vivid memories were all that remained in life.

While we haven't encountered **hostile alien races** since the Kilrathi, the possibility always exists.

## THE ACADEMY YEARS

We'd gathered here the night before, 1200 kids who had traveled from the corners of Confederation space, to take the shuttle to the **Space Naval Academy** on **Hilthros**. We were the 201st plebe class, and after a short orientation by **Midshipman Third Class Tanaka Mariko**, we'd been ordered to report early the next morning for our flight to the new facility. The ship was absolutely immense.

For the next three hours, Marshall treated me to the "short" version of his life story. He boasted of his grade point average, placement-test scores, athletic prowess and sexual conquests. He was undaunted when I tried to nap, and would nudge me repeatedly before continuing to harangue me with stories of his flying experiences (**his father owned a charter flight service on Leto**) and educational awards. The guy was as cocky as anyone I'd ever met, and personified almost everything I find unattractive in an individual.

"We're approaching our jump point, so please return all tray tables to the upright position and fasten your safety harnesses. The captain will turn on the harness light when it is safe to move about the cabin."

Although the gee-force effects were negligible, the change in our speed was reflected in a dazzling light show outside the porthole. Apparently, new ranges of the light spectrum become visible when the **neutron warp drive** is enabled. It seemed like an hour, but it was only minutes before the jump was completed and the lights were replaced by black space.

**The (official plebe) handbook** detailed everything expected of a plebe. It explained how beds were to be made, shoes and buckles shined, and the exact placement of every piece of clothing in the footlockers in each room. An entire section dealt with the 800-year-old Honor Code that would guide our actions throughout the next four years. The honor code wasn't a written regulation, but a principle that bound every midshipman. Basically, it stated that lying, cheating, and stealing would not be tolerated. In

practice, it also meant that a midshipman must report any instances of lying, cheating, or stealing. A midshipman who knew of such behavior without reporting it was as guilty as the individual who committed the act.

The regs also included more than 50 lists that we were expected to memorize, information on formations, mail call, telephone usage, and restrictions on relationships between the sexes.

You are lower than the **sand worms in the Brimstone System**.

Before applying to the academy, I had read every article I could find about life at the most prestigious educational institution in the galaxy. I was astounded to learn how many traditions had managed to remain intact through so many years. Since the beginning of the Galactic War, however, the focus had changed. While the original space academy was preparatory to flight and support classes, since 2634, when war officially had been declared, the academy had become a training ground for combat pilots and support personnel.

... proceeded by **grav-sled** to the academy grounds.

the **two suns** of the system (**Hilthros**) were blinding

"I'm **Midshipman Lieutenant Mickey Bitscoe**, and I have the unfortunate, and incredibly dull task of leading you through your first day at the academy."

... organized 1200 of us into twelve companies. The twelve companies were divided into four battalions and two regiments. I was in 3rd Company, 1st Battalion, 1st Regiment.  $(12 \times 2) = 25 \times 4 = 100 \times 12 = 1200$

... **Major Sarlee Rathji**, our instructor and a veteran of the **McAuliffe Ambush**, ...

It didn't take us long to realize that our radar was the single most important piece of electronics in the cockpit. After all, what could be more important in a dogfight than knowing where missiles and laser fire were coming from? What other piece of gear tells you whether to launch that Pilum Friend-or-Foe missile that can lock onto your wingman as easily as your enemy? It was also the least intuitive display, and that created problems.

## **ion jockeys**

... **Lt. Colonel Raymond Blakely, the savior of Enyo**. Fifteen years ago, he had designed and implemented the mine and jump point strategy that saved a quarter-million human hostages from Kilrathi orbital guns. (WCSG, 14)

It's been obvious from news and military reports that TCSN fighter pilots are greatly outnumbered by their Kilrathi counterparts. Luckily, the Terran pilots' skill and their access to more advanced technology help even out the odds.

Rookie pilots often try to slug it out the first time they discover a group of **cat-carriers** heading straight at them. The adrenalin is pumping, the pulse is racing, and who knows what other reactions the brain is stimulating. It's known as "**Furball Fever**," and it has cost the Confederation more first-mission casualties than any other form of pilot error.

