Wing Commander Tactical Operations

Game Manual v0.11

Basic Rules

This section will explain the game mechanics of *Wing Commander: Tactical Operations*. Game set-up and basic rules, as well as the different phases each game turn is separated into, will be covered while you follow two Rapier II medium fighters into combat against three Drakhri medium fighters.

Starting the Action: Initial Set-Up

There are two general types of missions: **Dogfights** and **Scenarios**. For most *Dogfights*, you can pick whatever ship you want, as long as both (or all) players use at least approximately the same total *point cost* for their ship/fleet. You'll find the *point cost* of each ship along with all of its other stats in the *Ship List* appendix of this manual. You can always engage a Drakhri in a Ferret, and you can equally go for a Jalkehi in a Sabre. In our example, we'll go for a bit less well-balanced *Dogfight*, as the Kilrathi will get ships worth a total of 9 points, while the Confederated pilots have to get by with 8 points.

Since *Dogfights* are mostly one-on-one or free-for-all engagements, players should place their ships in good distance to each other. Of course, when fighting in teams, those wings should stay together. The mission ends as soon as all hostiles have been destroyed. The player or team accomplishing this goal wins the *Dogfight*.

Scenarios, on the other hand, are more elaborate missions, possibly even part of a larger campaign setting. The ships you can use, as well as the locations where they enter play, are predefined and not meant to be changed. Usually, in *Scenarios*, there is at least one special mission objective other than "destroy every enemy in sight," as well. This manual includes some *Scenarios* to get you started, but feel free to go ahead and make up *Scenarios* and campaigns on your own. *(Not yet included.)*

In our example, the Confed player places his two Rapier II fighters in the upper left corner of the standard game hex map, no more than three hexes away from the edge. The three Kilrathi Drakhri fighters go on the bottom right of the map, also not exceeding the maximum distance of three hexes from the corner. Both wings are roughly facing each other.

Combat 101: Turns and Phases

Wing Commander: Tactical Operations is a turn-based game, but not in the sense that players take their turns one after another. Instead, all players plan *and* issue their commands simultaneously. Now what exactly does that mean?

Each game turn is divided into several sections, which we shall call *phases*. During these phases, players plan their next course of action. There are a total of three phases: The *Movement Phase*, where players plot and execute their ship's (or ships') movement, the *Combat Phase*, where firing guns and missiles is resolved, and finally the *End Phase* to wrap each turn up. (Don't worry, all of the phases will be explained in detail in the next few chapters.)

When a new game turn starts, every player has to finish planning his or her next move before the *Movement Phase* can begin. Be sure to always write down your orders for your own sake, as well as that of your fellow players. Unnecessary to say you shouldn't show your movement orders around, unless you want your enemy to know where exactly he or she has to point his/her gun to hit you. As soon as every player plotted his or her move, *Movement Phase* starts and all ships are placed in their new position simultaneously. (When playing with the basic rules, more than one unit can occupy a hex without risking a collision.)

After all units have been moved, *Combat Phase* is declared. Again, all actions take place simultaneously: Even if a player shoots down another ship, the enemy always gets the chance to shoot back one last time during the same *Combat Phase*. (Yes, that actually means two ships can completely obliterate each other in a *Combat Phase* if their players are careless enough – but remember: No survivor, no winner.)

Finally, in the *End Phase*, missile hits are resolved and shield regeneration is taken care of. The *End Phase* also marks the end of the game turn: The next turn starts all over again with the *Movement Phase*.

Steering Clear: Movement

Movement takes place in the *Movement Phase*, but not before every player has finished planning his or her next move. Depending on your ship's qualities, there are a number of choices to make in every *Movement Phase*.

You can raise or lower a ship's speed (unless it's an immobile unit like a space station), change its course, and use afterburners where available. The *Acceleration* value is always also reflecting a ship's capability to decelerate. You can only change a ship's current speed so much as its *Acceleration* rating allows, up to its given *Max Speed* or down to zero. Furthermore, a ship can – for obvious reasons – not accelerate and decelerate simultaneously in the same turn.

To determine the ship's new speed, add the amount of acceleration to – or substract the amount of deceleration from – its current speed. Current speed reflects the number of hexes a ship will travel in this turn. (I.e., at a current speed of 2, a ship would travel 2 hexes.)

> **Example:** *Let's assume that both Rapiers from our tutorial* Dogfight *entered the map at a speed of 3. At the sight of three enemy fighters, Rapier 2 decides to go to full speed. As the fighter's* Acceleration *rating equals 3, it's no problem to raise its current speed from 3 to 5. The player then moves Rapier 2 5 hexes in its current heading. Since the Kilrathi fighters are out of range at the moment, this action ends not only his* Movement Phase, *but also his* Combat Phase.

