

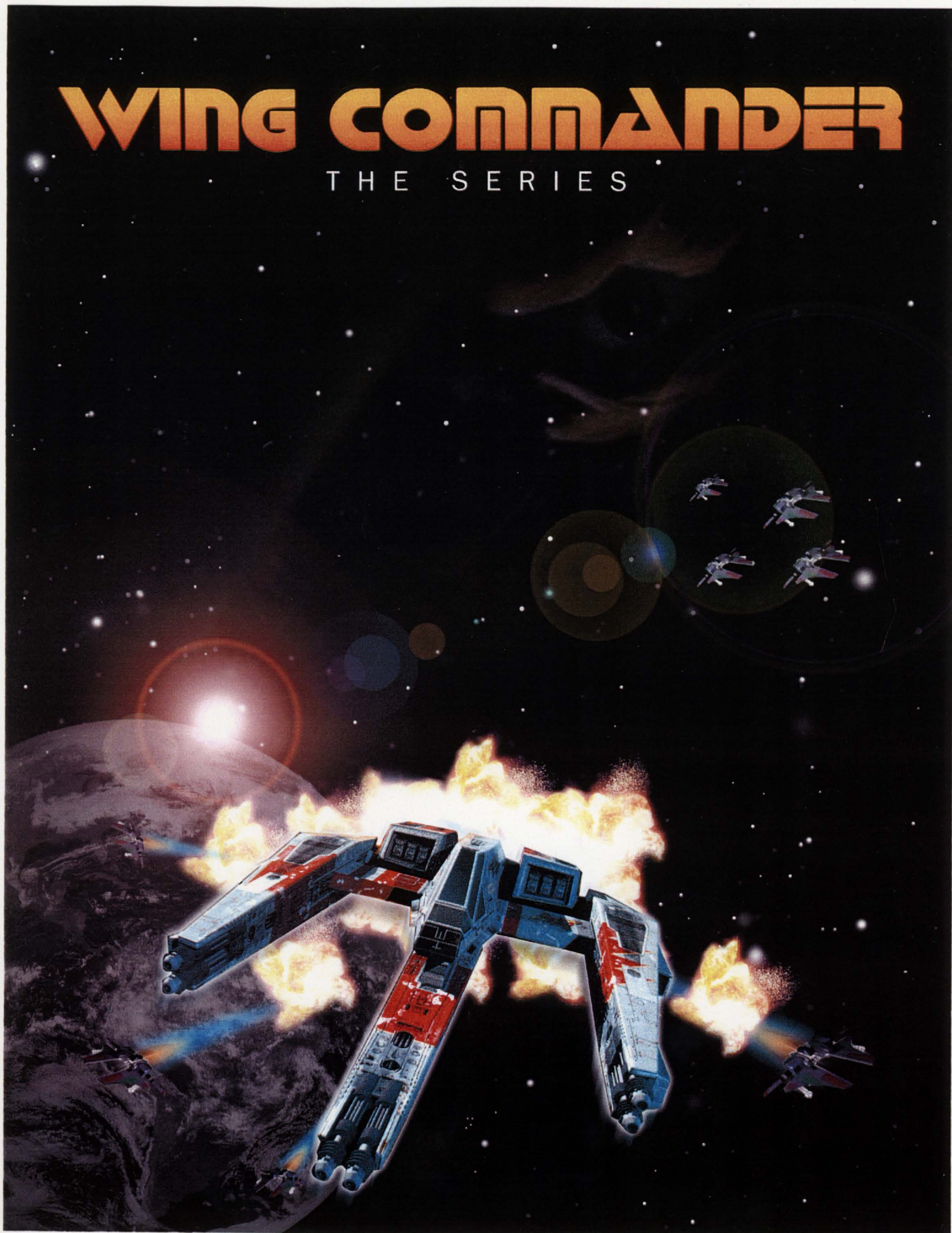
# WING COMMANDER

THE SERIES



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THE SERIES



## **PROLOGUE:**

The late 21<sup>st</sup> century...

