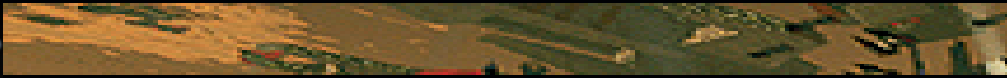
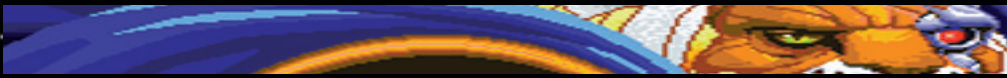
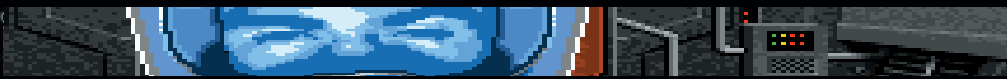




WING COMMANDER®

the
KILRATHI
SAGA™



WING COMMANDER[®]

the KILRATHI SAGA

An Open Fan Letter to Chris "Maverick" Roberts

From the very beginning of his career, Chris Roberts rarely missed an opportunity to connect computer gamers' jaws to the floor, pop their eyes out of their sockets and provide overwhelmingly fun and original gaming experiences. The Kilrathi Saga is a testament to his vision.

This package represents some of Chris Roberts' best work at ORIGIN. Now that Chris is off creating new worlds, those of us who remain have big shoes to fill. We still strive to fill everything between Earth and deep space with the best that Blair, Maniac and the rest of the ever-expanding universe of Wing Commander characters can offer. We only hope we can make our stars shine as bright.

Thanks for your original vision, Chris. We'll miss you.

The Maverick Team at ORIGIN

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If you want to preserve the element of surprise, stay within the fictional section of whichever game you're currently playing.

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HOW TO USE THIS BOOK

This manual is divided into several chapters. The individual pages have the chapter title printed on the edge of the page.

Playguide: Gameplay Information

Overview of controls, and three mini-chapters that cover the specifics of playing each game, including:

- (1) Differences between the three games
- (2) Information on how to start, save and load each game
- (3) What you can do on the carrier between missions

Additionally, this section contains a tutorial for the first *Wing Commander I* mission.

Blair's Scrapbook

Collection of articles, photos, wingmen biographies and general memorabilia from *Wing Commander I*, *II* and *III*.

History of the War

Overview of the Terran-Kilrathi conflict, from its origins in 2634 to its climax in 2669.

Joan's Fighting Spacecraft

(3 editions) Listing of all Terran and Kilrathi ships, grouped by game title, then type. Edition 2654 corresponds to *Wing Commander I*, 2668 to *Wing Commander II*, and 2669 to *Wing Commander III*.

Borger's All the Sectors' Weapons

Descriptions of the non-classified guns, missiles, bombs and other weapons/devices that appear in *Wing Commander I*, *II* and *III*.

IMPORTANT: *This chapter describes non-flight elements of each game, such as saving and loading games, and moving around on the carrier.*

For flight and cockpit information, refer to the Flight Guide (32-page CD insert). It contains everything you need to know about the cockpit and explains how to fly.

STARTING THE GAME

To install the game, turn on your computer and insert Disc 1. The game automatically launches the Main



Menu whenever you insert a game CD. When the Main Menu appears, follow the on-screen instructions (refer to the *Install Guide* for details).

Left-click on INSTALL WING 1, 2 or 3 to install a particular game. Left-click on PLAY WING 1, 2, OR 3 to start a particular game after it's installed.

Selecting the INVULNERABLE option changes your callsign to "Cheater."

DIFFERENCES BETWEEN GAMES

Although all these games take place in the same universe, they were developed independently and have some differences. *Wing Commander I* and *II*, however, have more in common with each other than with *Wing Commander III*. The latter has more options and features.

For information on specific differences between games, refer to **Differences in *Wing Commander II*** (p. 12) or **Differences in *Wing Commander III*** (p. 15).

TRANSFERRING GAMES FROM DOS

If you played the original DOS releases of *Wing Commander I*, *II* or *III*, you can copy your old save games and play them in *The Kilrathi Saga* in *Windows 95*.



Wing Commander I for DOS

Copy the save game file SAVEGAME.WLD from your old *Wing Commander I* game directory to <your Kilrathi Saga game directory>\wc1\gamedat.



Wing Commander II for DOS

Copy SAVEGAME.WC2 from your old *Wing Commander II* game directory to <your Kilrathi Saga game directory>\wc2\gamedat.



Wing Commander III for DOS

Copy *.WSG from your old *Wing Commander III* game directory to <your Kilrathi Saga game directory>\wc3\gamedat.

QUICK CONTROL OVERVIEW

Between missions, you select game functions by using a joystick, a mouse or arrow keys (*Wing Commander I* only) to move a pointer around the on-screen picture. As you move the pointer, it indicates whether a game function is available in a particular location (a *hotspot*).

Wing Commander I and II

Moving around the ship. Use a joystick or mouse to move your cursor around the screen and highlight hotspots that perform actions (such as initiating scenes). You'll see green cross hairs when you move your cursor over an action spot. (The specific function assigned to an area is indicated in text appearing at the bottom of the screen.)

Selecting actions. Use  or the joystick trigger to select the current action option.

Wing Commander III

Moving around the ship. Use a joystick, mouse or keyboard to move your cursor around the screen and highlight hotspots that perform actions (such as talking to characters, moving between rooms and opening lockers).

Talking to characters often lets you choose a response. In these cases, you'll see an answer (or action) at the top and bottom of the screen. Move the cursor up/down to choose a response, then left-click.

Cycling through hotspots. Use , joystick button A,  or  to cycle through hotspots on the screen and display action text.

Selecting actions. Use , joystick trigger or  to select the current action option.

Flying. In flight, use a joystick, mouse or keyboard to fly your ship. To change the device, use the **Option Menu** (see p. 21-22). You can also use a throttle device and/or rudder pedals with *Wing Commander III*.

WING COMMANDER I

Select **PLAY WING 1** from the Main Menu.

STARTING THE GAME

After the introduction, press **[Esc]** to stop the credits and display the game menu. Select **START VEGA CAMPAIGN**. You'll find yourself seated in the training simulator in the bar of the *Tiger's Claw*, the carrier on which you serve. The ship in the sim screen explodes, and you're congratulated for your high score. Now, type in your name and callsign and press **[Enter]**. (You can enter up to 11 characters.)

If you've already played and want to continue with a saved character, click **CONTINUE CAMPAIGN**.

ON THE CARRIER

Between missions, you can talk to other pilots and the bartender, practice your skills in the simulator, save and load games, or check the killboard. (See **Quick Control Overview** (previous page) for instructions on how to select options and perform actions.)

Check pilot scores

Talk to characters

Fly training missions

Enter barracks



Talk to characters. You can talk to your comrades to gain valuable advice. Simply click on someone. Press **[Spacebar]** to move more rapidly through each screen of conversation.

Check pilot scores. Check this to review your score. It keeps track of the number of kills you've racked up and the missions you've flown.

Fly training missions. This allows you to practice and improve your performance without affecting the storyline. You'll be in a virtual cockpit, fighting against waves of enemy ships.

Enter barracks. Go through the barracks door on the right to save, load or start a mission. (See below for save/load instructions.) From the barracks, you have three options:

Bar. Move the pointer to the passageway on the left and select it to return to the bar.

Mission Hangar. Select the door on the right to go on a new mission.

View Medals. Select the lockers to view your medals, ribbons and rank, as well as your name, callsign, the date and the system you're in.

SAVING AND LOADING GAMES

Saving a Game. You can only save a game in the barracks. Save your current campaign frequently. (Eight savegame slots are available.)

1. Click on an unoccupied bunk, or click on the lower half of a sleeping pilot. Press **[Y]** to replace that saved game with a new one. Saving a game puts a copy of the current game into the bunk you select. (This overwrites any game previously saved in that slot.)
2. Enter a name for the new saved game and press **[Enter]**.

Loading a Saved Game. If your character dies or you want to pick up where you left off in a previous game, load a saved game.

1. Move the pointer to the head of a sleeping pilot. The words AWAKEN <name> appear.
2. Confirm your selection by typing **[Y]** if the name matches the game you want to load, or **[N]** if it's the wrong saved game. If confirmed, the selected game loads and you can go to the bar or mission hangar as desired.

EXITING

While in the barracks, move the pointer over the airlock door (next to the lockers). The word EXIT appears. Select **[Y]** to quit and return to the operating system. You are not asked if you wish to save your game first, so save *before* selecting the airlock.

You can also exit by pressing **[Alt][X]** at any time.

GAME OPTIONS

You don't have an in-game option menu in *Wing Commander I*. However, you can adjust music or sound during spaceflight by using the following key commands.

Music (toggle)

[Ctrl][M]

Increase/decrease music volume

[Ctrl][←], **[Ctrl][→]**

Sound (toggle)

[Ctrl][S]

Increase/decrease sound effects volume

[Ctrl][↑], **[Ctrl][↓]**

WALKTHROUGH

This is a walkthrough of the first *Wing Commander I* mission. We assume that you are using a joystick (recommended). Alternative devices are listed in **Quick Control Overview**, p. 6.

1. Calibrate your joystick through the *Windows 95 Joystick Control Panel* (see the *Install Guide* for details).
2. Start the game and position the pointer over START VEGA CAMPAIGN (the blue pointer turns into a green cross). Press  or click your joystick trigger.
3. Enter your callsign (see **Starting the Game**, p. 7). A bar appears on the screen that says START VEGA CAMPAIGN.

Note: In *Wing Commander III*, you must start the game, then task-switch to Windows 95 to calibrate the joystick (press  ).

On the Tiger's Claw

2. The TrainSim unit is displayed. After a few seconds, the words GAME OVER appear. Type a name and press , then your callsign and press  when prompted (use any name and callsign you choose). Click the joystick trigger (or press  or .
3. In the bar, talk to the bartender by moving the pointer over him. When the blue pointer turns into a green cross, press the joystick trigger (or press  or ). You can let the conversation progress or click the joystick button to speed it along. After your talk, you return to the main area of the bar. Follow the same procedure to talk to the pilots seated on the right or to check the chalkboard on the wall, clicking again to return to the main bar screen.
4. Click on the right-hand door labeled "Barracks." Move the pointer over an empty bunk and click. The words GAME NAME appear. Type a name to identify this game. Press . A sleeping pilot appears, indicating that the game has been saved.
5. Move the pointer to the far right door. The words MISSION HANGAR appear. Click on the door to go to your first mission briefing and launch.

First Contact

If you die during a mission, watch the funeral sequence. When the titles roll, press the joystick trigger,  or  and select CONTINUE CAMPAIGN. Click on the feet of the sleeping pilot in the barracks to go to the mission hangar and try the same mission again.

Note: In space, pause the game by pressing . Resume play by pressing the joystick trigger or any key.

Press  to view the mission map. Note that Nav 1, your destination, is highlighted in yellow.