Moving and Turning

A ship's *Turn Rate* reflects the amount of hex sides it may turn to the left or right during *Combat Phase*. Course changes always apply in the middle of a ship's movement, i.e.: Ships always move half of their current speed in hexes first (round mathematically), then change their heading, then complete movement in the new direction with their remaining speed. (E.g. at a speed of 5, you'd move 3 hexes in the previous course, then turn one hex side to the right, then move 2 hexes with your new heading.) **Each hex side you turn your ship after the first reduces the ship's remaining movement by 1 hex – 2 hexes when using afterburners.** If this should reduce the remaining speed below 0, just keep the ship at its position (don't go in reverse).
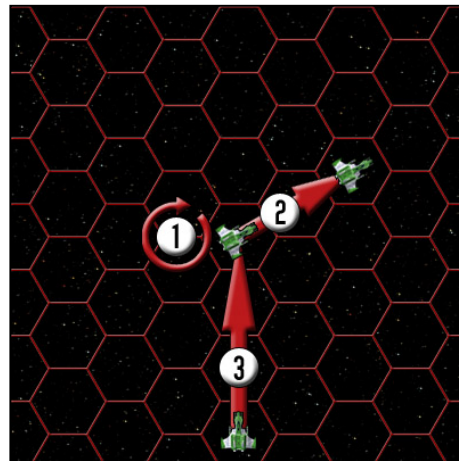

Moving and Banking

Instead of a simple turn, ships classified as fighters or bombers can also perform a **banking maneuver**. This allows you to move your fighter/bomber one hex to the left or right side while keeping its initial facing. Just like with any movement, you initiate a banking maneuver by moving the ship half of its current speed (round mathematically) in its old direction. After that, place your ship in one of the adjacent hexes to the left or right side in front of it, **without changing its heading**. This will reduce your speed by 1 point. If you

have any movement points left, complete the maneuver as usual by advancing your fighter/bomber as many hexes as your remaining speed allows.

To illustrate, take a look at the figure: It shows both a Rapier II medium fighter and an Epee light fighter banking to the left. The Rapier II moves at a current speed of 3, so it advances 2 hexes before the actual banking takes place (3 / 2 = 1.5, rounded up to 2). As you can see, 1 movement point is deducted from the Rapier's current speed as it banks to the left. With no more speed left (current speed 3 – 2 for advancing 2 hexes – 1 for banking 1 hex to the left), this ends the Rapier's movement.
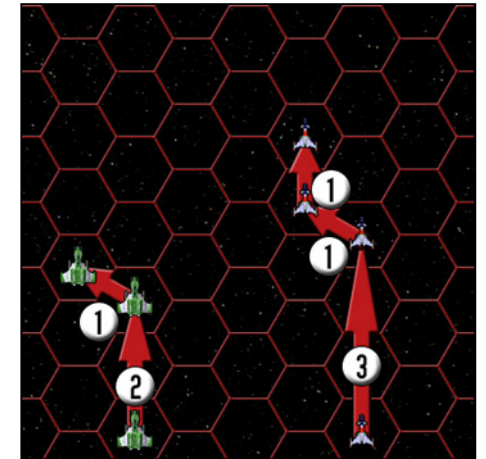
The Epee, on the other hand, starts with a current speed of 5. Again, the light fighter first has to move half of its speed forward, which would be 3 hexes (5 / 2 = 2.5, rounded up to 3). It then banks to its portside, reducing its speed by another point. With 1 speed point left (current speed 5 – 3 for advancing 3 hexes – 1 for banking 1 hex to the left), the Epee completes its movement by advancing another hex.

Using Afterburners

Most starfighters feature afterburners. You'll notice a number, followed by a multiplication sign and another number in parentheses (e.g. "Afterburner: 14 (x4)"). The first number denotes the amount of hexes the ship will advance when engaging the afterburner, while the second number represents afterburner fuel, or in other words: how many times you can engage the afterburner before running dry. Each use of a ship's afterburner depletes its fuel tank by one charge and lasts 1 turn. (In our example, the ship could keep afterburning for four turns until it ran out of fuel.) On afterburners, ships can and will exceed their *Max Speed* rating, but drop to the speed they previously had in the next turn. (Unless, of course, they continue afterburning.)

At any rate, be careful not to move off the map! Units that leave the map won't be able to return to battle for the duration of the mission (unless a campaign scenario explicitly provides for that).

> **Example:** *It's Drakhri 1's turn, and its player decides to engage the fighter's afterburner while turning 60° to port. A Drakhri medium fighter has an*

Afterburner *rating of "12 (x4)"*. The player strikes out one afterburner charge, then moves his fighter 6 hexes forward, turns 1 hex side to the left, and completes his Combat Phase *by moving the remaining 6 hexes.*

If he had changed the *Drakhri's* course by two hex sides, he would only have had 4 hexes left to move forward after the 120° turn. And even less, 2 hexes, on a 180° turn (3 hex sides).