Our planet was overpopulated. Its natural resources gone. Its habitat barely sustainable. Faced with extinction, man was forced to terra-form surrounding planets. It was during the colonization of Mars that man discovered the secret that would unlock the stars. While attempting to chart a gravity anomaly between Earth and Mars, a scientist stumbled upon a jump point – a fold in the fabric of space and time that would allow a starship to instantly travel huge distances in a blink of an eye. After extensive research it was determined that jump points were spread through out space and centered around high density celestial bodies such as black holes, quasars and collapsing stars.

Utilizing these jump points allowed man to seed distant galaxies with human colonies. This great expansion was much like the expansion of the Western United States; only this time whole planets were staked out. These early space travelers were called Pilgrims and as they settled farther and farther into the great celestial expanse, they began to change – developing an extraordinary sense of navigation. Having greater capabilities than most navigational computers, they could chart the heavens effortlessly.

Being given their extraordinary gift, the Pilgrims thought themselves to be god-like and deemed themselves the 'chosen' ones. Eventually, the Pilgrims broke off from the human race and Earth. Thinking that they were now superior to humans, the Pilgrims no longer wanted to supply Earth with their much needed energy resources. A war ensued and the Pilgrim Wars lasted for two decades. Twenty years of war left the separatist Pilgrim Colonies completely destroyed and almost the entire race of Pilgrims wiped out.

As the war was winding down, a confederation exploration vessel follows a Pilgrim ship to an uncharted jump point and goes through the portal to the Vega sector. There they encounter something more terrible than the human race can devise: The Kilrathi. As Earth watches in horror via a COM link, a superior Kilrathi war ship springs a surprise attack on a Confederation outpost ship and destroys it. The Kilrathi nets a 'navcom' which contains the jump-gate coordinates for Earth that will allow the Kilrathi to arrive at Earth's doorstep. The Confederation of Colonies now has to switch their priorities from expansion to survival.

A war-like race of superior intelligence, size and strength with distinct feline features and agility, the Kilrathi have been moving through the known universe conquering planets inhabited by sentient beings and enslaving them for the purpose of building the Kilrathi Empire. As they have in any other sector they have crossed, the Kilrathi will move through this sector and either kill or enslave all who inhabit it. They are a race of warriors that live one thing... to dominate anything and anyone in their path.

After years of living as persecuted people, Pilgrim descendants are called upon to join the fight to protect their planet. Without the Pilgrims' innate skills, humans would not be able to defend themselves against the war-mongering Kilrathi. Despite all attempts at a diplomatic solution, full-scale war has broken out and the Terran Confederation can barely maintain its borders against this new and aggressive race. Faced with its toughest enemy, mankind is in the ultimate battle for survival against the Kilrathi and one another.

WING COMMANDER: THE SERIES begins in the middle of these troubled times. The year is 2783; The Confederation forces have just had a tremendous victory and were able to destroy most of the Kilrathi fleet while pushing them out of Earth's space. Although mankind won this battle, the war is clearly not over...



*artist's concept*

**now let's introduce...**

the good guys...



*scenes from the CD-ROM game  
WING COMMANDER IV*

**THE CONFEDERATION**

## **MAIN CHARACTERS:**

### **LIEUTENANT CHRISTOPHER BLAIR:**

Blair is an extraordinary fighter pilot who, just out of the academy, helped defeat the Kilrathi invasion of Earth Space. Blair is in his late 20's, with striking features and a lean wire-tough build. He faces some serious discrimination still as he is what they call a "half-breed," his father was Human and his mother was Pilgrim. Both were said to have perished in the Pilgrim Wars. Blair grew up with his grandparents on Earth. Fellow crewmembers tend to treat him better now since his commendation for his heroic bravery and superior flying in the face of the enemy. Blair has a gift that he's inherited in his genes. He has the gift of navigation like a full-blooded Pilgrim. Blair can navigate through deep, uncharted space like no other human or computer. He's just discovering his gift and as it grows there may be other surprising abilities that develop in the future. Blair has feelings for his superior officer: Colonel Jeanette "Angel" Devereaux, a beautiful and tough woman who's slightly older than Blair. Blair knows that it's not the smartest decision to have these feelings, but he can't help himself as their mutual attraction grows. He's drawn to Angel like no other person in the universe. Blair tries to keep his growing abilities secret as he learns to use them and tries to assimilate to life on The Tiger Claw.