Press  or the joystick trigger to return to the cockpit.

6. Note the white cross on the radar screen and in your viewscreen. Maneuver your ship until the cross is centered. (See p. 5 in the *Flight Guide*.) Press [A] to activate autopilot and fly to Nav 1.
7. You drop from autopilot to battle Kilrathi ships before you've reached Nav 1. Your wingman, Spirit, says she's spotted the enemy. Press [C] to activate communications and press [1] twice to tell her to attack.
8. Press and hold [+] to increase speed to about 420 KPS. (Press and hold [-] to slow down if you accelerate too rapidly.)
9. The red dots in your radar screen are enemy ships. The blue dot is your wingman. Maneuver until at least one enemy ship is in the center circle of the radar display.
10. Press [T] to activate your targeting computer. Red brackets appear around one of the enemy ships and the image of a Dralhti medium fighter appears in the right VDU (the video display unit in the lower right corner of the cockpit). Press [L] to lock this Dralhti as your target. The brackets turn into a solid rectangle. (If you kill your locked target, target another ship and press [L] again to lock onto the new target.)
11. Press [W] to select a Javelin heat-seeking missile. You'll need it later!
12. Press the joystick trigger repeatedly to fire your laser cannon. Use the joystick to center your target in the green cross hairs on your viewscreen. If your target runs away, double-click joystick button #2 to fire your afterburners and put on a burst of speed.
13. As your blasts hit, damaged Dralhti parts turn red on the right VDU.
14. If you maneuver your ship behind a target, a red circle and cross hairs indicate a missile lock. When the words MISSILE LOCKED appear in the right VDU, press both joystick buttons at once to launch your missile.
15. Continue fighting until you defeat all of the enemy ships. (This may take a few tries.)

On to Nav 1

16. When all of the enemy ships have been destroyed or have fled, go to Nav 1 by centering the white cross in your view and pressing [A].
17. Once you reach your objective, the next nav point is selected automatically. (Press [N] and you see that Nav 2 is now highlighted in yellow.) Autopilot to it by pressing [A].
18. You'll find yourself in an asteroid field before reaching Nav 2. If going over 250 KPS, press [-] (minus) to fly through and avoid the asteroids at about 250 KPS.

Nav 2, 3 and Back Home

19. When you leave the asteroids, center the white cross, press **[A]** to reactivate autopilot, and go to the next nav point.
20. You will soon be in another dogfight. When all enemies have been defeated, press **[N]** and **[A]** until you emerge from autopilot at Nav 3. Maneuver through another asteroid field, then fly to the *Tiger's Claw* by engaging the autopilot.
21. Slow for landing. Press **[T]** to target the *Tiger's Claw*. Press **[C]** to communicate, **[2]** to contact the *Claw* and **[1]** to request landing clearance.
22. Approach the front of the *Claw* slowly (so you don't crash), and watch your landing and debriefing. Then you'll be sent back to the bar where you can talk, fly the TrainSim, check your score, or head for the barracks to save a game or exit to *Windows 95*.
23. To save the game, click on the right-hand door labeled BARRACKS. Move the pointer over the feet of the sleeping pilot and click. The words SAVE THIS CAMPAIGN appear. Click and the words "REPLACE <game name>? (Y/N)" appear. Select **[Y]** and press **[Enter]**. Your old saved game has been replaced. (Alternatively, you can select an empty bunk and save this as a second game.)
24. Congratulations! You've completed your first mission!

WING COMMANDER II

Select PLAY WING 2 from the Main Menu.

DIFFERENCES IN *Wing Commander II*

A lot of changes and technological advancements (such as speech) occurred between the development of *Wing Commander I* and *Wing Commander II*. Some of these changes appear between missions, while others are specific to spaceflight.

Speech. *Wing Commander I* is fully subtitled, while *Wing Commander II* has subtitles and partial speech in cinematics, and full speech in flight.

Saving/Loading Games. *Wing Commander II* saves your progress automatically (as long as you select RESUME CURRENT GAME when launching the game. You can still manually save games between missions.

Interactive Scenes. In *Wing Commander I*, you click on people or items to initiate an action, and on a door to move to the Barracks. *Wing Commander II* is less interactive; clicking on a door simply activates an entire scene that you watch from a “camera” point of view. You’ll also view movies, some of which take place on the carrier, and others that occur in Kilrathi territory.

Tractor Beam. Several *Wing Commander II* missions involve picking up objects or pilots in space. For these tasks, you now have a tractor beam. This is an magnetized particle beam that can transfer physical objects to your fighter.

Guns. A couple of the *Wing Commander II* ships have rear and side turrets that fire automatically while you’re in forward view (**F1**) or manually if you switch to the side or rear view (**F2**, **F3** or **F4**). Your ship will continue its current course in a straight line if you switch to another view. You fire turret guns just like you fire your forward guns — use the trigger or **[Spacebar]**.

Jumping. Some of the *Wing Commander II* ships can now move from one area to another via jump points. A jump point is an entry hole in space that has an exit elsewhere, often light years away. When you jump, it only takes a few seconds to reach your new location. (**J**) initiates jumping in the *Broadsword*.)

STARTING THE GAME

The first thing you see when you start the game is the Main Menu. Here you can choose to CONTINUE the previous game or start a NEW game.

To pick up where you left off with an existing character, select CONTINUE.

If you are a first-time player (or just want to start from the beginning), select NEW. You’ll see an introduction, and then a character creation screen. Follow the prompts, choosing (T)RANSFER AN EXISTING PERSONNEL FILE to load an existing *Wing Commander I* character, or (C)REATE A NEW PERSONNEL FILE to create a new character for *Wing Commander II*.

Creating Characters. Enter the first and last name for the character, along with the callsign (each may be up to 11 characters long). Press **[Enter]** when you’re through.

ON THE CARRIER

Between missions, you find yourself in either the barracks or a pilot ready room, depending on your position in the plot. There you can save your game and perform other activities. Each activity available in these rooms is keyed to a part of the scene. (See **Quick Control Overview**, p. 6, for instructions on how to select options and perform actions.)

Hangar. Select this door for your next flight mission briefing. If this door is closed, there are still some animated scenes to see before the next mission; selecting the closed door means you may miss part of the story. When the door is open, the story is complete (for now), and you should go ahead and click on the open door to fly the mission.

Barracks. Select this door to watch the cinematic scenes leading up to the next mission. These scenes update the story, telling you when you have done well and when the Kilrathi have gained the upper hand. If this door is closed, you have already seen all the scenes; selecting the closed door will replay those scenes. When the door is open, there is more story to be seen, and you should click on the open door to watch it.

Press Spacebar or  repeatedly to speed through the animated scenes.

Airlock. Select this door to exit *Wing Commander II* and return to the operating system.

MISSION BRIEFINGS

Prior to each mission, you are briefed about your objectives and available resources on that mission. You may get information during organized briefings, when your character discusses a mission with others prior to takeoff, or when you've scrambled and are in space. However you find out about the mission, you also usually learn about your objective, your navigation route and your wingman assignment (though some missions are flown solo).

Don't bother writing down the details of your navigation route — this information is automatically loaded into your ship's computer.

SAVING AND LOADING GAMES

You don't have to save your game — your progress is recorded each time you complete a mission. The next time you play, all you have to do is select RESUME CURRENT GAME from the game's main screen. This bypasses the on-screen computer and places you directly in the barracks or ready room.

However, a *Wing Commander II* campaign can unfold in a variety of ways, and it is often helpful to save multiple game positions. You will probably want to save your game manually from time to time using the computer console.

Note: When you create a new character or load a saved game, your new game replaces what was your "current game" the last time you played. If you think you might want to return to your current game position, save it before creating a new character or restoring an earlier saved game.

Computer Console

You can select the computer console in the barracks or pilot ready room. It lets you save a game, load a game or delete a character. (It's also the only place you can manually save your game. Saving games manually allows you to keep multiple characters or pick up the game at different points in the plot.)

1. Select the computer console to display a close-up of the computer, with a menu on the screen.
2. Move the pointer to the option you want (SAVE, LOAD or DELETE), or press the appropriate key (**S**, **L** or **D**).
3. You are presented with a numbered list of saved-game slots. All of these are empty (indicated by rows of dots) when you begin play.

(S)ave the current game. This puts a copy of your current game into the slot you select, overwriting any saved game that was in the slot previously.

Move the pointer to an empty row of dots, or a game position you don't mind losing, and select that slot. (You can also select a slot from the keyboard by pressing the number corresponding to the one you want.) When prompted, type in a name for this saved game — enter anything you want, up to 32 characters long.

Press **Enter** to return to the on-screen computer. Select the on-screen computer's ON/OFF button to return to the game.

(L)oad a previously saved game. Loading a saved game restores the game to the point at which you created that saved game.

Go to the list of saved game slots and move the pointer over the slot containing the saved game position you wish to resume. Press the joystick trigger,  or **Enter** to select that saved game.

(D)eleate a previously saved game. Deleting a slot clears out the saved game data that was in that slot.

Go to the list of saved game slots and move the pointer over the slot containing the saved game position you wish to delete. Press the joystick trigger,  or **Enter** to select that saved game.

EXITING

Move the pointer over the airlock door (next to the lockers) and the words EXIT GAME appear. Press **Y** to quit and return to the operating system. You are *not* asked if you wish to save your game first, so save *before* selecting the airlock.

GAME OPTIONS

You don't have an in-game option menu in *Wing Commander II*. However, you can adjust music or sound during play by using the following key commands.

Music (toggle)

Ctrl **M**

Increase/decrease music volume

Ctrl **←**, **Ctrl** **→**

Sound (toggle)

Ctrl **S**

Increase/decrease sound effects volume

Ctrl **↑**, **Ctrl** **↓**

WING COMMANDER III

Select **PLAY WING 3** from the Main Menu.

Note: You cannot transfer previous Wing Commander characters to Wing Commander III.

DIFFERENCES IN WING COMMANDER III

The leap from *Wing Commander II* to the third game in the series is significant. The basic structure of the game remains the same (you watch scenes, talk to people, receive a mission briefing and fly missions), but *Wing Commander III* offers much more flexibility than either of the first two games.

The improvements to *Wing Commander III* are extensive. The major additions are covered here, but you might refer to other sections for more specific descriptions:

For **in-flight changes**, refer to the *Flight Guide* (the CD insert in the jewel case). Information that pertains only to *Wing Commander III* is notated by blue text.

For **gameflow changes** (changes in the type of scenes between missions), see **On the Carrier**, p. 16.

MAJOR CHANGES

Wing Commander III was filmed with live actors and a combination of real and computer-generated sets.

- Radically advanced 3D polygonal engine.
- Your conversations and actions further affect the plot and outcome.
- The carrier is much larger (3 levels), has more rooms, and contains a lift.
- You can take off and land manually, as well as automatically.
- You can select your ship type (to a certain extent) and weapons loadout.
- You can allocate power and repair damaged cockpit systems.
- The navigational map is 3-D, and shows ship positions and targets.
- Certain missions involve both space and atmospheric battles.
- The game has full speech and digital audio throughout.