The other fighters complete their Movement *and* Combat Phase *as well. No enemy craft is within firing range of guns or missiles in turn 1, so we will simply "fast-forward" to a situation where this is the case.*

Summary: Change **speed** by adding/substracting a unit's *Acceleration* rating. Current speed may not exceed the ship's given *Max Speed* (except when afterburning), nor drop below 0. Change **course** by moving the ship half of its speed, then turning it no more hex sides to the left/right than its *Turn Rate* allows, then moving it in the new direction with its remaining speed, **or** banking to the left/right and keeping its facing. Turning ships by 2 or 3 hex sides will reduce remaining speed by 1 or 2 respectively (2 or 4 respectively when afterburning). **Don't fly off the map!**

Note: *Maneuvers* and their effects are not covered in the game's basic rules.

Talking Business: Firing Guns

As soon as an enemy unit is within weapons range, players can decide to fire guns and/or missiles at their target. This occurs directly after the *Movement Phase*, during the *Combat Phase*. First of all, how do you know if an enemy is a valid target?

Each ship has a specific number of *Guns* and *Missiles*. Guns are always mounted in the ship's forward-firing arc. Fighter turrets cover either the port, starboard or aft arcs, while capital ship turrets can fire in any direction. Missiles use their own special firing arcs.

Let's concentrate on guns for the moment: The following figure shows a Broadsword bomber (being the only fighter with three turrets) in battle with three Drakhri (targets A, B and C). The red hexes show the fire arc of the Broadsword's forward-mounted primary guns – three *Mass Driver Cannons*. As you can see, target A is out of the mass drivers' firing range. (The Drakhri, however, could fire at the Broadsword, since its *Laser Cannons* have a range of 5 hexes.)

Yellow areas reflect the fire arcs of the bomber's two side turrets. These are turreted *Neutron Guns*, which can fire across 3 hexes in a 60° arc. Target B therefore is a valid target, as it's within the starboard turret's fire arc and range.

Finally, the orange hexes denote the 120° fire arc of the Broadsword's aft turret. Again, target C is well within range and can easily be shot at.
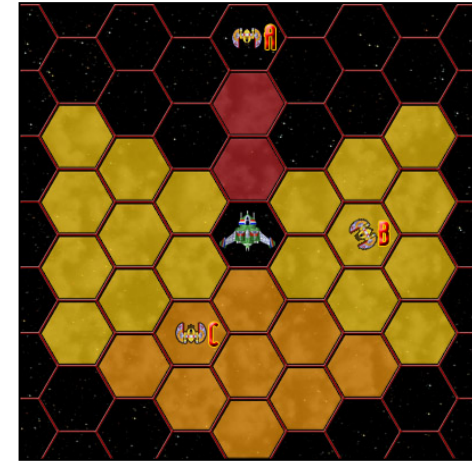
Note that the Broadsword's own hex is not colored: While a hex can be occupied by more than one unit, it is not possible to attack enemy ships in the same hex. Collisions do not occur, except when playing with the advanced *Collision* rules (which are, again, not covered in the basic rules).

Concludingly, valid targets must fulfill three requirements: Be in firing range of a ship's gun, be in the gun's fire arc, **and** be in a different hex than the attacker. Ships with fixed guns may only fire at **one target at a time**, no matter what their guns' refire rates are (see below). Turrets may choose their targets independently from each other.

Example: Rapier 2 was able to get Drakhri 3 in his sights. However, the Kilrathi fighter is 5 hexes away. Every Rapier II is armed with a pair of Particle Cannons, *as well as a pair of* Laser Cannons. *Since the* Particle Cannons *have a range of 4 hexes, Rapier 2 cannot use these guns to fire at the Kilrathi. His* Laser Cannons *feature a range of 5 hexes, though, so Rapier 2 decides to try his luck with those. Anxiously, he pulls the trigger and lets loose…*

Besides a gun's *Range* and *Damage* rating, there's also something called *Refire Rate*. This is where it gets nasty: When firing at a target, some weapons can fire more rapidly than others. While a *Particle Cannon* packs a lot of punch, it can only be fired twice during an attack run. The *Laser Cannon* does less than half of the damage, but can be fired three times per *Combat Phase*. Especially unexperienced pilots will appreciate guns with a higher *Refire Rate*. Here's a comprehensive chart of all guns available for your reference:

Gun Type	Range	Damage	Refire Rate
Laser Cannon	5	2	3
Mass Driver Cannon	2	4	2
Neutron Gun	3	4	2
Particle Cannon	4	5	2
Capital ship armament:			
Flak Cannon	3	10 per ship	1
Anti-Matter Gun	8	30	1/2
Phase Transit Cannon	8	5,000	1/5

Flak Cannons are anti-fighter weapons which cannot be used against other capships. Target a *Flak Cannon* at a specific hex – *every* unit in that hex without **Phase Shields** will take 10 points of damage if you equal or exceed its respective *Target Roll* (roll once and compare it to the *Target Roll* of all units in that hex).

Anti-Matter Guns and the *Phase Transit Cannon* are the only guns able to penetrate capital ship **Phase Shields**, but can in turn not fire at fighters (with the exception of unintentional *friendly fire*).