The second year (at the academy) is kind of a blur. When the war heated up and the Confederation became increasingly desperate for qualified pilots, emergency legislation was passed to create an accelerated program at the academy. Starting with our class, summer leave no longer existed. Students left the academy after two years to spend a year in on-the-job training on a TCSN ship. Then they were sent to permanent assignments, usually on the front lines.

## **WING COMMANDER I**

When we returned to the *Claw*, I discovered that dozens of scientists at the Terran Research Colony on

McAuliffe had been murdered by the Kilrathi.

"I've seen him escape from situations where I wouldn't have given him a mouse's lifetime on a Kilrathi freighter."

"That's a solid report, Major. Those observations could make a big difference. I'll pass it along to **Command Intel**."

The following transcript followed a mission necessitated by a **Code Red Alert**. Multiple wings of Dralhti were attacking the *Tiger's Claw*.

I'd come down with a case of **Grinard's Virus** and was grounded while we were in the Gimle System. I wanted to fly a Raptor, but the virus affects your equilibrium and Halcyon had me working communications.

"If all-women wings had been allowed back in '38," she snapped, "this war would already be over!"

"Thank **Research and Development** for the new full-guns option on the Raptor. It saved our necks."

Now, Lieutenant Mariko was testing the prototype Rapier instead.

Hours later, I found Spirit sitting in the library, halfheartedly **scrolling** through the latest issue of the **Global News**.

"It is the first time I have ever turned the **blue flames of my exhaust** toward the enemy and run."

I had pulled one of those thrilling "**flying bus**" assignments while we were in the Port Hedland system. Instead of cruising in a Scimitar, I was moving fuel in a Drayman to Planck's Star, where a Kilrathi destroyer had decimated the storage facilities.

"The Drayman I would escort back to the carrier, though, held a **TCSO troupe of entertainers**. These were civilians, and I felt a special sense of responsibility. Their safety was paramount, and failure would have crushed morale on the *Tiger's Claw*."

From all accounts, the TCSO show was a rousing success. The **zero-gee dancers** apparently turned weightlessness into a tool and wowed the crowd with their precision moves. One pilot described it as like watching a group of playful dolphins glide through the water.

I remember how miffed I was about missing the show. **Saranya Carr, star of Luna Jones, Jumpscout** and one of my favorite actresses, had really made an impression on everyone aboard the carrier. Oh, the sacrifices we make.

"Our second mission in the system was a routine four-point patrol, but it included a chance to be the first pilot to investigate a new Kilrathi capital ship," Spirit said. "Observers on McLaren had reported the find and called it a Fralthi."

I remember how stunned we all were when Halcyon reported that Terran forces had captured a Kilrathi Ralari-class destroyer in Port Hedland ...

I hadn't even fired the first shot when the Ralari blew. Damn. Just one simple mistake had blown the greatest opportunity in the war's history. There's no telling what we might have learned from the data banks on that ship, much less the chance to slip in secretly with a converted Ralari destroyer on an unaware enemy.

It was gut wrenching when Colonel Halcyon said the *Formidable* was in bad shape and needed assistance. I'd served aboard the destroyer during my final year at the academy. In an experimental program started just five years into the war, prospective pilots passed their final tests in a sort of trial-by-ordeal, on-the-job training aboard the Exeter-class ship.

I thought of the **Formidable's Commander Della Guardia**, one of the finest men I'd met since plebe year, and how he'd taken a personal interest in my naval career. The most amazing thing was that every

pilot who trained with him felt the same way. He treated his subordinates with respect, even while demanding compliance. He never told you what to do without explaining why it needed to be done. We appreciated his philosophy and it was exactly what we were looking for during that difficult year. In many ways he was an enigma among Naval officers who had attained the same rank. He shattered the stereotypes.

Shotglass was kept busy in the bar, there was always a line at the TrainSim, and the **gym** and **library** were in constant use. It was almost impossible to schedule time on one of the **grav-ball courts**, and the **swimming pool's** lanes were filled with wet soldiers.

Halcyon was surprised. "I'd never thought of anything like that, but it might be worth a try. Everyone in the fleet is keeping a close eye on Marshall, you know. If he doesn't watch out, he'll have a **Section 8 on his record** and never be able to fly again. I'll talk to the Admiral."