STARTING THE GAME

With *Wing Commander III*, you'll view the introduction and credits. To bypass the introduction (and other movies), press **[Esc]**.

SAVING, LOADING AND EXITING

You can only save from the carrier or from a depot. Left-click on a Main Terminal (see *Flight Guide*, p. 16), then type your callsign and click **DUTY LOGS**.

Saving games. Left-click on an empty slot, then click **SAVE**. Type in a short description (up to 20 characters) and press **[Enter]**. You can save up to 100 games and overwrite filled slots.

Loading saved games. Click on an occupied game slot, then click LOAD.

Exiting. Press **[Alt] [X]** to exit the game.

QUICK START

To go directly into a mission, select “Attend BRIEFING” on the Flight Level. However, we recommend that you follow these steps before entering your first mission:

1. Go to FLIGHT CONTROL.
2. Talk to HOBBS (left-click on him).
3. Go to LIFT.
4. Go to LIVING LEVEL (left-click on the green box) and watch the scene between Cobra and Hobbes.
5. Talk to VAGABOND.
6. Go to LIFT.
7. Go to BRIDGE LEVEL (left-click on the red box).
8. Talk to MANIAC.
9. Go to GUNNERY CONTROL.
10. Talk to FLINT.
11. Go to LIFT.
12. Go to FLIGHT LEVEL.
13. Attend BRIEFING. Then, you’ll brief the pilots and choose a wingman. Hobbes is your only choice now. Later, you can select anyone you’ve talked to that is still alive.
14. Talk to RACHEL about ship loadouts.
15. Fly MISSION to enter the launch bay and take off. Increase the throttle (press **[+]**), or press **[A]** for an auto-takeoff. (Refer to p. 2 of the *Flight Guide* for cockpit instrumentation.)

ON THE CARRIER

Main Terminal

Main Terminals are present on each level. When you left-click on a terminal for the first time (in each new game), you must enter your callsign. Each time after this, selecting a terminal console displays a close-up of the computer, with a menu onscreen. Move the cursor over the option you want, then left-click. To cancel the screen, click LOGOFF.

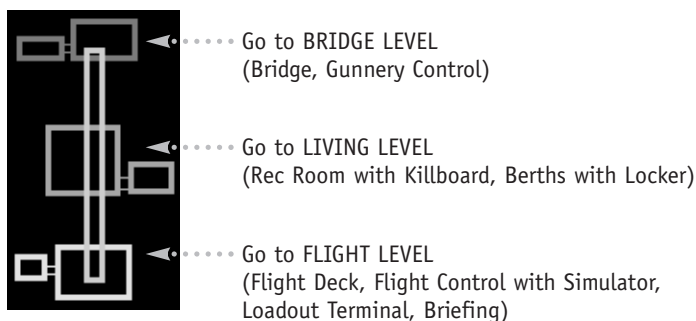
For a complete description of Main Terminal options, see **Game Options**, p. 21.

Talking to Characters

To talk with someone you meet, left-click on that person. Sometimes, the game pauses and displays two choices. Move the mouse (or joystick) up or down to choose an answer, then left-click (or press the trigger). You can also use **↑** and **↓**, and then press **[Enter]**. Certain responses raise individual or group morale, and others lower it. Morale, in turn, affects the plot.

Lift

The Lift transports you between the *Victory's* three decks.



Bridge

The Bridge is the center of all *Victory* operations and contains a Main Terminal. From here, you can access both the Lift and Gunnery Control (which also has a Main Terminal).



Gunnery Control

In Gunnery Control, you'll often find your crewmates pondering the stars. Here, you also have access to a Main Terminal and the Bridge.



•• Go to BRIDGE

•• Activate MAIN TERMINAL

Rec Room

The Rec Room lounge is a common hangout for off-duty crew members. Here, you can talk over strategies with other pilots, access the barracks in the Berth room, or look at the Killboard.



•• Talk to characters
(those present change
during the game)

Go to LIFT

Go to BERTHS

Look at KILLBOARD

Killboard

The Killboard Terminal in the Rec Room displays the number of kills for each surviving pilot. Your name appears last on the list, and as you complete missions and destroy enemy pilots, the number in the "Kills" column increases. The number of ace Kilrathi pilots killed by each pilot displays in the "Ace" column. Dead pilots appear as "Deceased."

Berths

With its standard cot-and-locker arrangements, the *Victory's* Berth room is sparse but functional. You can activate a Main Terminal, look in your Locker or talk with other pilots who may appear.



- Activate MAIN TERMINAL
- Go to REC ROOM
- Look in LOCKER (it will be open when available) ...

Flight Control

In Flight Control, you can attend mission briefings, use a Main Terminal, fly simulator missions and take the stairs down to the Flight Deck. After your first mission, you have the option of using the Loadout Terminal in Flight Control to pick a ship and its loadout. Once you view the mission briefing, you can't use the Lift, but the Loadout Terminal is still available.

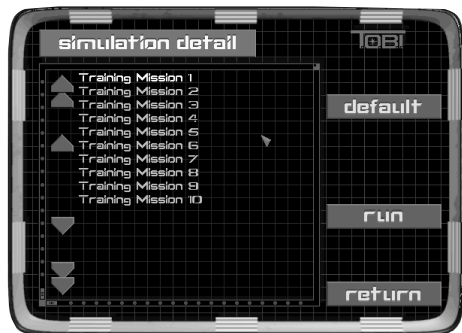


- Attend BRIEFING
- Activate LOADOUT TERMINAL
- Run SIMULATOR
- Activate MAIN TERMINAL
- Go to LIFT
- Go to FLIGHT DECK or Fly MISSION (text switches once you attend the briefing) ...

Simulator

You can use the simulator to brush up on your flying skills.

Left-click on the chair to display the simulator screen. Press the buttons (using the keyboard, mouse or joystick) to configure and start the mission. When you click on a mission name, the briefing automatically displays. Click again to return to the mission list.



ARROWS ($\uparrow$ $\downarrow$). Select mission (or click on a mission with the mouse or joystick).

DEFAULT (D). Toggle: select default training mission/display original mission list.

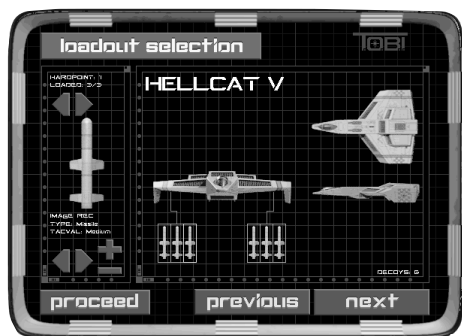
RUN (Enter). Begin simulator mission.

RETURN (R). Abort simulation.

Spacebar. Toggle between simulator mission list and mission briefing for highlighted mission.

Loadout Terminal

Rachel will select weapons for your first mission and the default loadout for all missions. Later, you can pick ships and specify weapon loadouts by left-clicking on the Loadout Terminal in Flight Control.



PREVIOUS (Pg Dn), NEXT (Pg Up). Cycle through ship types and specs.

PROCEED (P). Close terminal screen and load ship.

Click the missile rack or top arrows (or use $\leftarrow$ and $\rightarrow$) to switch hardpoints (slots for missiles). The number of hardpoints varies between ships. The missile slots available on each hardpoint is indicated by

text. Some ships have locked hardpoints (outlined in red) that cannot be changed.

Click the bottom arrows (or press $\text{Shift} \leftarrow$ and $\text{Shift} \rightarrow$) to cycle through missile types and mines.

+ or + (on the screen) adds one missile of the selected type to the current hardpoint.

- or - (on the screen) removes one missile of the selected type from the current hardpoint.

Mission Briefing Room

Prior to each mission, you attend a mission briefing. You'll be briefed by your superiors about the flight path and mission objectives. Then, you'll brief your squadron and pick a wingman by moving the cursor over the person and left-clicking. Those available change with each mission, and you must talk to someone before he or she can be selected.

GAME OPTIONS

In *Wing Commander III*, you have two option menus:

Main Terminal Options. On the carrier, left-click on the Main Terminal, then on CONTROLS.

In-Flight Options. During spaceflight, press **[Alt][O]**.

Main Terminal Options

Main Terminals in the Gunnery, Bridge, Berths and Flight Control areas let you save and load games, as well as adjust music, sound, language and graphic modes. For screens with toggle boxes, bright boxes indicate an active option, dark boxes indicate an inactive option.



LOGOFF (**[L]**). Return to the normal game screen.

DUTY LOGS (**[D]**). Save/load games. Use the single arrows to move up or down one slot at a time. Use the double arrows to scroll up or down one page at a time.

Saving games. Left-click on an empty slot and click SAVE. Type a short description (up to 20 characters), then press **[Enter]**. You can save up to 100 games and overwrite existing ones.

Loading saved games. Click on an occupied game slot and click load.

RETURN (**[Enter]**). Return to the Main Terminal screen.

CONTROLS (**[C]**). Adjust music, sound, graphic mode and language. (Changes are included in subsequent saved games.)

Sound

MUSIC. Toggle music on/off.

SOUND FX. Toggle sound effects on/off.

MUSIC VOLUME AND SOUND VOLUME. Increase/decrease music and sound volume. Click the arrows to adjust volume.

Graphic Modes

VGA AND SVGA. No function in this *Windows 95* version (graphics default to SVGA).

Gamma Correction

OFF, LOW, HIGH. Adjust screen brightness (OFF is darkest, HIGH is brightest).

[Ctrl][←], [Ctrl][→]. Adjust screen brightness in small, gradient steps (dimmer or brighter, respectively).

Miscellaneous

TRANSITIONS. Toggle scene transitions on the carrier on/off (such as the elevator tunnel).

STARS. Toggle star animations in the carrier's windows on/off.

DESCRIPTIONS. Toggle text descriptions of hot spots on the carrier on/off.

Language

SUBTITLES. Toggle conversation subtitles on/off.

ENGLISH, FRENCH, GERMAN. Switch all language and text to English, French or German.

Joystick Calibration. Center joystick. You can do this on the carrier or during spaceflight. (You can also press [Alt][C] at any time or select CALIBRATE in the In-Flight Option menu.)

Return. Return to Main Terminal screen.

In-Flight Options

Control. Select flight control device for spaceflight. Choose KEYBOARD, MOUSE, JOYSTICK, THRUSTMASTER or FS PRO. In the *Windows 95* version, THRUSTMASTER and FS PRO options revert back to JOYSTICK when selected.

Detail Level. Set graphic detail level during spaceflight to LOW, MEDIUM or HIGH. The lower the graphic detail, the higher the frame rate.

Video Mode. Toggle spaceflight video mode between VGA and SVGA. (In this *Windows 95* version, this is not actually VGA; it's low-resolution mode.)

Game Play

COLLISIONS OFF. Turn collisions with other ships on/off.