Fighters, and ships armed solely with *Flak Cannons*, cannot inflict any damage on capships with gunfire! Only fighters or bombers carrying at least one *Torpedo* can damage or destroy a ship with phase shielding.

Fractions indicate that these guns can only be fired every other turn (*Anti-Matter Gun*) or every five turns (*Phase Transit Cannon*) respectively. A *natural miss* (2 ones, see below) on the *Phase Transit Cannon*'s *Target Roll* will result in immediate destruction of the ship from which the "*PTC*" was fired.

Of course, with all those refire rates, you still have to hit your target first in order to inflict damage. That's what the *Target Roll* is for. Each unit has a *Target Roll* rating, denoted by a number followed by a plus (e.g., "Target Roll: 6+"). To successfully hit a target, a player basically needs to roll 2d6 – adding the ship's pilot skill and substracting the target's pilot skill – and equal or exceed the target's *Target Roll*.

If you roll 2 sixes, you hit your target, no matter what. In game terms, this is called a "**natural hit**." You also inflict 50% extra damage with that shot: A natural hit with a *Laser Cannon* would do 3 damage points instead of 2, while a *Particle Cannon* would hit for 8 damage points instead of 5 (5 x 1.5 = 7.5, rounded up to 8).

If you roll 2 ones, on the other hand, you inevitably miss. As you might have already guessed, we call that a "**natural miss**." All other rolls simply add together.

(In case you wonder what "2d6" means, it's nothing else than your usual two six-sided dice.)

Apart from pilot skills, the distance from which you fire at your target is one of the criteria modifying your *Target Roll*. Hitting an enemy in an adjacent hex is easier than doing so across 5 hexes. Use the following chart to determine how your *Target Roll* worsens with increasing distance to your target:

Distance to Target	*Target Roll* Penalty
1 – 2 hexes	n/a
3 – 4 hexes	+1
5 – 6 hexes	+2
7 – 8 hexes	+3

Both the attacker's and target's speed also affects the *Target Roll*. It's easier to hit slow- or non-moving targets, but it's also easier if you don't zip by your target in high-speed maneuvers. Immobile units (current speed 0) must accept a –2 penalty to their own *Target Roll* when attacked, and may not add their pilot skill for evasive actions. However, if an immobile unit attacks other ships, it may add a +1 bonus to all *Target Rolls*. (E.g., when a starbase fires at a Drakhri moving at speed 3, the Drakhri's *Target Roll* of 7+ improves to 6+ for all of the starbase's attacks.)

Speed	Target's *Target Roll*	Attacker's *Target Roll*
0 (immobile)	-2 penalty, ignore pilot skill	+1 bonus
1 – 4	unchanged	unchanged
5 – 8	+1 bonus	-1 penalty
9+	+2 bonus	-2 penalty

Example: *Rapier 2 still wants to hit Drakhri 3. Since both combatants are regular pilots, the player rolls 2d6 for Rapier 2, adding a +2 penalty for the 5 hexes distance. The Drakhri medium fighter has a base Target Roll of 7+, and its speed of 4 won't affect the Confed pilot's chance to hit it. Since Rapier 2 is moving at a speed of 5, though, he gets a –1 penalty.*

Rapier 2's final Target Roll to hit Drakhri 3 is therefore 10+. He rolls separately for each gun and refire, six times in total. (The Rapier II's 2 Laser Cannons fire 3 times each due to their Refire Rate of 3.)

Rapier 2 gets these results from his six rolls: 5 and 3 (8, miss), 1 and 4 (5, miss), 5 and 5 (10, hit), 6 and 6 (natural hit), 4 and 2 (6, miss), 1 and 1 (natural miss).

Rapier 2 hits the Kilrathi fighter 2 times, inflicting 2 points of damage each (due to the Laser Cannon's Damage rating). Drakhri 3 says goodbye to 4 of his shield points and swears revenge.

To make things worse, there's also the possibility of **friendly fire**. Friendly fire can take place whenever one ship fires "through" a hex with a friendly or neutral unit in it, or at a hex occupied by at least one friendly/neutral ship and one enemy. If an unlucky player rolls a natural miss (2 ones), he inflicts damage on a friendly unit instead of his target. (If there is more than one friendly/neutral unit to be hit by friendly fire, then the player who's ship has been targeted decides which unit gets damaged instead.)

Note that friendly fire is applicable as well when launching missiles (see next chapter), especially for DF and FF missiles.

> **Summary:** Check if target is within firing range and arc. Roll 2d6, adding attacker's pilot skill, substracting target's pilot skill, apply speed modifiers for both, as well as distance penalty, and equal or exceed target's **Target Roll** to hit. Roll as many times as your gun's *Refire Rate* allows. (Damage is done to the target's shields first, then to its hull as soon as shields drop to zero.) A natural miss will result in possible **friendly fire**.