### **COLONEL JEANETTE "ANGEL" DEVEREAUX:**

Angel is an unusual beauty who's in her early 30's with the presence of a command officer matched by a subtle allure that effects all who she encounters. Angel has been on the front lines for a few years outliving most of her contemporaries. She's seen it all, every bad situation, every trap and every maneuver. That is what keeps her alive and what commands the respect of her crew. She has a tough as nails exterior that is rarely penetrated and she's all business on the flight deck. Angel is doing something she never thought she would; she's getting close to Blair. These new feelings a potential risk for her command presence and possibly even her better judgment in battle. She's never felt this way before about anyone in her life. She has a deep emotional and almost psychic connection with Blair that she can't explain. She's risking a great deal if she let's this blossom into a relationship; the respect of her crew and promotion within a still largely dominated male command staff. She's handling everything for now, but who knows what the future brings.

### **LIEUTENANT TODD "MANIAC" MARSHALL:**

Maniac went to the academy with Blair and he's a force to be reckoned with. Maniac is an adrenaline junkie to the 10<sup>th</sup> power and an odd looking guy in his late 20's who has a perpetual chip on his shoulder. He's always quick with a

fight and instigates most of them with his big mouth. Manic is intensely protective of Blair and their relationship has the closeness of brothers with a competitive intensity as only siblings experience. But Maniac can have a dark side as well. He is a believer in Darwinian justice and has stepped over the line in the past and will most likely do so again in the future. Only Blair matches maniac's flying skills and it would be a tough call as to who is the better pilot.

#### **ADMIRAL SIR GEOFFREY TOLWYN:**

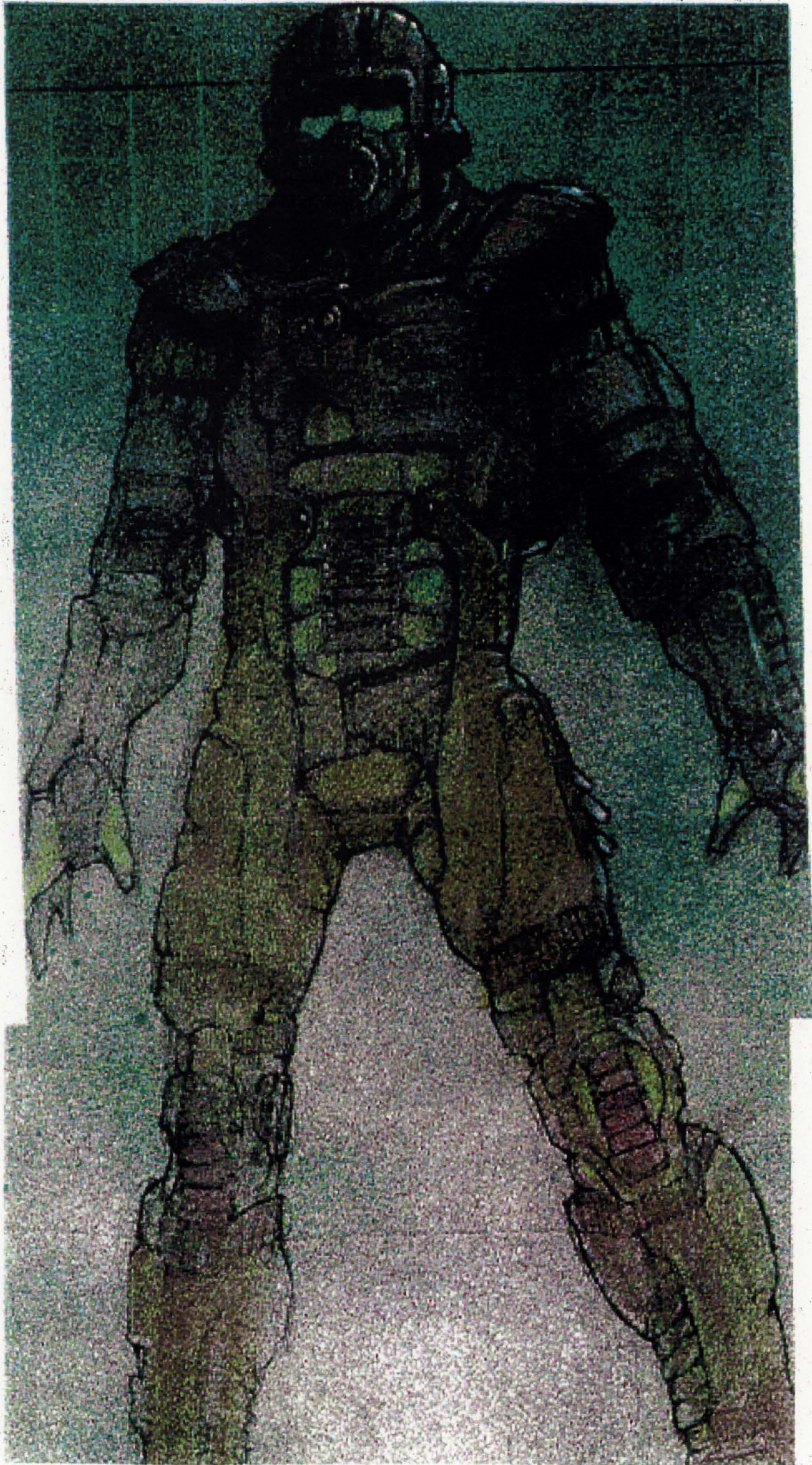
Tolwyn is in his late 50's and has been a veteran of Pilgrim Wars and The Kilrathi Wars. He's the consummate professional, a true leader of men and a warrior at heart. Tolwyn is a tactician and understands that there are sacrifices in war that sometimes have to be made for the greater good. He commands the fleet at the front lines of the war and is stationed on the flagship Concordia. Tolwyn has an inner prejudice against Pilgrims that he suppresses. He never really trusts a half-breed and he reluctantly accepts Blair's rise in the ranks. Tolwyn is not to be crossed and has an uncanny ability to push a ship and it's crew to their limits.