INVULNERABLE. Make your ship invincible (it won't take damage).

FRAME RATE SWITCH. Let the game auto-switch between low-resolution and high-resolution to optimize frame rate during spaceflight.

ALT. FLT. MODE. Turn banking ability on/off. (Banking combines yaw and roll.)

Cameras

VICTIM. Switch on **[F9]** Victim view (view of the target you've hit) automatically when an enemy is about to die.

MISSILE. Switch on **[F8]** Missile Camera view automatically (view from behind a missile you've fired).

AUTO-SWITCHING. Automatically switch to front cockpit view when you're hit.

UNLOCK. Enable flight control device while in any camera view other than **[F1]**. (Switches device function to panning instead of flight control.)

Miscellaneous

PALETTE FLASH. Turn damage flash on/off for your ship.

COCKPIT. Specify invisible cockpit as default view (**[F1]** toggles the cockpit on/off).

JITTER. Turn ship vibrations on/off when you're hit.

Audio

MUSIC. Turn music on/off.

SPEECH. Turn speech on/off.

SUB-TITLES. Turn subtitles on/off.

SOUND FX. Turn sound effects on/off.

RUMBLE. Turn capital ship engine sound on/off.

Skill Level

Set enemy skill level to ROOKIE, VETERAN, ACE, HARD, CRAZY or NIGHTMARE.

SAVE. Save the newly set options.

DEFAULT. Revert to original default settings for all options.

EXIT. Quit Option screen and resume spaceflight.

CALIBRATE. Center the joystick. You can also press **[Alt C]** at any time or select the CENTER JOYSTICK option in the Main Terminal Controls menu.



THIS SCRAPBOOK IS THE PERSONAL PROPERTY OF
CHRISTOPHER BLAIR

SPOILER



WARNING

Don't read ahead!

The three fictional sections that follow are part of Christopher Blair's personal scrapbook. Reading ahead (for example, reading the *Wing Commander II* section while playing *Wing Commander I*) may give away vital parts of the plot.

If you want to preserve the element of surprise, stay within the fictional section of whichever game you're currently playing.

The background of the entire image is a dark, star-filled space with wispy nebulae. Overlaid on this is a large, semi-transparent version of the Wing Commander logo, which consists of a stylized, multi-pointed star or wing shape. At the bottom of the image, the words "WING COMMANDER" are written in a bold, metallic, 3D-style font. The letters have a blue and white marbled texture and are outlined with a thin red and yellow border.

WING COMMANDER

TERRAN CONFEDERATION NAVAL SPACE ACADEMY 201st CLASS

CLASS OF 2053

IT'S BEEN A HELLUVA LONG ROAD ...
I CAN'T BELIEVE WE'RE GRADUATING, OR
THAT I HAVEN'T BEAT YOU IN THE SIM YET!

-PUPPET

*I got the wings, the gits
and the girls!
Rules Schmules!*

Maniac!

HEY BLAIR, MAYBE IT'S TIME TO TELL COL.
BLAKELY WHO SWITCHED THE SIM WIRES BEFORE
FINALS. CAN I BLAME IT ALL ON YOU?

EAGLE

Wish I could think of something profound.
How about "May all Kilrathi choke on
their furballs ..."?

Sanchez

To Chris, with love and luck!
Saranya Carr

XOXO

YOU AND MANIAC CAN
FINALLY SEE WHO'S THE
HOTSHOT ON REAL TURF!
PERSONALLY, I HOPE YOU
BLOW HIM AWAY ..
-NUMBER ONE

Hey roomie, it's hard to believe I actually
got used to your snoring after two years.
But you can bet I won't miss it, or these
Academy bunks!

Good luck, man ...Anthony

TCNSA 201ST CLASS RULES!!
CALICO

OKAY, HOTSHOT, YOU'VE SHOWN ME UP. HERE'S THE PUBLIC ANNOUNCEMENT I PROMISED,
EMBARASSING AS IT IS. I FIGURED I HAD A SURE WIN, BUT I GUESS I WAS A SUCKER. SEE
YOU IN THE MESS HALL ... BUT NOT UNTIL AFTER MY NEXT MISSION!

LET IT BE KNOWN THAT I, LT. LARRY DIBBLES, VOW TO PUBLICLY CONSUME AN
ENTIRE FLIGHT SUIT (MINUS THE BUTTONS) OVER A ONE-MONTH PERIOD IF ANY NEW PILOT
CAN BEAT ME IN THE SIM ON MORE THAN ONE OCCASION.

-“TOONER”

NOW HEAR THIS

By CAPT. AARON ALLSTON, CLAW MARKS EDITOR

Space is a near-vacuum, as all good Academy graduates and most two-year-old children know. And if you ask, "When I drop a pebble into space like I do into a pool of water, will it cause ripples?" you'll get some strange looks from everyone.

Nevertheless, someone dropped a pebble in space not too long ago, and we're still encountering the ripples.

Last month, two very good pilots (Lieutenant Larry Dibbles and Captain R.A. Skinner) went out on a routine mission and didn't come back. Here in Vega Sector, it happens. You sit for a while ... you look at your pal's empty bunk ... you think about where he's gone and hope you won't soon follow his lead. Then, it's back to work.

Yes, it happens. But it's been happening a lot lately — not just routine casualties, but casualties caused by sloppiness, over-eagerness and a variety of other fatal faults. The ship's statistical resources show that avoidable casualties are up 5% over this time last year ... and are up 9% over expected optimum performance. So, we're seeing ripples.

Here's one ripple: Two pilots are gone and won't be back.

Another: This issue, we've asked one of

the ship's most experienced pilots, Major James Taggart (a.k.a. Paladin on the flight-line), to talk about the Basics: basic tactics, goals and maneuvers.

Even if you're sure you know the Basics, read what he has to say. Remember, Paladin is still going strong after twenty-plus years as a combat jockey. And, even if he doesn't wear his Ace of Aces ribbon, it's still there.

Another: You won't be seeing the *Hornet's Nest* from this point on. The strange and silly adventures of the TCS *Hornet's Nest* — a carrier that bore an unfortunate and unmistakable resemblance to the *Tiger's Claw* — were the product of an artist and pilot who went by the moniker of Tooner. We like to remember Tooner as having a deft wit and a diseased mind, but all we can do is remember him. He was also known as Lieutenant Larry Dibbles. R.I.P.

Also in this issue, we have the latest Vega Sector update from *Joan's Fighting Spacecraft*, including the most up-to-date data on the Kilrathi ships we're facing; an excerpt from Borger's new survey of Terran and Kilrathi weapons systems; and our usual assortment of news, facts, trivia and profiles. Enjoy them ... but think about them.

LIEUTENANT TANAKA MARIKO

Age: 23

Callsign: Spirit

Homeworld: Japan, Earth

Lieutenant Tanaka Mariko goes by the tag of Spirit — a rough translation of *Kami*, as she was 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 her ship's weaponry.





(New York, North American States, Terran News Services) — On 2654.080, representatives of the Committee for Interaction with Alien Intelligences (CIAI) announced contact with a new alien race.

CIAI spokesman Iola Jonson issued the following statement: "The CIAI regularly launches unmanned probes to uncharted jump-spheres; these probes contain our most sophisticated translation and interpretation equipment. Eight days ago, Probe Number H227 reappeared in a Terran jump-point carrying data and artifacts from a species we are currently referring to as the Double Helix.

"Based on the information we have so far been able to interpret from H227's records, the Double Helix are a sentient race possessing space travel, and we are not ruling out the possibility they possess jump drive technology. Physically, they appear to be carbon-based anthropoids who communicate through scents and pheromones. Their name is derived from the double-helix shape of their spacecraft."

World Science Federation officials believe this to be the most significant contact with an alien species since the discovery of the Kilrathi, and hope that contact will remain friendly.

(Tiger's Claw, TCAFCN) — There's good news for personnel aboard the TCS *Tiger's Claw* — The TCSO (Terran Confederation Service Organization) will send an entertainment unit to the much-decorated carrier as early as next month.

The TCSO troupe includes dancers (normal and zero-g), singers, comedians and the Confederation's best cyberlink illusionists.

Vidstar Saranya Carr, exotic heroine of the popular *Luna Jones, JumpScout* serial, is accompanying the TCSO troupe to the *Tiger's Claw*. Carr, 25, stated, "You bet your life I'm happy to be working with the TCSO. I mean, you see Luna Jones blowing Kilrathi fuzzies out of space every week, but Saranya Carr can't tell a nav computer from a dialogue transceiver. Since I can't help our fighting forces directly, I'm proud to be able to entertain and build morale. Besides," she adds, "I'm not completely unselfish. Perhaps I can persuade someone to give me a ride in one of those new Rapiers ..."

...

This past week, the *Tiger's Claw* was fortunate enough to add another ace to its Confederation ranks. Second Lieutenant Todd "Maniac" Marshall knocked down his fifth Kilrathi in an engagement near Kurasawa System, where he and his wingleader, Captain Jeannette "Angel" Devereaux, were escorting a cargo ship.

While passing through an asteroid belt, the two pilots encountered a wave of five Dralithi fighters. Devereaux downed the first with a volley of mass driver cannon, while Maniac broke formation and nailed the second enemy fighter with a heat-seeking missile. The Kilrathi, amazingly enough, began to retreat when Maniac radioed that he was chasing them down. He managed to destroy one more ship, reaching ace status three missions after graduating from the Academy.

"No way I was going to pass up that opportunity," exclaimed Maniac upon his return. "There they were, sitting ducks just waiting to face the best pilot on the *Tiger's Claw*. I knew ol' Devereaux could take care of the *Bonnie Heather*, so I hit my afterburners and took care of them. I guess they got what they deserved!" added Marshall.

Devereaux refused to congratulate Marshall on his success, calling his chase "a ridiculous misuse of Confederation firepower."

TAGGART'S TACTICS

Here's a simple question from a simple test. Every fighter-jock answered hundreds of these at the Academy.

Hypothetical Situation: You and your wingleader, flying Scimitars, are on a strike mission against a Ralari-class destroyer. En route, you see two damaged Jalathi-class heavy fighters, the survivors of an engagement that must have just ended.

Both craft are in dire straits: one is tumbling helplessly, all stabilization hardware destroyed. The other is limping away, its thrusters blasting intermittently, its maneuverability obviously impaired. One target lies a few clicks to port of your flight path, the other a few clicks to starboard. Your wingleader doesn't go after either of these easy marks — he presses on directly toward the strike objective. What do you do?

- A** Hold formation, ignoring these targets.
- B** Roll out for a couple of seconds to destroy the completely helpless fighter.
- C** Roll out for a very brief engagement with the seriously damaged fighter.
- D** Go after both damaged enemies.
- E** None of the above.