Dodge This: Launching Missiles

Fighters usually carry a variety of missiles designed to take out enemy fighters quickly and without too much hassle. Like guns, missiles are launched during *Combat Phase*, but missile hits and damage are resolved at the *End Phase* of a game turn. These are the standard types of missiles available in the game:

Missile Type	Range	Damage	Guidance	Speed	Lock
Dumb-Fire (DF)	2 / 10	32	none	12	none
Heat-Seeking (HS)	9	16	1	10	instant
Friend-or-Foe (FF)	12	10	2	12, *2 turns*	none
Image Recognition (IR)	8	10	2	13, *2 turns*	1 turn
Torpedo	12	500	3	4, *3 turns*	2 turns

Each missile has its own unique abilities, and some use special fire arcs. The following paragraph will present the differences in detail. Both Confed and Kilrathi names (separated by a slash) will be given where applicable.

Dart DF / Paw DF: Standard fire-and-forget missile with no homing capabilities. DF missiles don't require a target lock and are primarily used on immobile or slow-moving targets. They can only be fired in a straight line in front of the ship launching them (just like nose-mounted fighter guns). Only units that have **not changed their course** during their *Movement Phase*, or units within 2 hexes distance can be targeted! Use an unmodified 2d6 *Target Roll* to determine if a DF missile hits.

Javelin HS / Stalker HS: The most common missile used to date. Locking on an engine's heat signature, HS missiles can only be fired from behind a target. Their fire arc covers 120° in front of the ship launching them (similar to a fighter's aft turret).

Pilum FF / Fang FF: This missile is, unlike any other, the very definition of a two edged sword. Once fired, the FF missile always locks at the nearest enemy target. However, *any* ship not transmitting a proper IFF code will qualify for that — including ships with a damaged communications system. (If not playing with *Component Damage* rules, any ship with a damaged hull qualifies as a valid target.) The FF missile's fire arc is 240° in front of the ship launching it (equaling the combined fire arcs of a fighter's port, aft, and starboard turret). If the target manages to evade, the FF missile picks a new target in the following turn. (Place an FF missile counter at its current location. Any "enemy" within 12 hexes distances will be engaged in the next turn.)

Spiculum IR / Claw IR: Definitely the smartest missile of the bunch. While its range can't compete with other missiles, its advanced guidance system and high velocity sure can. IR missiles take 1 turn to lock onto their target, which can be within 120° in front of the targeting ship. (Its fire arc is the same as the HS missile's, but IR missiles don't necessarily need to target an enemy's rear.) Once an IR missile is on your tail, you better have some afterburner fuel or one of those decoys left — and preferably both. IR missiles will stay on their target for up to two turns, if necessary.

Torpedo: This brute is slow in terms of lock-on and propulsion, but packs enough of a punch to seriously rip through capital ship hulls. It's also the only missile in the arsenal able to **penetrate capship phase shielding**, delivering its damage directly to the target's hull. It takes 2 turns to lock on a capital target (a torpedo can never, under any circumstance, target fighters) before it can be launched. The fire arc is the same as that of HS and IR missiles: 120° in front of the ship launching the torpedo. It then moves towards its target with a speed of 4 hexes per turn and a *Turn Rate* of 1.
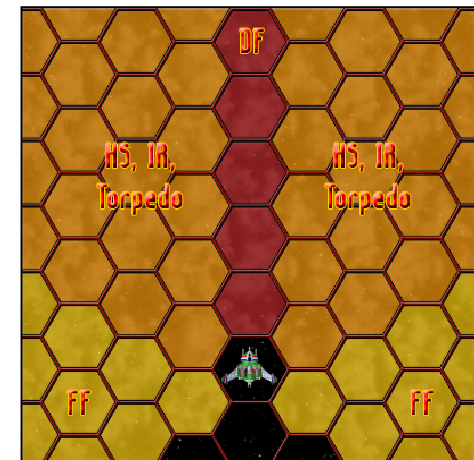
Cleaning Up the Mess: End Phase

The last phase of each turn is unsurprisingly called **End Phase**. This phase of the game turn ties up loose ends, i.e. point defense fire, use of decoys, missile hits, shield regeneration, and (when playing with the advanced *Component Damage* rules) damage repairs. For more complex scenarios, this is also the time when reinforcements will arrive on the battlefield or when boarding actions take place.

Point Defense: Any guns not fired during *Combat Phase* can be used to take down missiles within each gun's fire arc and range. Roll 2d6 and add pilot skill – on a 12+, a targeted missile is destroyed. However, the player has to declare which guns will fire at what missile *before* resolving his or her *Target Rolls*.

Chaff Pods: A ship may launch a *Chaff Pod* to distract any missiles currently chasing it. For each missile, roll 1d6, add pilot skill and substract the missile's *Guidance* rating. Chaff pods only work against missiles chasing your own ship. DF missiles can not be fooled by decoys, as they don't have any guidance system – they can, however, smash into the chaff pod by chance. This occurs whenever the player rolls a natural 6. For all other missiles, the above rule applies with the following effects:

- result of 1: decoy didn't work, missile hits; full damage
- result of 2: decoy launched too late, missile detonates nearby; half damage
- result of 3+: missile fooled by decoy; no damage

Note that not all ships are equipped with decoys. And don't forget to strike out chaff pods when used!

