

## **Arrow**

[http://wcnews.com/newestshots/full/render\\_arrow\\_eclipse.jpg](http://wcnews.com/newestshots/full/render_arrow_eclipse.jpg)

... that the Arrow is the fastest space fighter ever built? Arena marks the third time that the Arrow has been available to fly, having already appeared in Wing Commander Armada and Wing Commander III: Heart of the Tiger. The Arrow Eclipse was first used by the sinister Black Lance conspiracy in Wing Commander IV: The Price of Freedom. It couples a cloaking device with its exceptional speed and maneuverability, allowing it to strike without warning and escape with impunity!

[http://wcnews.com/newestshots/full/render\\_arrow\\_guardian.jpg](http://wcnews.com/newestshots/full/render_arrow_guardian.jpg)

More maneuverable than the F-44 Rapier II and more heavily armed than the F3V Banshee, the Arrow Guardian represents the best example of power projection ever found on a light fighter. Although the Arrow was briefly retired in favor of the Piranha scout fighter, design revisions like the Eclipse and Guardian have brought it back in force and allowed it to outlast many ships in the famed 'century series'.

--

## **Broadsword**

[http://wcnews.com/newestshots/full/render\\_broadsword\\_executioner.jpg](http://wcnews.com/newestshots/full/render_broadsword_executioner.jpg)

... that the Broadsword originally appeared in Wing Commander II: Vengeance of the Kilrathi? They were designed to deliver an impressive array of missiles and torpedoes against enemy capital ships. The Broadsword was brought back from the reserves to fight the Nephilim and is now defending the galaxy from the Kilrathi once again. Don't get too close to a Broadsword Executioner: in addition to its powerful guns and turrets it carries a tractor beam capable of completely immobilizing oncoming fighters.

[http://wcnews.com/newestshots/full/render\\_broadsword\\_warpig.jpg](http://wcnews.com/newestshots/full/render_broadsword_warpig.jpg)

When the Confederation's generals gathered in 2634 to observe the first YCF-131 Broadsword combat tests, they didn't expect much - no carrier based plane had ever damaged a ship of the line. Their fears were eradicated immediately when the prototype ("Sorcerer of Death", Tail No. CHR317) scored four simulated nuclear strikes against a captured Yan battlepod. The Broadsword was rushed into production and since earned its stripes in nearly seven decades of fighting Pilgrims, Kilrathi and Nephilim.

--

## **Paktahn**

[http://wcnews.com/newestshots/full/render\\_paktahn\\_tusk.jpg](http://wcnews.com/newestshots/full/render_paktahn_tusk.jpg)

... that Paktahn is the Kilrathi word for Striking Dagger? These powerful bombers first appeared in Wing Commander III: Heart of the Tiger, where they foiled Admiral Tolwyn's plans by destroying the Behemoth superweapon. The Paktahn Tusk is a minelayer, capable of deploying as many as fifteen cloaked mines at a time. A strategy-minded Tusk pilot can use these hidden bombs to trap more maneuverable Arrows and Rapiers!

[http://wcnews.com/newestshots/full/render\\_paktahn\\_mauler.jpg](http://wcnews.com/newestshots/full/render_paktahn_mauler.jpg)

The Paktahn Mauler was designed for space-to-ground strikes, hence their frequent appearance in ground-camo paint schemes. In fact, a famous piece of Kiltrathi propaganda features a doctored holo of Paktahn Maulers flying high above the crushed dome of the Confederation Senate in Washinton DC. The bombers actually came close to making the holograph a reality - their first combat deployment was onboard Hakaga supercarriers during the 2668 Battle of Earth!

--

### **Capital Ship**

[http://wcnews.com/newestshots/full/xrender\\_kiltrathi\\_flagship.jpg](http://wcnews.com/newestshots/full/xrender_kiltrathi_flagship.jpg)

... about Arena's capital ship battles? Two massive battlecruisers are pitted against each other in a duel to the death. Your team of eight players is charged with bombing the enemy cruiser's components while keeping your own ship safe. Winning a capital ship battle means working with your wingmen to provide a balance of interceptors, bombers and escort fighters at all times. Loose cannons need not apply!

[http://wcnews.com/newestshots/full/xrender\\_terrann\\_flagship.jpg](http://wcnews.com/newestshots/full/xrender_terrann_flagship.jpg)

The Indomitable-class battlecruisers were built at the Trojan IV Naval Yards, the same location which produced the famed TCS Tiger's Claw. The facility fell into disrepair after the cancellation of the Confederation-class project following only six deliveries and the subsequent cancellation of the Omega-class dreadnaughts before a single ship had left drydock. The amazing performance of the Indomitables saved the reputation of the shipyards, which continue to produce new warships today.

--

### **Bearpit**

{Needs a Screenshot}

... what's going on in the Bearpit? The 'pit is the ultimate test of close combat skills. Pairs of fighters face off in the center of a small space station with little room to evade or maneuver. The winner goes on to dogfight another challenger while the loser gets back in line. Top scores come from maintaining a winning streak. Fighters awaiting their turn in the arena can engage in unscored practice dogfights, play the ring game or even shoot through portals into the current match!

[http://wcnews.com/newestshots/full/xrender\\_space\\_station.jpg](http://wcnews.com/newestshots/full/xrender_space_station.jpg)

During the Nephilim War, Polaris Roads Naval Station served as home to many squadrons, but none were more famous than the Border Worlds' 101st BW ("Bandit's Brutes"). The Brutes flew spit-and-glue TBP Avenger shuttle-conversions against the toughest warlords and hexakillers that the Aligned People could bring to bear, scoring an amazing kill ratio in the process. The wing has recently transitioned to Confederation-surplus Longbow Bombers, though they are frequently grounded due to fuel shortages.

--

## **Dralthi (Rhino)**

[http://wcnews.com/newestshots/full/render\\_dralthi\\_rhino.jpg](http://wcnews.com/newestshots/full/render_dralthi_rhino.jpg)

The Dralthi Rhino is a 'jack of all trades' medium fighter following in the grand tradition of the F-42 Hellcat and the F2M Vindicator. Unlike these 'master of none' examples, however, the Rhino is an efficient killing machine capable of expertly performing a wide variety of mission roles. Its deadly combination of Tachyon and Plasma guns give it a hard-hitting edge over the heavy shields of enemy capital ships and the light armor of maneuverable opponents.