MAJOR JAMES TAGGART

Age: 45

Callsign: Paladin

Homeworld: Ares

"The laddies coming out of th' Academy t'ink that I was born old," chuckles Major James Taggart, who is known as Paladin to the spacecrews. "Bu' when I took me commission — not ta long after we discovered the Empire of Kilrah — I was j'st a kid charged up on stories of knight-errantry,

on The Death of Art'ur and The Song of Roland. S' when we ran into the Kilrathi, I knew I was going ta grab a lance, 'op into a cockpit, an' change the course of history. An' 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.

If you answered (E), do the corps a favor — resign your commission and stay away from civilian piloting jobs. Indecision kills faster and more reliably than making the wrong decision.

If you answered (B), (C) or (D), everyone who's ever put on an acceleration suit knows how you feel. But, you know it's not "by the book." As boring as that may sound, you've left your wingleader unguarded for a few critical seconds.

If you answered (A), you deserve congratulations ... but perhaps not many. It's easy to pick the right, by-the-book answer when filling out a test in the placid atmosphere of your own quarters or a testing hall. It's quite another in the cockpit during an actual mission. In the field, the temptation to mark up a couple of safe kills — especially if you're only one or two short of your Ace classification — will often overcome your Academy-drilled impulses.

Of course, this is only a hypothetical situation. Unfortunately, it was real for Captain R.A. "Mule-Skinner" Skinner and Lieutenant Larry "Tooner" Dibbles.

THE TRUTH FROM THE BLACK BOX

A month ago, Captain Skinner and Lieutenant Dibbles went out as part of a strike team assigned to destroy the Ralari-class destroyer *Rathtak*. They launched from the *Tiger's Claw* at 2300 hours. At 2321 hours, the carrier bridge caught static-laced transmissions from Skinner to Dibbles, ordering him back into position. These were the last messages from either man. Ever.

Follow-up crews were eventually able to recover the remains of Skinner's flight recorder and reconstruct what happened from its record of radar images.

The real scenario unfolded exactly like our hypothetical situation above. Mule-Skinner ordered his partner back into position. Either presuming that Tooner would immediately turn back, or just unwilling to delay his mission because of a flaky wingman, Skinner pressed on toward the objective. Tooner did not immediately turn back, probably planning one last strafing run before rejoining his wingleader. Unfortunately, the painful truth was that neither Jalthi-class fighter was damaged.

When Lieutenant Dibbles came within a reasonable assault distance of his target, it abruptly rolled out in controlled flight and engaged him. Simultaneously, the "dead" Kilrathi fighter powered up, and moved into position behind Captain Skinner.

To Lieutenant Dibbles' credit, he was able to hold off his opponent for a while. But while he was dogfighting one Kilrathi, the other was destroying his wingleader. Skinner's flight recorder blacks out with the radar showing Dibbles still in desperate combat with his opponent.

Even without the benefit of Dibbles' unrecovered flight recorder, it doesn't take much creativity to reconstruct what happened next. The second Jalthi moved in to engage Dibbles. Between the two of them, they easily shot Dibbles down.

"Sometimes you've got to throw the book away." I hear this from pilots both young and old ... and sometimes, maybe, it's true. But in this case? No. Dibbles didn't have to throw the book away. He wanted a kill, another bright spot on

his personal record. To obtain it, he endangered his wingleader and mission objective. What were the results of this decision? We lost two pilots with several years' worth of combat experience.

Colonel Halcyon had to write the appropriate letters of condolence. The remaining elements of the strike mission damaged, but did not finish off, the destroyer objective. While it is not conclusive that the presence of two additional Scimitars would have resulted in *Rathtak's* destruction, it was at least a possibility. Last of all, this error cost the *Tiger's Claw* a great morale-booster: Dibbles was the writer and artist behind *Hornet's Nest*, the wonderful comic strip that has appeared in every issue of *Claw Marks* for the last two years.

The "book" you're trained to go by was written for a reason. It's a good book, one worth following. It's worth reviewing now.

BASIC TACTICS: A REVIEW

Let's go over the basic, Academy-standard tactics you're supposed to follow in the field.

Individual Objectives. Here's the simplest thing in the world to remember — if you're willing. The wingleader's objective is to accomplish the mission. The wingman's objective is to protect the wingleader at all costs. If he is eliminated, it becomes the wingman's duty to accomplish the mission objectives.

There's not much room for variation. Occasionally, a seasoned wingleader may decide to trade roles with his trainee wingman, or he might send his wingman to protect a third pilot who's being swarmed while he goes after another target. But in all cases, nobody is solo. If the two trade roles, we still have a wingleader and a wingman. If the two split up to help others under siege, the two are acting as temporary wingmen to temporary wingleaders. The "buddy" system is still intact. We live by that system. Without it, we die.

MAJOR CHEN KIEN

Age: 39

Callsign: Bossman

Homeworld: Taiwan, Earth

Major Chen 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. 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. That is when they started calling me Bossman."

The 39-year-old native of Kaohsiung, Taiwan, has a degree in aeronautical engineering from the Confederation Net university system.



Mission Objectives. Objectives vary with types of missions. On the *Tiger's Claw*, 98% of our flight missions fall into five categories:

Defend. You are assigned to guard a stationary position — a capital ship, base or jump point. Orbit that position at a distance of 2,500 klicks. Do not break to engage incoming enemies until they move within 5,000 klicks of the position you're protecting. That's 5,000 klicks from their target — not from you.

Escort. You are assigned to guard larger ships on rendezvous assignments. Fly parallel to the ship you're escorting at a maximum distance of 2,500 klicks and keep your eyes open. In the face of oncoming hostiles, don't break and engage too soon. The best time to break formation is when the hostiles have approached within 5,000 klicks of the ship you're protecting.

Intercept. You are assigned to seek out and engage enemy vessels in a particular area — an anticipated Kilrathi jump point, or a halfway point between oncoming enemies and the ship you are protecting. No particular tactics are called for, except the standard tactics for keeping yourself and your wingmate alive.

Patrol. You are assigned to a flight pattern through unsecured territory. If an enemy force is detected, you can either engage it or head back into base. This is where a lot of novice (and some experienced) pilots make lethal errors. Nobody likes to back down. No one wants to talk to your widow or widower, either. Consider the situation carefully before engaging the enemy.

Strike. You are assigned to destroy an enemy target, often a capital ship. Obviously, the idea is to get in quick, launch missiles, blow the target up and escape quickly. Unfortunately, the enemy usually decides to defend any target worth destroying. This is where the wingleader/wingman relationship becomes especially critical. The wingleader must get his missiles placed, and the wingman must keep him or her alive to do so, even at the cost of his personal objectives. He or she must take out oncoming fighters and only drop missiles if a clear opportunity arises that doesn't endanger the wingleader.

FIRST CONTACT

When you first encounter a flight of enemy fighters, they will almost always be flying in formation. Once initial contact has been made, they will break formation into pairs at roughly four-second intervals. Generally, you should likewise break formation to match and engage them. All of this leads to the question of what to do once you've engaged the Kilrathi. The book has something to say about that, as we discuss immediately below.

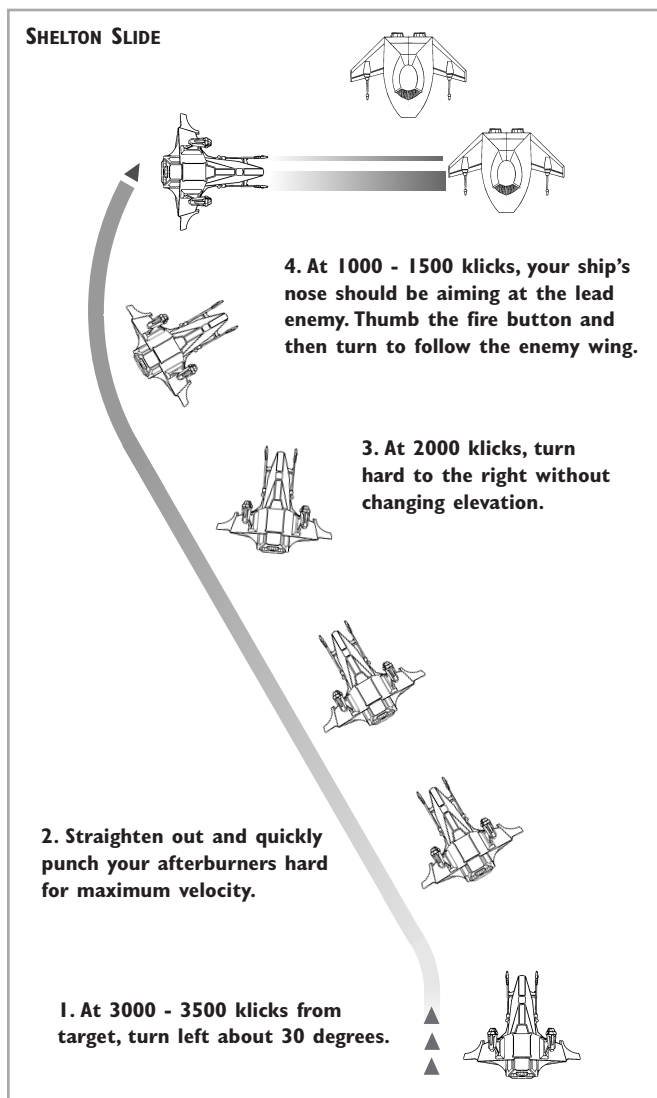
STANDARD MANEUVERS

Twenty years of fighting the Kilrathi have shown us some basic maneuvering tactics that improve the rate of survival. Until your personal flying instincts give you a tactic for every situation, go with the "by the book" maneuvers. You'll have a better chance of making it home in one piece. All the book can do is tip the odds a bit in your favor, but the record shows that this slight improvement is worth the embarrassment you may feel about doing something the way you were taught at the Academy.

You learned your basic moves in flight school, but let's review a couple here. In addition to standard turns, rolls, dives and climbs, you should learn these tactical maneuvers:

Shelton Slide. Since enemy tracking systems can't anticipate changes in velocity or direction, the Shelton Slide is one of the most successful moves you can make when approaching an enemy head-on. It removes you from the enemy's line of fire and places you in a perfect position for a side attack on your target. Here's how you do it:

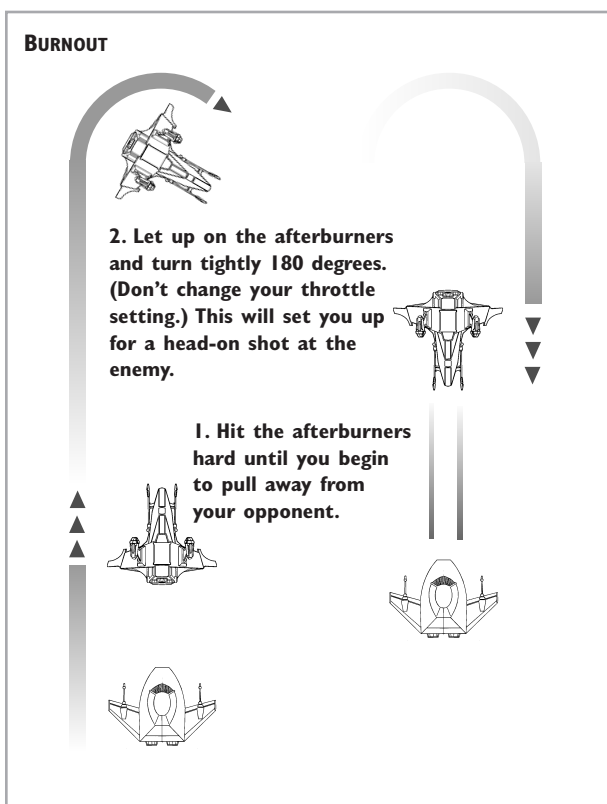
- Once you fly within 3,000 to 3,500 clicks of a hostile target, bear left (or right) approximately 30 degrees.
- As soon as the enemy craft is barely visible on your view-screen, straighten out your ship and punch your afterburners.