## **SECRET MISSIONS 1**

The euphoria following our success in the Vega Sector quickly subsided. We all waited for word from Goddard. Shotglass was concerned about the safety of **his cousin, a colonist**, and many others on the ship knew people who lived on the planet as well. We felt helpless.

## **SECRET MISSIONS 2**

### **WING COMMANDER II**

"All right," I thought. "With the difference in wages between captain and colonel, I'll be getting a hefty check for ten years of back pay. If this war ever ends, I think I'll take Angel on a vacation. **Centauri** would be nice. So would **Antares** ...."

# CREDITS

## **WING COMMANDER I**

*Designer* Chris Roberts

*Software Engineers* Chris Roberts, Steven A. Muchow, Paul Isaacs, Stephen Beeman, Ken Demarest III, Herman Miller

*Dogfight Intelligence* Ken Demarest III

*Dogfight Choreography* Stephen Beeman, Erin Roberts

*3-Space System* Chris Roberts

*ORIGIN Graphic System* John Miles, Chris Roberts

*ORIGIN Sound System* Herman Miller

*Artwork* Denis Loubet, Glen Johnson, Daniel Bourbonnais, Keith Berdak, John Watson

*Screenplay* Jeff George

*Additional Written Material* Steve Cantrell, Philip Brogden

*Musical Score* George A. Sanger, Dave Govett

*Sound Effects* Marc Schaeffgen

*Quality Assurance* Marc Schaeffgen, Philip Brogden, Steve Cantrell, Greg Paul Malone II, Erin Roberts, Mike Romero, Jeff Shelton, Scott Shelton, Brian Tompkins, John Watson

*Documentation* Aaron Allston, Steve Cantrell

*Documentation Design & Graphics* Warren Spector, Jeff George, Steve Cantrell, Ken Demarest III, Glen Johnson, Mike Harrison

*Box Design & Graphics* ?

*Producers* Chris Roberts, Warren Spector

*Director* Chris Roberts

## **SECRET MISSIONS 1**

*Design* Aaron Allston, Steve Cantrell

*Writing* Aaron Allston, Steve Cantrell, Ellen Guon

*Implementation* Steve Cantrell, Ellen Guon, John Watson

*Programming* Ken Demarest III, Steven A. Muchow

*Cinematic Progress Screen Art* Denis Loubet

*Ship Designs* Glen Johnson

*Quality Assurance* Marc Schaeffgen, Philip Brogden, Steve Cantrell, Ellen Guon, Brian Martin, Jeff Shelton, Scott Shelton, John Watson

*Packaging Design* Cheryl Neeld

*Documentation* Steve Cantrell, Warren Spector

*Producers* Chris Roberts, Warren Spector

## **SECRET MISSIONS 2**

*Writer/Director* Ellen Guon

*Mission Designer* John Watson

*Programming* Chris Roberts, Steven A. Muchow, Paul Isaacs, Ken Demarest III

*Cinematic Progress Screen Art* Chris Douglas, Glen Johnson

*Dralthi Interior Design* Denis Loubet

*Hhriss Ship Design* Glen Johnson

*3-D Ship Art* Steve Spear, Mary Bellis

*Alpha Testing* Brian Martin, Kirk Winterrowd, Wayne Baker

*Beta Testing* Jeff Shelton, Scott Shelton, Scott Hazle, Ben Potter, Lyle Mackey, Kevin Potter

*Packaging Design* Cheryl Neeld

*Documentation* Steve Cantrell, Ellen Guon, Warren Spector

*Producers* Chris Roberts, Jeff Johannigman

## **WING COMMANDER II**

*Software Engineers* Bill Baldwin, Stephen Beeman, Charles Cafrelli, Reinaldo Castro, Richard Haley, Steve Muchow, Brent A. Thale