Evasive Action: A player may also decide that, in order to shake a pursuing missile, he wants to take evasive action. This will only work on ships with afterburners, and if the player did not use them during *Movement Phase*. When engaging a ship's afterburner, the player has to immediately move his or her ship forward according to its *Afterburner* rating, as well as strike out one afterburner charge. If the ship's speed at least equals the *Speed* of a missile chasing it, that missile will detonate without effect. (E.g. a Rapier II with an afterburner speed of 13 could evade an IR missile with a speed of 13.) If an **FF missile** is successfully evaded in the same turn it has been launched, however, the missile will lock on the next valid target in the vicinity of its target's last position (before afterburning). **IR missiles** will stay on targets afterburning away for one more turn, as well.

If evasive actions cause a ship to move off the map, it can't return to battle. In this case, the pilot would have survived, but probably failed his/her mission (which becomes important in campaigns).

Shield Regeneration: Shields are recharged according to the ship's shield regeneration rate. (In our example, the Rapier II fighters will recharge their shields at a rate of 3 shield points per turn, like their Kilrathi counterparts, up to their respective maximum.)

Summary: Resolve **point defense** fire: Roll 2d6, add pilot skill. Targeted missiles are destroyed on a 12+. Launch **chaff pods**: Roll 1d6, add pilot skill, substract missile *Guidance* rating – 1: full damage, 2: half damage, 3+: no damage. Recharge **shields** according to unit's shield regeneration rate.

The Cream of the Crop: Pilot Skills

In our first sample dogfight, the fighter pilots were all *regular* ones. And for those of you wondering why the word "regular" is in italics, here's the answer: **pilot skills**. Not every fighter jock is the same, nor are capship crews all alike. Dogfighting a pilot fresh out of the academy on his first sortie is, of course, easier than challenging an old veteran with plenty of experience in space combat. Pilot skills reflect this in the game.

There is a total of five different pilot skill ratings – suffice it for now to know that they exist and affect *Target Rolls*. The *Target Roll Bonus* applies whenever the pilot tries to hit other ships, and vice versa. (A *veteran* pilot would raise his Rapier II 's *Target Roll* from 7+ to 8+, while he would get a *Target Roll* of 6+ instead of 7+ when attacking a Drakhri.) The *Campaign Rules* cover more details about pilot skills. If you still want to develop your own pilot character over the course of a few missions, you can simply count the pilot's kills and use *Confirmed Kills Required* in the chart below to see when your pilot reaches a new skill level. The pilot who finishes off an enemy target gets the kill, even if another pilot did all the work prior to the final shot. Pilot skill level changes are instant, i.e.: When a *green* pilot with 2 confirmed kills shoots down an enemy ship during a mission, he immediately advances to *regular* status.

However, only enemy armed targets count as kills! Destroying neutral freighters or unarmed enemies won't do the trick. Also, your kills are reduced by 1 if you fly off the map during combat.

Pilot Skill Rating	*Target Roll* Bonus	Confirmed Kills Required
Green	-1	0
Regular	none	3
Veteran	+1	20
Elite	+2	50
Legendary	+3, ignore natural misses	200

Crews can only use pilot skills to their full extent while piloting ships classified as "fighter" or "bomber." All other crews apply *Target Roll* bonuses when attacking other units, but not when evading enemy attacks. (Except for *legendary* capship crews, who may add a +1 bonus.)

Appendix: Ship List

This appendix covers the *Ship Stat Cards*, which will introduce you to the most commonly encountered craft in the *Wing Commander* universe. In the top right of each card, you'll see the name of the ship's class, along with its classification. In the top left, four icons represent the following statistics (from left to right):

A unit's *Target Roll* is displayed within a red target reticle. Total this number or higher in order to hit the unit – the higher a unit's *Target Roll*, the more difficult it is to hit.

The second icon shows the unit's shield strength, as well as shield regeneration per turn. "Phase" indicates capital ship phase shielding – those units can only be damaged by *Anti-Matter Guns*, *Torpedoes* or a *Phase Transit Cannon*.

Next comes hull strength, or armor. A unit can take that much damage points once its shields are down (or penetrated, in the case of phase shielding) until it is destroyed.

Last, but not least, this icon represents the *Point Cost* of a unit, i.e. how many points you have to spend if you want to use this ship in a *Dogfight*. Usually you agree with your opponent on a set maximum of points you both want to spend for your ship or fleet.

All other information should be self-explanatory, given that you read and understood the game's basic rules. All ships are listed in alphabetical order.

(Note that, in this preliminary version of the manual, only fighters are listed!)