- Once you reach maximum velocity, let up on the afterburners and turn hard to the right (or left). Make sure you don't change the pitch of your ship — maintaining your current elevation is essential if you plan to open fire from a side position.
- Your ship's nose should now be pointed right at the enemy. Open continuous fire on the target ship as you slide past. Then, turn and pursue your enemy from the rear.

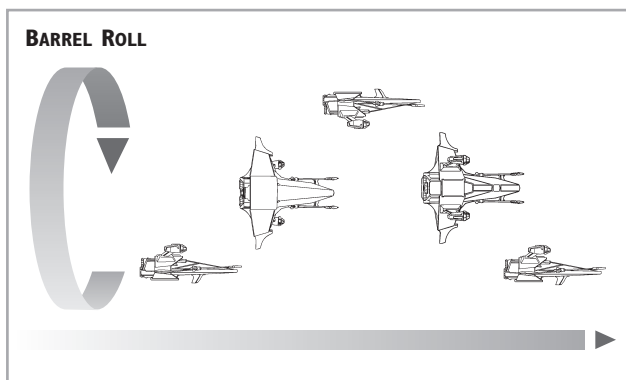
Burnout. Sometimes your opponent can maneuver just as well as you can and stay on your tail. In this case, you might try an alternate attack to evade your enemy — the Burnout. You can use this attack to put distance between your ship and your opponent's:

- Hit the afterburners full force until you reach maximum speed and begin to pull away from your opponent.
- Now, let up on the afterburners and perform a tight 180-degree turn. (Don't change your throttle setting.) This maneuver will position you for a head-on shot at the enemy.
- It won't take long for your enemy to reach you once you reverse direction. When the target moves within your cone of fire, open up with your cannon or lasers.



Barrel Roll. If you're making an attack head-on or directly from the rear, you may find the Barrel Roll a useful move for evading enemy lasers. While closing in on your target, you perform a corkscrew-like roll:

- ▶ When your target appears in the viewscreen, fly straight toward it until you're within firing range (approximately 2,000 to 3,000 clicks).
- ▶ Make a sharp bank left or right while pulling up the ship's nose slightly. This will cause your ship to maintain a constant rotation about the roll axis.
- ▶ Keep the ship banked and pitched until you have completed a 360-degree roll. At this point, you can continue the roll or level out.



Cutthroat. If you're fighting a single, highly maneuverable ship, you may want to try a Cutthroat move. Basically, all you do is cut your throttle to zero and lock onto a target. Then you can spin and tear into the enemy while he's trying to line up for a shot. If you're willing and able to take a few hits, hold your fire until your target begins an attack run — he'll be more concerned with shooting you than evading your shots. If he catches you with a shot or two, use short afterburner bursts to randomly change your position.

Hard Brake. One tactic you can use when you're being trailed by an opponent is a Hard Brake. Executing this move is relatively simple: reduce your forward velocity as quickly as you can. If you brake sooner, harder and better than your pursuer, he will overshoot you and enter your cone of fire.

This is especially effective if you're fighting a Krant or Gratha. Just cut your speed, lock onto the target and use your afterburners to maneuver into a rear attack on the enemy. These two Kilrathi ships have a hard time dealing with this tactic — apparently, they can't cut their speed fast enough to stay behind you.

CAPTAIN JOSEPH KHAMALO

Age: 36

Callsign: Knight

Homeworld: South Africa, Earth

Captain Joseph Khumalo, known to the crews as Knight, admits that his piloting accomplishments don't dot the record books. 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. I was a second looie assigned as wingman to Captain Maria Alvarez, callsign La Doña. We were hugging a transport deck and strafing a swarm of fighters headed the other way. Any defensive maneuvering would've cut me off from La Doña, so I just fired as fast as I could and got lucky. I picked off a couple of fighters going after her, then she put on her thickest accent and cooed, 'Ooh, eet's my White Knight'."

COMMON STRATEGIES

With that review of maneuvers fresh in our minds, let's review strategies for specific situations. Yes, aggressive tactics will let you rack up the kills, but quick thinking will keep you alive.

You're being tailed by an enemy. Here's the situation: You have an enemy to your rear and you're in his sights. What now?

If you have a critical target in your sights and you know that your pursuer's guns are not going to crack your shell with one hit, then it's permissible (barely) for you to take that hit, drop your load and then come around to deal with your attacker. In any case, don't do this unless you're within 2,500 clicks of your target.

If you don't have that critical target in your sights, or you don't know that you can take a direct hit, then evade. Evading involves a pretty complicated series of decisions you have to learn to make by reflex. If your pursuer has better maneuverability than you, but you have superior acceleration, try a Burnout or a Hard Brake and prepare to be very accurate with your ship's weapons.

You're fighting a more maneuverable opponent. Many times, you'll find yourself facing quick, agile Kilrathi ships, such as Salthi or Dralthi. In this case, accelerate to maximum throttle speed and apply Shelton Slides until you've eliminated all but one of the fighters. Then, resort to a Cutthroat and attack your enemy as he lines up for a shot.

If your pursuer has better maneuverability and better acceleration (a Salthi, for example), then you have a problem. If you want to make it a slugfest, try a Burnout. If you're already hurt, try any sort of evasive maneuver you can — hard turns and rolls in a succession of different directions.

You're battling a large group of fighters. Sometimes, you may find that you're fighting a Kilrathi ship one-on-one in the middle of a crowd. When combat occurs within a large group of fighters, past experience has shown us that separating enemy ships is an effective way to take on a single fighter at a time. In such situations, you can implement one of two divisive techniques:

Eclipse. As its name implies, this move involves using an enemy capital ship to "eclipse" you and a single Kilrathi ship from a group of enemy fighters. By using the capital ship as a shield, you can concentrate on battling one opponent at a time. (Do not, however, use the Eclipse with friendly capital ships; they have enough to contend with during an attack.)

Divide and Conquer. In open space, it won't always be possible to use an Eclipse. If you're flying with a wingman, try a Divide and Conquer. Lock onto a target, and then order your wingman to attack your target. By locking onto a different target on the other side of the fighter group, you can split the offensive by leading your target away from the pack. Taunt your enemy and punch the throttle so that you're headed away from the battlefield. Once you move 5,000 to 7,000 clicks away, you can take him into one-on-one combat.

Techs studying a recently captured Krant ship discovered that the Kilrathi radio range is very limited, so your target won't be able to radio for help at this distance. If you're flying with an aggressive, capable pilot (such as Iceman), you may convince the Kilrathi that you've deserted the battle and your wingman. After you finish off your first victim, you'll have the element of surprise in your favor when you sneak back into the battlefield.

You're attacking a capital ship. Many of your missions involve finding and destroying Kilrathi capital ships. Two different approaches are accepted in this combat situation:

If you want your wingman to attack the capital ship, afterburn past the first wave of defending fighters. Then, lock onto the capital vessel and order your wingman to attack your target. Next, immediately lock onto a fighter and attack it. By shifting back and forth between fighter targets and taunting their pilots, you can lead them away from the capital ship and from your wingman. Your job is to keep the fighters busy while your wingman fires his missiles.

If you prefer to attack the capital ship, help your wingman eliminate the defending fighters. Then, approach the capital vessel from the rear at a distance of 4,000 clicks. Begin firing your missiles once you move within 2,000 clicks. Then, barrage the ship with your forward guns. At 1,000 clicks, break hard to one side, turn 180 degrees and punch the afterburners. This will allow you to evade enemy fire, recharge your blasters and circle around for another approach.

You're cruising through an asteroid field or mined area. Maneuvering through a field of hurtling asteroids or mines isn't an easy task by any means, especially if enemy fighters lurk nearby. But, you can make the passage a little easier if you fly at a speed around 250 kps and follow this tip:

Position your ship so that the navigational crosshairs appear in the far left section of the screen. Hold this position for approximately three seconds, then shift so that the crosshairs move to the far right. Continue alternating and holding your position until you pass through the field. If enemy ships lurk within the asteroids, you can fight them there or pull them out of the field.

You can apply the previous tactic to mine fields as well. But, keep in mind that mines don't have to hit you to damage your ship. If you get close enough, they'll explode. Constant minor shifts in direction should keep you out of harm's way.

LAST NOTES

There's no sure way, no sure tactic, to keep you alive on a combat mission. You may be good, but so are the Kilrathi. Someone's got to win, and someone will probably die.

The book of flight regs, sneered at by up-and-coming aces, is nothing more than a tool that teaches you how to slant the odds in your favor. It says nothing more than this: "Protect your wingman and he'll protect you. Learn these tactics and they'll improve your chances." That's all.

And remember — you're not the only one who wants your chances to be improved. Your wingman does. Your commander does. Your family does. Ultimately, the entire Terran Confederation does. Because if we fail, our people and planets will end up "protected" by pilots who proved themselves better than us, fliers who showed they could beat us — the warriors of the Empire of Kilrah.

MAJOR MICHAEL CASEY

Age: 31

Callsign: Iceman

Homeworld: British Columbia, Earth

Major Michael Casey is known as Iceman to most of the crews. He has a reputation for being cool under fire, letter-perfect flying technique and deadly aim with ships' weapons — a combination that spells disaster for Kilrathi opponents.

Angel, frequently a 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 excited; Iceman is whispering terse little statements like 'Moving in,' 'Rolling right,' 'Target in sight.' And I will tell you: he talks ten times as much in the cockpit as he ever talks on the carrier."





KNOW YOUR ENEMY

FILE #67198: JALTHI FIGHTER BAKHTOSH "REDCLAW" NAR KIRANKA

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 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 making 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 poses; he believes himself to be superior to most Kilrathi, as well as all humans.

Tactics. Bakhtosh prefers to fire from a distance. He will move within 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 in, firing continuously, then try to outfly him in standard fashion. Do not be daunted by his substantial reputation.



FILE #16982: KRANT FIGHTER KHAJJA "MACHINE" NAR JA'TARGK

Khajja the Fang is not-so-affectionately called "Machine" by Terran intelligence. He is the most efficient, mission-oriented pilot the Kilrathi have. He pilots a Krant 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, use classic dogfight tactics. Try to outfly and outshoot him, or lead him toward unengaged friendlies. He doesn't like bad odds.