*Story* Stephen Beeman, Ellen Guon  
*Script* G.P. Austin, Jeff George, Ellen Guon, Paul Arden Lidberg, Brian Martin  
*Art* Jeff Dee, Daniel Bourbonnais, Larry Dixon, Chris Douglas, Glen Johnson, Bruce Lemons, Denis Loubet, Jake Rodgers, Gary Washington, John Watson  
*Technical Design Assistant* Brian Martin  
*Sound Editor* Martin Galway  
*Sound Effects Engineer* Marc Schaeffgen  
*Music* Dana Glover, The Fat Man, Dave Govett, Martin Galway, Nenad Vugrinec  
*Quality Assurance Leaders* Jeff Shelton, Kirk Winterrowd  
*Quality Assurance* Scott Shelton, Kevin Potter, Scott Hazle, Mark Vittek, Joel Manners, Ben Manners, Ben Potter  
*Development Services Manager* Sherry Cain  
*Documentation* Paul Arden Lidberg, Warren Spector  
*Documentation Design & Graphics* David Ladyman, Craig Miller, Cheryl Neeld, Deborah A. Nettingham, Warren Spector, Gary Washington  
*Box Design & Graphics* Craig Miller  
*Assistant Director* Ellen Guon  
*Production Manager* Virgil Buell  
*Executive Producer* Dallas Snell  
*Producer* Chris Roberts  
*Director* Stephen Beeman

## **SPECIAL OPERATIONS 1**

*Lead Programmer* Charles Cafrelli  
*Software* Bill Baldwin, Steve Muchow, Brent Thale, Reinaldo Castro, Kevin Potter, Brian Martin  
*Story* Charles Cafrelli, Ellen Guon, Brian Martin, Kevin Potter, Warren Spector  
*Script* Ellen Guon, Brian Martin  
*Art* Chris Douglas, Bruce Lemons, Jake Rodgers, Gary Washington, Glen Johnson  
*Sound* Martin Galway, Dana Glover, Ellen Guon, Marc Schaeffgen  
*Quality Assurance Project Leader* Ben Potter  
*Quality Assurance* Mike Chenault, Jarrett Crippen, Tim Hardy, Robert Hill, James Nance, Scott Shelton, Perry Stokes, Michael Sturm, Mark Vittek, Karen Conroe, Jeff Shelton  
*Documentation* Ellen Guon, Brian Martin  
*Packaging Design and Graphics* Mike Harrison, Craig Miller, Debbied Nettingham, Gary Washington, David Ladyman  
*Additional Voices* G. P. Austin, Marten Davies, Paul Arden Lidberg, Jake Rodgers  
*Assistant to the Producer* Ana Moreno  
*Development Services Manager* Sherry Cain  
*Creative Director* Chris Roberts  
*Executive Producer* Dallas Snell  
*Producer* Virgil Buell  
*Director* Ellen Guon

## **SPECIAL OPERATIONS 2**

*Lead Programmer* Charles Cafrelli  
*Software* Todd Hartmann, John Taylor, Steve Muchow, Brent Thale, Reinaldo Castro, Kevin Potter  
*Story* Jack Herman, Charles Cafrelli, Chris Douglas, Ellen Guon, Kevin Potter  
*Script* Jack Herman, Ellen Guon  
*Art* Chris Douglas, Danny Garrett, Bruce Lemons, Jake Rodgers, Beverly Garland, Glen Johnson, Gary Washington, Glen Johnson  
*Sound* Randy Buck, Charles Cafrelli, Jack Herman, Dana Glover, Marc Schaeffgen  
*Quality Assurance Project Leader* Ben Potter  
*Quality Assurance* Russell Byrd, Mike Chenault, Don Derouen, Tim Hardy, Robert Hill, Andrew Hofmann, James Nance, Scott Shelton, Perry Stokes, Michael Sturm, Mark Vittek, Anthony Nichols, John Onorato, Jeff Shelton  
*Documentation* Ellen Guon, Brian Martin, Ana Moreno

*Packaging Design and Graphics* Mike Harrison, Jennifer Davis, David Ladyman, Craig Miller, Debbie Nettingham, Gary Washington  
*Additional Voices* G. P. Austin, Charles Cafrelli, Marten Davies, Jack Herman, Jake Rodgers, Kirk Winterrowd  
*Assistant to the Producers* Ana Moreno  
*Creative Director* Chris Roberts  
*Executive Producer* Dallas Snell  
*Producers* Virgil Buell, Scott Russo  
*Consulting Director* Ellen Guon

# SALES AND DISTRIBUTION INFORMATION

*(All figures are current as of 7/14/91.)*

All *Wing Commander* games are initially developed on a PC platform.  
All are distributed throughout the United States, Canada, Europe and Australia.