Broadsword
Confed Bomber

Max Speed: 3
Acceleration: 1
Turn Rate: 1
Afterburner: none
Jump Drive: x2
Fighter Complement: none
Decoys: 1 Chaff Pod
Missiles: 4 Torpedoes, 4 Pilum FF
Guns: 3 Mass Driver Cannons, 3 Turrets (Port, Starboard, Aft)

Heavily armed and armored, the Broadsword heavy bomber is Confederation's finest when it comes to eliminating enemy capships. Its three turrets make up for the bomber's poor maneuverability and lack of afterburners. Also worth noting is its jump drive, allowing the Broadsword to execute two jumps before having to refuel.

Drakhri
Kilrathi Medium Fighter

Max Speed: 4
Acceleration: 2
Turn Rate: 2
Afterburner: 12 (x4)
Jump Drive: no
Fighter Complement: none
Decoys: 1 Chaff Pod
Missiles: 4 Paw DF
Guns: 3 Laser Cannons

The mainstay of the Kilrathi fighter squadrons, the Drakhri is well armed, but rates only average in all other criteria, while being poorly shielded and armored for a fighter of its class. However, its triple Laser Cannons can become a pain in the butt, especially when facing several Drakhri.

Epee
Confed Light Fighter

8+ | 12/+2 | 13 | 3

Max Speed: 5
Acceleration: 3
Turn Rate: 3
Afterburner: 14 (x5)
Jump Drive: no
Fighter Complement: none
Decoys: none
Missiles: 2 Javelin HS, 2 Dart DF (or: 1 Torpedo)
Guns: 2 Particle Cannons
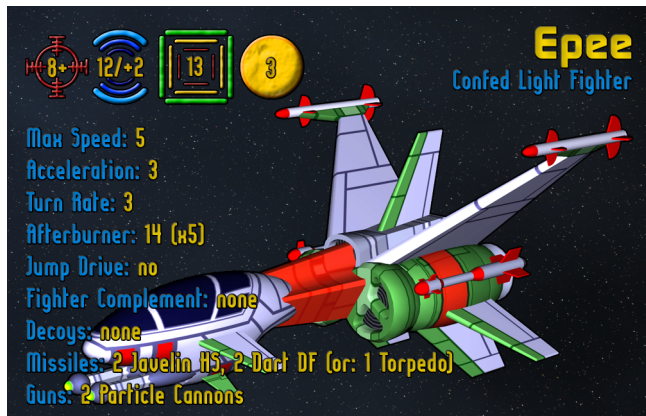
The Epee is fast and packs a lot of punch with its twin Particle Cannons. It can also be refitted to carry a torpedo instead of its usual missile loadout. A major drawback is its rather weak armor and shielding.

Grikath
Kilrathi Bomber

5+ | 22/+5 | 62 | 6

Max Speed: 3
Acceleration: 1
Turn Rate: 1
Afterburner: 10 (x3)
Jump Drive: x2
Fighter Complement: none
Decoys: 3 Chaff Pods
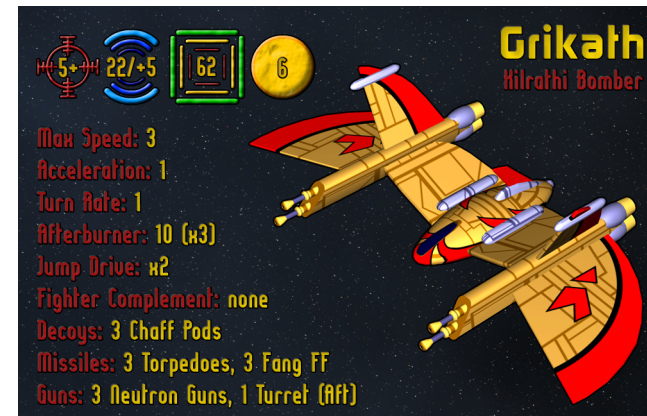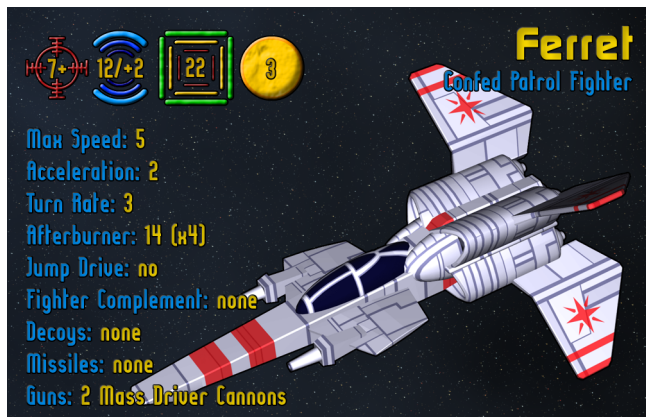Missiles: 3 Torpedoes, 3 Fang FF
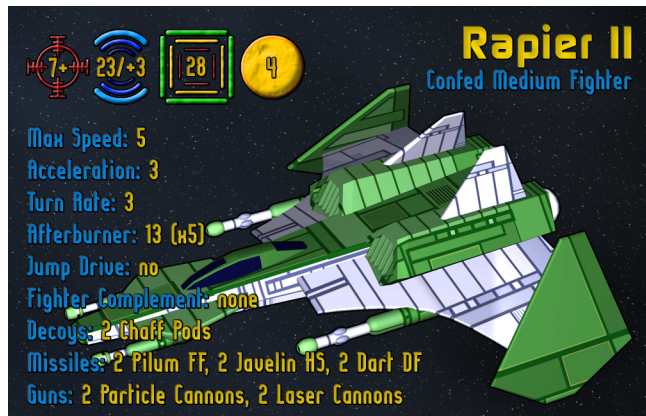Guns: 3 Neutron Guns, 1 Turret (Aft)