#### **JAMES "PALADIN" TAGGERT**

Paladin has been posing undercover during the Kilrathi Wars as a cargo runner. During the battle for Earth Space Paladin revealed his position as General of The Secret Operations Division of The Confederation. Paladin is in his late 50's and an enigma of a man. He was instrumental in bringing about the victory that gave Blair his fame. Paladin knew Blair's father and fought beside him in Pilgrim Wars, but when a peaceful Pilgrim colony was attacked Blair's father and mother both perished. Paladin is also part Pilgrim and relates to Blair like no other. Paladin's pedigree is not know among the crew of the Tiger's Claw except Blair, Devereaux and the ship's Captain Sansky. Paladin's mission has been to ferret out a traitor aboard the Tiger's Claw who has put the ship and the entire sector in danger. He enlists Blair's help in his mission. Paladin helps Blair understand his gifts and how to develop them. Paladin and Tolwyn are very competitive but respectful of each other's abilities.

#### **CAPTIAN ALEC ROBERTS**

Commander of the Tiger Claw, Roberts is a tactician and a clinical thinker. He's not an overt warrior type but an intellectual who calculates the odds and the thought patterns of his opponents. He is not one to lose his temper or his cool in a tight situation. He resents Tolwyn's cowboy tactics at times but respects the chain of command. Roberts does not make mistakes or take chances and he severely punishes those under his command who do. Roberts, like all the soldiers wants an end to this war, but he will settle for nothing less then total annihilation.