FILE #72639: DRALTHI FIGHTER
DAKHATH "DEATHSTROKE" NAR SINKAG

Dakhath, whose name translates literally as "Deathstroke," is one of the most dangerous pilots alive. According to our incomplete records, he has at least 55 confirmed kills. He pilots a Dralthi 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 a clock circuit.

Recommendation. It might be possible to lead him into a friendly ship's path of fire, and it 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 Dakhath's vicinity. One of his hobbies is target practice against ejected pilots.)



FILE #83542: SALTHI FIGHTER
BHURAK "STARKILLER" NAR CAXKI

Best known among the Kilrathi aces is Bhurak, dubbed "Starkiller." He is regarded as the best living pilot among the Kilrathi in this sector and flies a Salthi light fighter.

Strengths. Bhurak's an excellent pilot and shot. He has optimal reflexes, and no serious weaknesses can 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 can convince him to retreat.

Tactics. Bhurak likes to dogfight. He prefers a maneuverable foe and standard dogfight tactics. He almost always uses his ship's laser cannon, reserving his 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 route. 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 enjoy that and may choose a new objective.



NEW ON THE FLIGHT DECK

Can you recognize, on sight, all the medals awarded by the Terran Confederation Navy? Don't be caught speechless when a senior officer tells you to identify all the "chicken guts" he's wearing. Instead, learn the medals and ranks shown below.

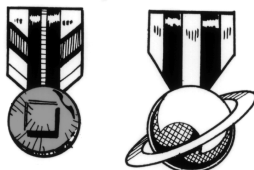


Bronze Star: Awarded for exceptional bravery under fire.

Gold Star: Awarded for exceptional bravery against hopeless odds.

Silver Star: Awarded for exceptional bravery against overwhelming opposition.

When a recipient wins an additional Silver Star, an extra bar is affixed to the top of the ribbon area.



Terran Confederation Medal of Honor: Also nicknamed the "Pewter Planet," this is the highest medal awarded to military personnel.

Golden Sun. Awarded for surviving the destruction of one's ship. The Golden Sun is awarded only once. The subsequent loss of ships gets you only the requisite, especially intensive, debriefing sessions and performance evaluations.

CAPTAIN IAN ST. JOHN

Age: 27

Callsign: Hunter

Homeworld: Australia, Earth

Captain Ian St. John, Hunter to the space crews, is known as a seat-of-the-pants flier, and Kilrathi opponents tend to be baffled by his spontaneous flying style. But, the friendly 27-year-old from 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 flying solo. But, all the [expletive deleted] things we're given — ships, weapons training an' standing regs — are there for us to push to the limit, an' maybe a little further, if we're going to get the job done."



CAPTAIN JEANNETTE DEVEREAUX

Age: 28

Callsign: Angel

Homeworld: Belgium, Earth

"I cannot stand rebels or hot-doggers, or any of these so-called intuitive know-it-alls," quickly explains Captain Jeannette Devereaux, who goes by the cockpit moniker of Angel. "We have used flying craft in warfare since 1914. As a race, we have nearly eight centuries of combat flying experience 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 war, *n'est-ce pas*?

The 28-year-old Devereaux is a native of Brussels, Belgium. She is widely known for her marksmanship and rate of ship survival — she's never had to eject.



The background of the entire image is a dark, star-filled space. Large, dark, angular shapes resembling stylized wings or a starburst pattern are scattered across the frame. In the center, the title "WING COMMANDER II" is displayed in a bold, metallic, 3D font. The letters have a blue and silver gradient with a yellow and orange glow around them. The word "WING" is on the top line, "COMMANDER" is on the second line, and "II" is on the third line, centered below "COMMANDER".

WING COMMANDER II

Thrakhath's Vow

In my homeland, the weaker warrior-clan have christened you as the Heart of the Tiger, but to me the human "tiger" must be a beast of small measure. You have not the courage to face a true warrior of Kilrah alone in battle.

I know only hate for you when I hear your name spat from the mouths of my pilots. But rest assured that we will soon meet. My father was Admiral Gilkarg, son of the Emperor. Your death is the price I require for his shame, for it was he who paid for your cowardly attack on Kilrah's royal fleet. He did not receive a rightful burial, only a dishonorable execution by a lowborn Kilra'hra.

And for that, my enemy, you will suffer greatly. In the eights of moons to come, I too will strip from you something you hold dear.

On my blood and name,
Prince Thrakhath

TRANSLATED BY TCN INTELL: 2655.200

CBlair@tcn.caernarvon.sec

Hello, Captain.

Sorry to hear about all the trouble you had with Tolwyn. I can't believe he gave you a demotion. Anyway, at least you're still flying. So how are you surviving out at Caernarvon? Even though it's pretty backwater, I've overheard Intell rumors that the Kilrathi are making a move toward overtaking the station. Doesn't that figure? You always seem to wind up where the action is.

I'm really dreading my next assignment. After the Tiger's Claw, they kept me on the Austin for six months. Now they're talking about transferring me aboard the TCS Washington as the Rapier wing commander. But I've got a bad feeling about it. Judging from their performance records so far, none of these young pilots are going to live very long.

Looks like your luck hasn't been much better. Everyone here seems to think that it's your fault the cats got through and destroyed our carrier. But it wouldn't surprise me a bit if you're right ... the Kilrathi have probably developed some new "stealth" technology that's bound to give them the upper hand.

With all this in mind, I'll probably be dead by the time you get this. If you don't hear from me again, that's more than likely why.

Take care,

Doomsday

ROSTER UPDATE

Date: 2656.120

Status: **Confidential**

In the past month, several new pilots have been transferred onto the *Concordia*. The new flight roster includes the following TCN personnel:

Lieutenant Ross Baldwin IMPULSIVE, VOCAL, BENT ON DEFENDING THE CONFEDERATION. FORMERLY ENSLAVED TO THE KILRATHI BUT ESCAPED AND ENROLLED IN THE TERRAN NAVY.
 Age: 26
 Callsign: Downtown

Major Zach Colson OUTSTANDING PILOT, CONFIDENT, COMPETITIVE. HIS OUTGOING PERSONALITY AND MUSICAL TALENT HAVE EARNED HIM A GREAT DEAL OF RESPECT.
 Age: 32
 Callsign: Jazz

Captain Elizabeth Norwood EXPERIENCED AND COMPETENT, BUT NOT EXCEPTIONALLY MOTIVATED. WANTS TO PASS ON HER KNOWLEDGE TO YOUNGER PILOTS AND RETIRE.
 Age: 35
 Callsign: Shadow

Captain Dirk Wright YOUNG, COURAGEOUS, IMPULSIVE, SKILLED. POSSESSES INTENSE HATRED FOR THE KILRATHI, BUT HAS AN ADMIRABLE FIGHTING SPIRIT.
 Age: 25
 Callsign: Stingray



MAJOR ZACH COLSON

Age: 32

Callsign: Jazz

Homeworld: Kansas City, North America

Jazz describes himself as a self-taught jazz pianist and elite pilot who has "uniquely balanced his creative and analytical minds." He's a distinguished Academy alumnus, having graduated at the top of his class.

"I know I'm talented and well-trained, just like most of our Confederation pilots," Colson says as he mindfully strokes one of the ribbons decorating his uniform. "But it's poise that determines who survives in combat every time. That's where my training gives me an edge. Back on the *Austin*, I've implemented a visualography machine — it uses visualization techniques and holographic goggles to test and improve your combat reflex skills. I wouldn't say it's the train sim of the future, but it's close."

CONFEDERATION OATH OF SERVICE

I am the heart of the Confederation.

A servant of peace...

A deliverer of freedom...

A guardian of worlds...

As I pave the road to victory

I shall not fear the enemy

For he cannot conquer justice.

As I light the righteous fire of peace

I shall hold life sacred

For it is my duty to rise against evil.

Chris,

Hey man, how are you? I thought I'd drop you a line and make sure you haven't dropped off the face of the galaxy.

Things have been wild since you went on R & R. You'll never guess what happened to me. Remember that Cat ship that surrendered to us a couple of months ago? Well, the captain of that ship turned over one of his subordinate cats to me as a gesture of thanks after I toasted that Fralthi that came after him.

Now, this young Kilrathi thinks he's my slave. He keeps going prostrate and calling me his "liege lord." It's weird, I tell you. And what I really don't understand is that he looks so disgusted to be serving me. He's all polite and everything, but there's something primal about him. Kinda scary, like a mad dog that might turn on me.

On top of that, he won't do anything without my permission and keeps muttering something about some guy named "Sivar" and "losing his soul to the Great Dark." I can't take much more of it, to tell you the truth. Any advice, soldier?

- HUNTER

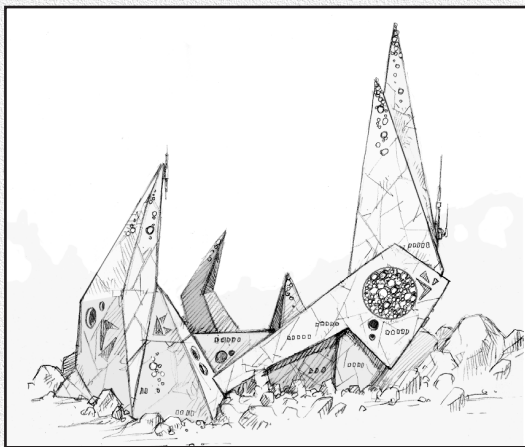
Confed Blasts Kilrathi Religious Estate

Confed News Services confirmed today the destruction of Vukar Tag, a Kilrathi religious palace in a sector by the same name. The planet, void of any strategic value or natural resources, had previously been heavily guarded by feline forces, generating intense Confederation intelligence operations.

The military operation that uncovered the planet's religious significance was a three-month-long procedure. Though successful, it cost the Confederation three corvettes and one of the Navy's most prized combat pilots, Lieutenant Commander Ramona Chekhova.

"Ramona was hard, really difficult to get to know," said Captain Bill Harcourt of the *Johnny Greene*. "Sometimes we wondered if she had a death wish, but she was the one that got the job done."

"We all tried to dissuade her from this ... this suicide mission. It was her idea, but she was, excuse my choice of words, dead-set on being a war hero.



Lt. Chekhova and I may have knocked heads a few times, but I had nothing but the utmost respect for her."

The mission in which Chekhova sacrificed herself took place during an unusual reconnaissance operation. She camouflaged herself in an inoperable vessel and orbited around the planet. Her vital camera images revealed a strange castle-like structure, later confirmed by Intell to be an ancestral estate of Kilrah's royal family.

The *Johnny Greene* returned with Chekhova's images, completing the first step of a plan code-

named *Operation Back Lash*, the brainchild of Admirals Banbridge and Tolwyn. The strike was designed to split the Kilrathi main fleet in half. Days later, a full Marine force destroyed the palace and its guardian installation in a textbook five-hour operation.