The nightmare of Confederate warship captains, this Kilrathi bomber is known to make short work of any capship in its sights. Luckily, the Grikath is slow and sluggish, giving Confed fighter pilots a chance to take it out before it comes within firing range of its torpedoes.

Ferret
Confed Patrol Fighter

7+ | 12/+2 | 22 | 3

Max Speed: 5
Acceleration: 2
Turn Rate: 3
Afterburner: 14 (x4)
Jump Drive: no
Fighter Complement: none
Decoys: none
Missiles: none
Guns: 2 Mass Driver Cannons

Although the armament of this Confed patrol fighter is less impressive than the Epee's, quite a few pilots prefer the Ferret over its light fighter counterpart. Maybe it's because of the few extra centimeters of armor surrounding their workplace...

Jalkehi
Kilrathi Heavy Fighter

5+ | 23/+4 | 52 | 5

Max Speed: 3
Acceleration: 1
Turn Rate: 1
Afterburner: 10 (x3)
Jump Drive: no
Fighter Complement: none
Decoys: 1 Chaff Pod
Missiles: 4 Claw IR, 1 Paw DF
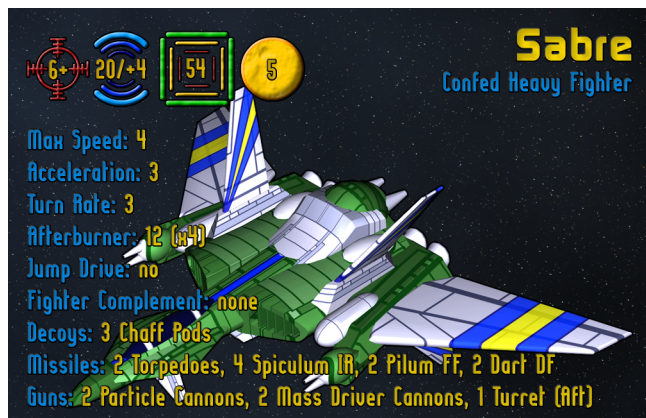Guns: 1 Particle Cannon, 4 Laser Cannons, 1 Turret (Aft)

Although the Jalkehi's max speed and maneuverability are nothing to brag about, enemy pilots should be wary of its excellent armament. With its tough armor, this Kilrathi heavy fighter must never be underestimated in combat.

Rapier II
Confed Medium Fighter

7+ | 23/+3 | 28 | 4

Max Speed: 5
Acceleration: 3
Turn Rate: 3
Afterburner: 13 (x5)
Jump Drive: no
Fighter Complement: none
Decoys: 2 Chaff Pods
Missiles: 2 Pilum FF, 2 Javelin HS, 2 Dart DF
Guns: 2 Particle Cannons, 2 Laser Cannons

The Rapier II is one of Confed's most reliable fighter designs. It features excellent speed and maneuverability, combined with more than adequate armament and defensive qualities. As a well-balanced jack-of-all-trades, the Rapier II is still extremely popular with pilots after years of service.

Sartha
Kilrathi Light Fighter

8+ | 10/+2 | 14 | 2

Max Speed: 4
Acceleration: 2
Turn Rate: 3
Afterburner: 12 (x5)
Jump Drive: none
Fighter Complement: none
Decoys: none
Missiles: 1 Paw DF
Guns: 2 Neutron Guns

Along with the Drakhri, the Sartha is the Kilrathi fighter which Confed pilots will encounter most often in dogfights. While its armor and shield is quite weak even for light fighter standards, the Sartha can become a powerful weapon in the hands of a skilled pilot. Or when operating in greater numbers – which they usually do.

Sabre
Confed Heavy Fighter

6+ | 20/+4 | 54 | 5

Max Speed: 4
Acceleration: 3
Turn Rate: 3
Afterburner: 12 (x4)
Jump Drive: no
Fighter Complement: none
Decoys: 3 Chaff Pods
Missiles: 2 Torpedoes, 4 Spiculum IR, 2 Pilum FF, 2 Dart DF
Guns: 2 Particle Cannons, 2 Mass Driver Cannons, 1 Turret (Aft)

The Sabre heavy fighter fills the gap between the Rapier II and the Broadsword. Heavy firepower and armor goes together with excellent maneuverabilty for a fighter of its size and class. The Sabre is without doubt one of the best fighters Confederation has to offer.