*artist's concept*

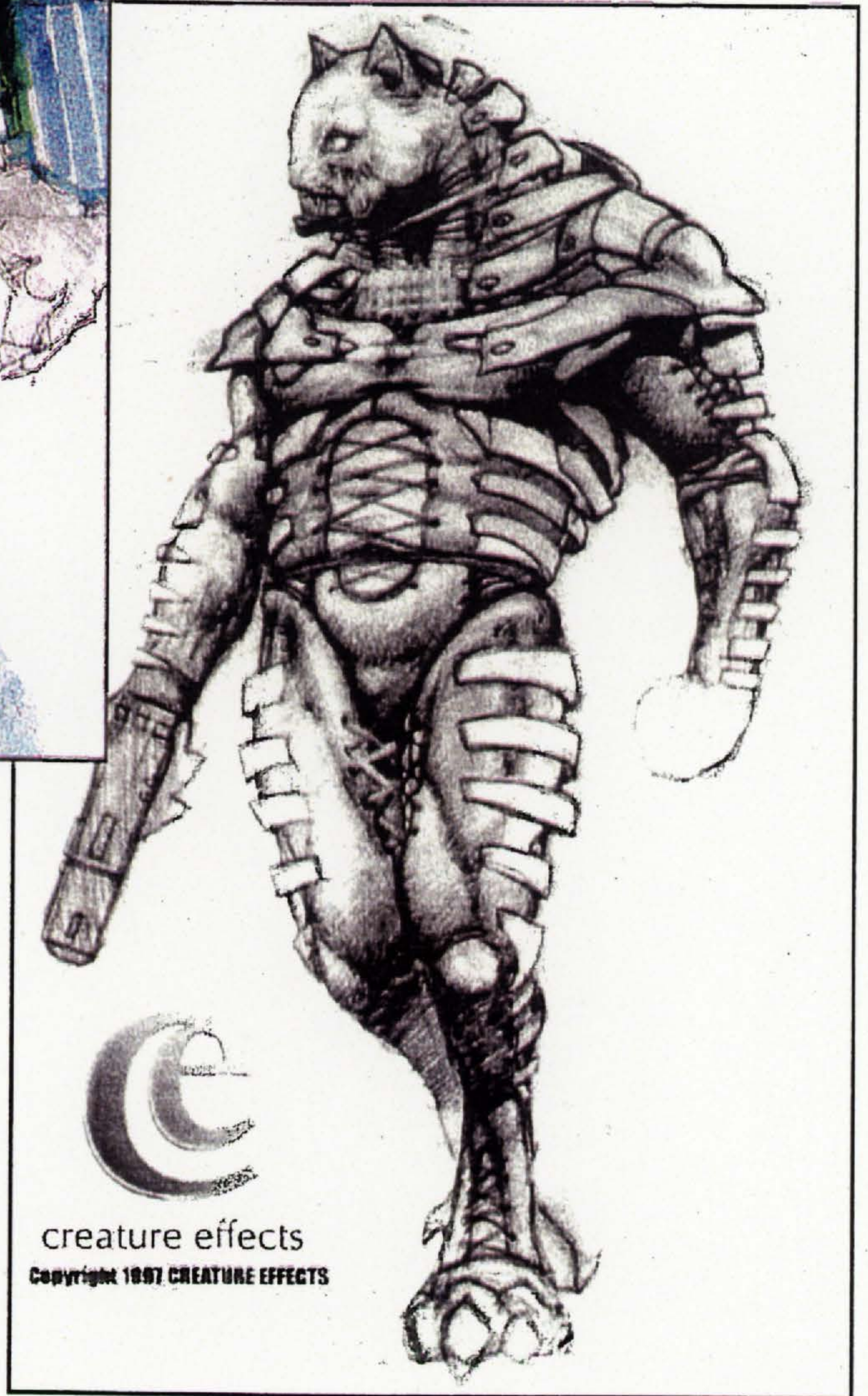
**and of course...**



the bad guys...



*artist's concepts*



creature effects  
Copyright 1997 CREATURE EFFECTS

**KILRATHI**

*artist's models*



## **THE KILRATHI**

The Kilrathi are the most vicious warriors in the known universe. They stand tall and have feline features of hideous proportions. They believe that "Life conquers life" and question the Earth's condemnation of their tactics. "Do you not eat the meat of other beings? Then how can you condemn us for taking planets from lesser beings?" They will continue to expand throughout the universe until it is completely enslaved and dedicated to their sole purpose.