## **WING COMMANDER I**

*Released* 9/90

*Domestic Sales* 141,000

*International Sales* 50,000

*Other Platforms*

*Other Languages*

*Awards* *Omni Game of the Year, Compute magazine Choice Award, Games Magazine Best New Arcade Game, Computer Shopper Best Buy of the Year, Computer Gaming World Game of the Year, European Computer Trade Show Best Entertainment Program of the Year*

## **WCI: SECRET MISSIONS 1**

*Released* 11/90

*Domestic Sales* 53,000

*International Sales* ?

*Other Platforms*

*Other Languages*

*Awards*

## **WCI: SECRET MISSIONS 2**

*Released* 3/91

*Domestic Sales* 42,000

*International Sales* ?

*Other Platforms*

*Other Languages*

*Awards*

## **WING COMMANDER DELUXE (WC1, SM1, SM2)**

*Released* 3/92

*Domestic Sales* ?

*International Sales* ?

*Other Platforms*

*Other Languages*

## **WING COMMANDER II**

*Released* 9/91

*Domestic Sales* 131,000

*International Sales* 30,000

*Other Platforms*

*Other Languages* French, German (in progress)

*Awards* *Computer Game Review Action/Adventure Game of the Year, Best Opening Sequence of the Year, Best Sound Effects and Speech, Video Game and Computer Entertainment Game of the Year, PC Games Plus Game of the Year, Technical Brilliance Award, Tilt Magazine Game of the Year, Penthouse Power Play Pick*

(WCSG) Building on the cinematic concepts that evolved from *Wing Commander I* produced a major improvement in the sequel. Beeman and Guon developed a much more involved plot, with all the twists and turns of a Hollywood thriller. The story involves the redemption of the player's naval career following a court martial for treason. The evidence was too scant to lead to a conviction, but the player's career is at a low point when the second game begins. Murder, intrigue, and treachery were woven into the script, and unlike the first game, *Wing Commander II* takes you to the scene that is most appropriate to the action instead of cycling through the same series of sets over and over again. "In *Wing Commander I*," Beeman explained, "all you had were these talking heads that discussed tactics or where the carrier was located. *Wing Commander II* is really a movie wrapped around the missions. The players who watch all the cinematics and play straight through will feel like they've finished a movie."

## **WCII: SPEECH ACCESSORY PACK**

*Released* 9/91  
*Domestic Sales* 56,000  
*International Sales* 10,000  
*Other Platforms*  
*Other Languages*  
*Awards*

## **WCII: SPECIAL OPERATIONS 1**

*Released* 11/91  
*Domestic Sales* ?  
*International Sales* ?  
*Other Platforms*  
*Other Languages*  
*Awards*

## **WCII: SPECIAL OPERATIONS 2**

*Released* 6/92  
*Domestic Sales* 16,000  
*International Sales* ?  
*Other Platforms*  
*Other Languages*  
*Awards*

# ARE THEY REALLY MAKING INTERACTIVE MOVIES?

(Excerpted from the *Wing Commander Strategy Guide*, by Mike Harrison.)

The structure of ORIGIN's Product Development department and the release of the first two games in the *Wing Commander* series provide a unique view of the software industry's relationship to the movie-making business. It's apparent that many of the resources are quite similar, with software professionals taking the roles of producers, directors, cinematographers, script writers, set designers, and editors. It's just as obvious that basic differences exist between the two industries. After all, filmmakers don't have to deal with creating an interactive medium, in which the consumer actually becomes a main character.

In comparison with the filmmaking industry then, where in time is the entertainment software business? Is *Wing Commander II*, with speech synthesis, the *Jazz Singer* of the computer world?

"You can't make a perfect correlation," explained Dallas Snell, "because we could be right where the movie industry is if we had the technology with us. But it isn't. We don't have enough space to store the sound and graphics."