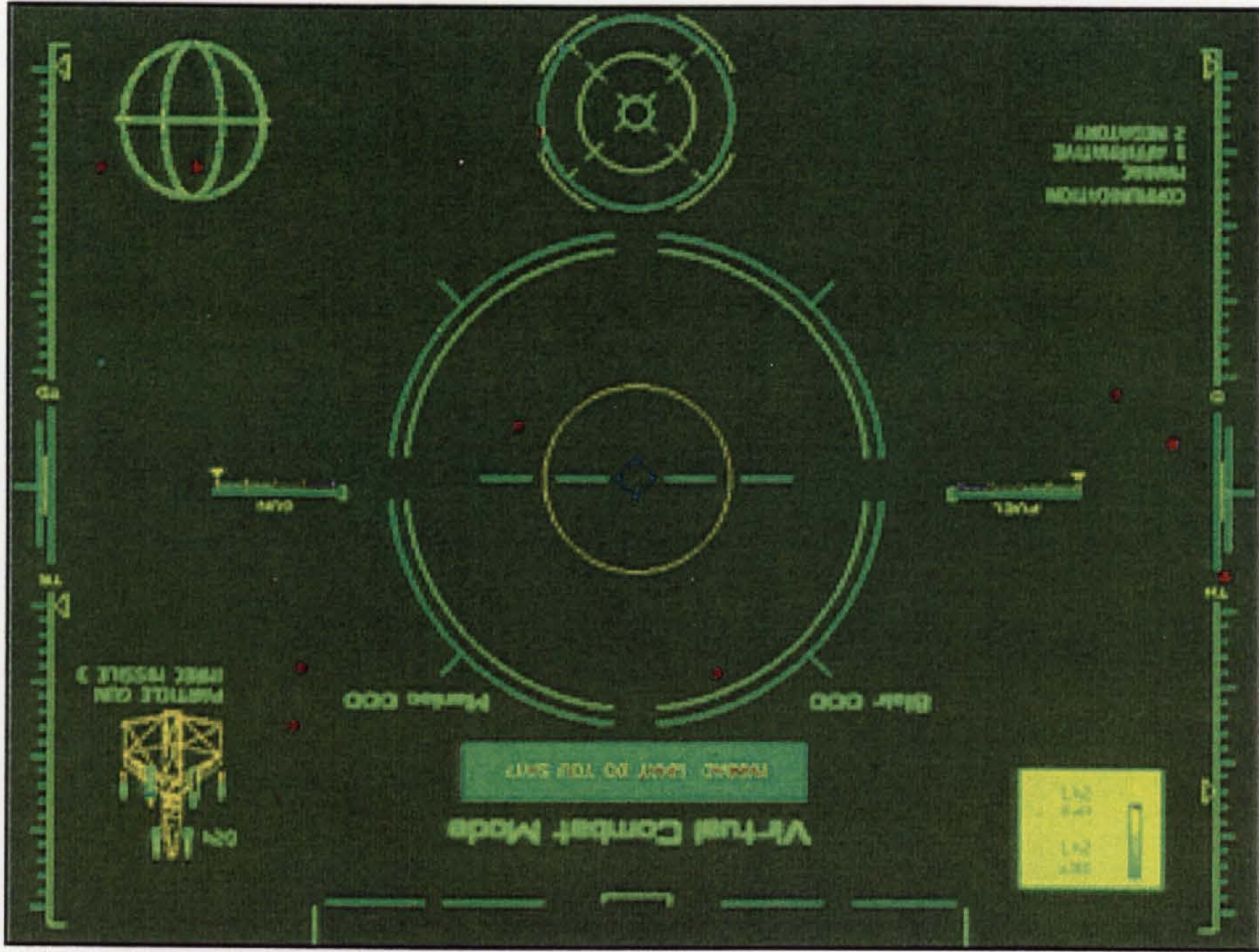
An Emperor who reigns with an iron fist leads the Kilrathi social-political system. The Emperor put his command staff to death for the defeat in Earth's solar system, leaving, Prince Thrakath in charge of all tactical war decisions. Thrakath is a relentless warrior who will never surrender; he will die first.

Thrakath's mission is to destroy the Tiger's Claw and the Concordia stationed in deep space, so the Kilrathi can make another run at Earth and all her colonies. In the mean time Thrakath has been concentrating on the outer colonies and plans to commandeer one of them as a base of operations.

The Kilrathi technology is slightly advanced than the human's but their fighting prowess and ferociousness are hardly matched by any human alive. Their culture is similar to the Bushido culture of ancient Japan, a warrior society that sees itself as the supreme beings of the universe. They have never encountered a sentient race that has challenged their superiority of the universe. Until their encounter with mankind they have easily conquered all in their path.

They must destroy and enslave Mankind, because if they don't it will invalidate their existence. They believe that it is the utmost honor to die in battle and they have a special wing of kamikaze like fighters, called the Kindo Kilrah who will sacrifice their life and drive their ships into the large star carriers.

Thrakath will have his victory at all costs and the relentlessness of the Kilrathi is overwhelming to defend against. It is almost like a Jihad for the Kilrathi, as they cannot conceive of any other outcome other than glorious victory.



## THE FIRST EPISODE

We open up on Earth's sub solar station Delta, where Blair, Angel and Maniac are savoring their last victory and taking some much needed R&R. The pilots club is filled with fliers from all over the sector letting off steam in a raucous atmosphere. We move in on Blair, Angel and Maniac laughing and drinking as a corporal approaches their table. He tells Blair that he has a communiqué for him from Fleet Command and hands him a device that looks like a miniature laptop with a view screen. Blair flips it open and on the other end is Admiral Tolwyn who addresses Blair as Colonel. Blair's dumfounded look on his face says it all for Tolwyn and he now spells it out for him. He tells Blair that he's been promoted to Colonel and is in charge of his own wing of fighters to be stationed out of the Tiger Claw. At that moment the Corporal hands Blair a set of "birds" for his uniform. As Maniac and Angel congratulate him, Tolwyn intercedes and tells them they both have been reassigned to the Concordia and are to report at 0600.

Just then eight new fighter pilot recruits appear right behind Blair's table and form a line in salute. Tolwyn introduces Blair to his new recruits and then signs off abruptly, leaving Blair struggling to salute back and his head swimming. Maniac is laughing hysterically and marches up and down inspecting the new recruits. Maniac can't believe that he's actually going to have to salute Blair now and then rudely tells the new recruits that they better have their life insurance up to date. Maniac looks at Blair and shakes his head and tells him that the smell of brass is stinking up the place and that he's out of there. Blair dismisses his new recruits and asks Angel for advice. "You'll do fine...you always do." Is her response as she kisses him and leaves him to his thoughts.

Back at the Tiger Claw, things are in flux as the ship prepares to jump out of orbit. Blair has the new recruits going through their paces as he struggles with his new status as Wing Commander. The recruits are all too aware of Blair's newfound fame even as some of them display incredible fighting skills. The Tiger Claw successfully jumps to the Decon system where it will be in the front lines of conflict with any Kilrathi hostilities. Things settle down a bit as the wing command begins it's routine patrols. There is precious little activity here with the nearest outpost being a sub-colony space station that consists of one hundred and fifty three Terran miners who are harvesting Lucronium 7 from a planetary sized asteroid. Blair and his wing of fighters routinely escort the Orr star freighters in and out of the system while keeping a close watch on the Tiger Claw.

A few weeks into the mission, Blair is out on patrol and gets a distress signal seemingly emanating from a distant moon. He takes half of the wing fighters, three plus himself, to investigate the signal leaving the other three wingmen to guard the Tiger Claw. Blair has to push the ships to the edge of their range using the turbo boost to navigate to the moons' orbit.

Blair reaches the moon with his three wingmen and cannot pick up the distress signal. Suddenly in front of them, appearing out of nowhere is a full battle wing of Kilrathi fighters. They seemingly melt into existence, indicating that they have a stealth capability never before seen by Terran forces. Blair is suddenly fighting for his life as he maneuvers his ship to the limits of its ability. The three wingmen are brutally shot out of the sky, one at a time as Blair watches with horror. He flies into an asteroid belt to evade his pursuers and manages to plot a course back to the Tiger Claw. As he hails the ship to warn it of the Kilrathi invaders he gets a mixture of static and screaming. The Tiger Claw is under full assault and Blair is too far away to help.