Snell noted that the software industry already knows how to make movies. It has all of Hollywood's experience to borrow from. "We already know how to set camera angles to achieve different emotional responses," he said. "We know how to position characters, how to use backdrops effectively, and how to put scenes together. We have producers and directors already working at ORIGIN. One of our producers has completed extensive postgraduate work in radio, television and film. Many of our producers and directors have directed plays. We have a lot of experience here, but we just can't do it on the scale that Hollywood can."

Snell added that *Wing Commander I* has the concept that brings software the closest to an interactive movie. It contains a segment of movie-like scenes and storyline, and then a segment of arcade-like action in simulator style where reality is modeled. "Compared to the movies, we're probably in the 1950s," said Snell, "but we could easily be in the 1990s if it weren't for the technology."

Warren Spector, who co-produced *Wing Commander I*, has a different perspective. His background is in film history, theory, production and criticism. "I look at what we're doing at ORIGIN and I keep saying, hey, this happened in the film business in 1910, and that happened in 1920," Spector explained. "When I came to ORIGIN two years ago, we were wrestling with many of the things the movie business was trying to do in 1912. Now, we're already up to 1926, when sound was coming in, and we're doing partial talkies just the way they did."

Spector noted that Chris Roberts was the game designer who put a finger on the fact that the industry could tell a story, move people, and touch their emotions. "I think we're still learning how to tell stories on the computer, though," Spector noted. "We're figuring out where we can be cinematic, and where trying to be cinematic just flat doesn't work. We're finding out where you want interaction, and where you want the player to sit back and watch the action."

"In the future, people are going to be scared in games, laugh in games, and cry in games," Spector said. "We're creating whole new worlds, and it's not just beep, beep, beep, zap, zap, zap, kill the monster anymore. What's that line from Mary Tyler Moore? *A little song, a little dance, a little seltzer down your pants*. We're doing that now. We're telling stories and we're letting the player actually take part in it ... and that's a whole new ballgame."

# THIS BIBLE STILL NEEDS...

## ART

Color bust of every character listed:

Angel	Bluehair	Bossman
Doomsday	Downtown	Hobbes
Hunter	Iceman	Jazz
Knight	Maniac	Paladin
Shadow	Sparks	Spirit
Stingray	Tolwyn	
Bakhtosh	Bhurak	Dakhath
Khajja	Khasra	Kur
Rakti	Thrakhath	

Color shots of each ship/ship type:

3/4	side	front	rear
Ferret	Hornet	Epee	
Rapier	Rapier (II)	Scimitar	
Raptor	Sabre	Broadsword	
Venture	Exeter	Gilgamesh	
Waterloo	Concordia	Tiger's Claw	
Drayman	Free Trader	Clydesdale	
Starbase			
Salthi	Sartha	Drakhri	
Dralthi	Krant	Gratha	
Jalkehi	Jalthi	Grikath	
Hhriss			
Kamekh	Ralari	Ralatha	
Fralthi	Fralthra	Sivar	
Snakeir	Stratha		
Dorkir	Dorkathi	Supply Depot	
Star Base	K'Tithrak Mang		

Annotated shots of each fighter's cockpit

Some of these are available (Hornet, Scimitar, Raptor, Rapier, Ferret, Epee, Rapier (Mk 2), Sabre, Broadsword); the rest need to be done. In particular, none of the Kilrathi cockpits are on paper.

Color shots of medals, ribbons, rank insignia

Maps of:

- Milky Way (especially the Orion Arm)
- Kilrathi/Terran frontier
- crucial systems (suggestions?)

## TEXT

Stats for these ships:

- Hhriss
- Sivar
- Snakeir
- Strakha
- Kilrathi star base/star post (I'm assuming these are the same thing)

Brief background of Bluehair

Profile of:

Shotglass  
Colonel Halcyon

more complete profiles of WC2 Kilrathi pilots:

Kur rak Humankiller  
Rakti Blood-Drinker  
Prince Thrakhath  
typical Drakhai

1 page summaries of:

WC1  
SM1  
SM2  
WC2  
SO1

1 page summary: "What is *Wing Commander*?"

1 page summary: "Who plays *Wing Commander*?"

## **SALES**

Update on current sales figures and awards for each game.