Blair makes it back to the last known coordinates of the Tiger Claw to see only a debris field a ten decameters wide. The Kilrathi have annihilated everyone on board, there is not a soul left to tell the tale. Blair ditches his fighter on the Deccon Star Base and signals to the Confederation forces his status and the fate of the Tiger Claw. Blair is picked up by Star Battle Cruiser Kian and transported to fleet command on the Concordia. Blair tells his tale of the Kilrathi's stealth capabilities but nobody believes him, as his flight records are mysteriously blank. Tolwyn is having none of this. He tells Blair that he cannot prove that he's a coward but he won't have one flying in his division and busts him to first lieutenant giving him an assignment of guarding garbage cruisers in the outer most region of Terran occupation.

Blair is disgraced and defeated, labeled as a coward and cast into obscurity. A year's time goes by, as Blair can only listen to the victories and defeats of the war. He's become a spectator stationed on an asteroid mini-base with a total crew of three, including himself. The asteroid M345 is located on the edge of M8 The Lagoon Nebula. Blair's job is to escort cargo ships, Orr carriers and garbage barges safely through the sector in trips to and from the Parish Colony.

Blair being craved for information is at the communications console when an urgent distress call comes in. It's from the Concordia, the fleet's command ship has been cornered at the edge of the Nebula and is outnumbered and under attack by three Kilrathi Battle Cruisers. The Concordia's wing fighters are encountering stealth Kilrathi fighters and are being cut to ribbons. Blair knows that Angel and Maniac are on that ship and he launches his fighter. Blair utilizes an uncharted mini-jump point to place him right in the middle of the battle in a matter of seconds. Blair has gone up against these stealth fighters before and knows how to track them. They leave a slight contrail in space and that turbulence can be tracked. Angel and Maniac are the only two fighters left as the others have been shot down or badly damaged. Blair tells them how to lead the targets and the three of them fend off the Kilrathi wings as the Concordia prepares to jump out of the sector.

By giving the Concordia time to maneuver its way to the jump point, Blair has saved the battleship and all her crew. As Angel and Maniac pull back and land on the Concordia, Blair says that he'll stay behind. But if he does it would be suicide. Angel brings him to his senses as he lands on the Concordia just seconds before it jumps out of the sector.

Blair is now stranded on the Concordia, which is commanded by Tolwyn, the man who busted him and humiliated him. Everyone on the ship thinks that he's a traitor of some kind except for Angel and a cool, laid back Harry Connick Jr. type of pilot named Jazz. Even Maniac has his doubts about his old academy mate.

This is where Blair will begin his new adventures as he's stuck on a ship that really doesn't want him with only two friends in the world. There is a security leak on the ship and everyone will be looking in Blair's direction first. A traitor is among them and they will have to fight the battle from within as well as the war outside. Tolwyn will ride Blair and use any excuse to get rid of him. But Blair knows that he must stay and he must clear his name and succeed because he cannot survive sitting this one out...

## **WING COMMANDER FRANCHISE AND BRAND**

- \* The Wing Commander video games have sold over 4 million copies worldwide.
- \* A \$30 million major motion picture released by 20<sup>th</sup> Century Fox starring Freddie Prinze Jr., Saffron Burrows and Matthew Lillard
- \* Motion picture sound track released by Sonic Images Records
- \* A 13 episode animated WING COMMANDER ACADEMY series produced by Universal and aired on ABC
- \* Over 20 books published based on WC including official guides, the Confederation Handbook, how-to game books, novels and junior novelizations
- \* The widely licensed WC brand includes merchandise such as toys, action figures, ship models, card games, Kilrathi Masks, Pilgrim Cross, hats, t-shirts, mugs, mousepads, books, etc.
- \* Worldwide Wing Commander fan base with hundreds of WC sites and several active RPG (Role Playing Game) web communities, celebrate holy days, ceremonies, conventions, chat rooms and newsgroups
- \* Winner of numerous gaming awards including, most recently, the PC GAMERS EDITORS CHOICE AWARD for WING COMMANDER: PROPHECY
- \* In total, the Wing Commander family of products has generated total sales in excess of \$320 million