A new Confederation base will be erected near the site and will be dedicated to Chekhova. Early designs were unveiled at the memorial service last week, where Lt. Chekhova was also awarded a posthumous Purple Heart and the TCN Inter-Congressional Medal of Honor.

CERTIFICATE OF COMPLETION

XCU-50 Console Training

PRESENTED ON

2668.322

THIS CERTIFIES THAT

Colonel Christopher Blair

*has been duly certified by the Terran Confederation Navy to operate the XCU-50
Optical DataZig Console and has met all requirements for certification.*

PRESENTED BY

Maj. Allen M. Myekland, Instructor

allen m myekland



DIGITAL HOLOVID

E-822A West Zarringer, Level 4
New Las Vegas, NV 12345
Sector 12, Earth, Sol System

No. 591030

Date: 2668.211

Credit to the
Account of:

Christopher Blair

Amount:

Two thousand and twenty-two credits

2,022

Comment:

A Treacherous Hero Hologrid royalty

LIEUTENANT ETIENNE MONTCLAIR

Age: 34

Callsign: Doomsday

Homeworld: Hawk Bay, New Zealand,
Earth



Lieutenant Montclair calls himself a "devil's advocate" because he always tries to view things from the worst-case scenario. Always anticipating disastrous results, he accurately bears the callsign Doomsday. According to him, this war's going to drag on forever. Of course, he says the Confederation will pull through, but not before thousands of Terrans sacrifice their lives and colonies to the Kilrathi. "The reason I fly with Jazz isn't that big of a secret. Admiral Tolwyn feels he's doing me some kind of favor by pairing me with such an upbeat showoff," sighs Doomsday. "I like Jazz — he's a good pilot and all — but I'd still rather fly patrol missions in a safe sector somewhere. I'm never going to see forty if these Kilrathi keep jumping our nav points."

Confederation Pilot Trades Heroism for House Arrest

Confed Wire: 2656.322

Former Lt. Commander Christopher Blair has been placed under house arrest aboard the *TCS Austin*, pending an internal TCSN investigation into last week's loss of the *TCS Tiger's Claw*. Blair was on a routine patrol when several wings of Kiltrathi fighters slipped through his sector and attacked the carrier.

According to inside TCN sources, the traditional "black box" that records fighter information was missing from Blair's ship following the incident. Without the device, officials have no way to verify (or contradict) that his actions followed protocol during the course of the flight.

"We are currently trying to locate Lt. Commander Blair's flight recorder box," stated Major Edward Pyle, Chief Investigative Officer for Intell. "Until then, we can only presume that it was removed following his last — and probably final — patrol mission."

The formal accusation of treason brought against one of the most accomplished pilots in the Navy comes as an unwelcome surprise to Blair's fellow pilots.

"I cannot believe that the Navy would even entertain the idea that Lt. Commander Blair is a traitor," said Captain Jeannette Devereaux, a close friend and frequent wingmate of Blair's. "He is one of the most dedicated pilots I have seen during my career as a pilot. It is neither right, nor fair, to remove him from combat."

A full courtmartial is scheduled for early next week, pending further investigation. Admiral Geoffrey Tolwyn, Blair's acting commanding officer following Colonel Halcyon's death, refused to comment, saying only that he favors a speedy verdict.



Christopher Blair

The background of the entire image is a dark, star-filled space. Overlaid on this are large, semi-transparent, dark grey geometric shapes that form a stylized, abstract pattern. In the center, the text "WING COMMANDER III" is displayed in a bold, white, sans-serif font. The letters have a slight 3D effect with a blue and red gradient on the right side of each character.

WING COMMANDER III

Transfer Form J-102AL-3

TRANSFeree: Colonel Christopher Blair

COMMANDER: Admiral Geoffrey Tolwyn

EFFECTIVE DATE: 2669.198

Colonel,

Your recent request to be transferred aboard the TCS Bradshaw has been denied according to TCN Article 13-2-28A.

TCN ARTICLE 13-2-28A, AMENDED 2668.027

No officer, in wartime, shall have a request for transfer approved if any of the following conditions exist:

1.1a. The said officer has served in Special Force operations in the previous 9 months.

1.1b. The said officer is currently under investigation for treason, felony or Class III misconduct.

1.1c. The transfer request is deemed to primarily promote personal interest.

You are hereby ordered to report to Addington Station, Border World 8, Leyton Sector within 48 hours of receipt of this order.

Although you may be disappointed by this turn of events, rest assured. I have another assignment in mind that you'll no doubt find most enjoyable.

Respectfully,

Adm. Geoffrey Tolwyn

Admiral Geoffrey Tolwyn, TCN

Pilot of the Month

Rank & Name: Lieutenant Laurel Buckley

Age: 32

Award Date: 2669.090

Homeworld: Enyo

Callsign: Cobra

Leisure activities: Martial Arts

Determining Factor: Escorted three supply runs to and from Hampton station in the Orsini system and successfully defended transport ships from four Kilrathi attacks.

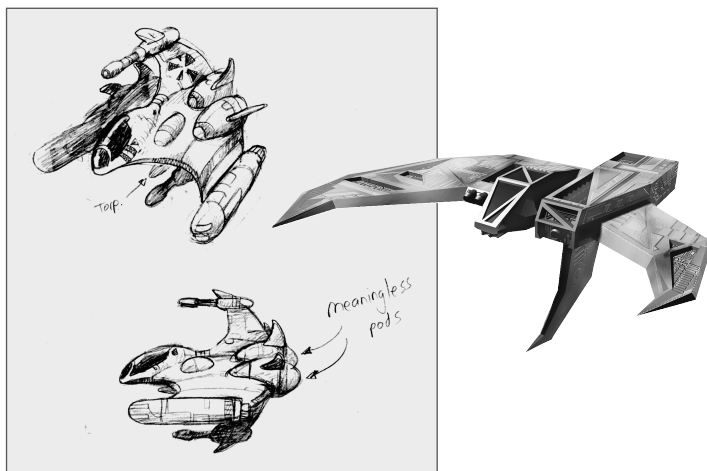
Excerpt from Self-Analysis: I know that a lot of people weren't exactly thrilled when I was assigned to the *Victory*. After all, I'm the only pilot here who hasn't gone through Academy. Truth is, I didn't have enough time. The cats ate my past up, and left me nothing but cold blood and anger. Every day I wasn't gunning after those monsters was another day of my life wasted. It was Commander Eisen who gave me my callsign after seeing my style on my first mission.

Most often heard quote: "I won't rest 'till the last cat is history."





TCSN Press Release
2667.144



KILRATHI STEALTH SHIPS VERIFIED

CICINTEL has just released a full report confirming the existence of K'ithrak stealth fighters. The report rides the tide of an internal buzz following last week's visual sighting of several such craft. The identifying pilots were Colonel Christopher Blair and Lieutenant Zach Colson, both pilots on the TCS *Concordia*.

Both pilots' flight recorders verified their claims that they faced nine "stealth" fighters during a patrol mission in K'ithrak Mang System. Blair was able to disable six of the fighters, and neither Confederation ship was damaged.

The sighting has cleared Col. Blair's record, who was investigated for treason and demoted over a decade ago for his purported sighting of stealth fighters. A lack of evidence reduced the charges to negligence, leading to his reassignment to InSystem Security on Caernarvon Station.

According to Intell, this is the first confirmed report of stealth fighters. Several other sightings have taken place near or in K'ithrak Mang sector, but had remained unverifiable until last week.

A partial report will be available for public distribution within two weeks. Access to the full report is currently restricted to TCN personnel with Intell clearance, and all active-duty pilots.



À l'amour de ma vie— Happy Anniversary

Christopher, I am so sorry we can't be together on our special day. Be assured that you are always in my heart. I do not often express my feelings for you ... yet you must know how deeply you have fallen into my heart.

When this war is over, I want us to ... how is it said? ...escape the hell out of a city called Dodge? I long to be free of these regulations and battles that keep us apart. I want to forget about this god-forsaken war and take your hand on a small, isolated world somewhere, on a farm, by the sea, wherever, it does not matter.

But for now, mon amour, I must be content with holding you in my mind. Until we can be together again, remember my love for you runs true.

— Angel

KILRATHI CREED OF SERVICE

~

MY HEART DOES NOT KNOW FEAR
FOR I AM A SERVANT TO SIVAR
MY CLAWS DO NOT KNOW SHAME
FOR I AM A WARRIOR OF KILRAH.
MY CLAN SHALL NOT BE DISGRACED
FOR I SERVE MY HRAI AND LORD.
WITH MY TONGUE I OFFER FEALTY.
WITH MY CLAWS I UNSHEATHE VICTORY.
WITH MY MANE BOWED I LIE DOWN
AND OFFER UP MY LIFE FOR HONOR.

(Translation by Ralgha nar Hhallas)

Pilot of the Month

Rank & Name: Lieutenant Winston Chang

Age: 38

Award Date: 2669.120

Homeworld: Enigma Sector

Callsign: Vagabond

Leisure activities: Fine-tuning my winning streak at cards

Determining Factor: Acted as a decoy ship during an ambush on a small Kilrathi fleet, allowing Longbow bombers to eliminate two destroyers, one corvette and a light carrier.

Excerpt from Self-Analysis: I'm so used to going from here to there that the only place I can settle down is on an old tug that'll do the wandering for me. When you've seen as much as I have, you develop a sharp appreciation for quality. This ship is filled with fine people, as well as skilled pilots. If I had a complaint, it would be that my crewmates play cards like a ship full of grandmothers.

Most often heard quote: "Take your mind off your troubles with a quick hand?"



To: cblair@tcn.victory.crew
From: weisen@tcn.victory.crew
Date sent: 2669.220
William Eisen, Captain, TCS Victory

Glad to have you on board, Colonel.

I have alerted the crew that we may experience some deviations from our routine operation in the weeks ahead. Rest assured that all men and women aboard this ship are experienced and dedicated professionals. They can handle just about anything this war throws at them. I am certain you'll discover this for yourself as you get to know the members of this fine crew.

Most importantly, no matter what duty this ship draws in the future, nothing can ever take away from the fine record that "Tin Can Sally" has recorded.

We will continue to do our best. I know that you'll endeavor to do your part.

Captain Eisen

To: cblair@tcn.victory.crew
From: adeveraux@tcn.covert-ops
Date sent: 2669.210
Col. Jeannette Devereaux

Bonjour, my friend. The days grow more difficult as we remain apart. Still, you are in my thoughts every moment. As duty calls, every mission you or I fly could very well be our last. I cannot help but fear that you will be harmed in one of your many patrols. Take care, for my sake as much as yours.

Though I long to see you, I must focus all my energy on the task at hand. It is the only road to togetherness once again.

Take care, mon amour.

Angel

PERSONAL POINT

An Interview with Confed's Top Pilot



Rank/Name: Colonel Christopher Blair

Age: 32

Homeworld: Earth

.....by Barbara Miles

EDITOR'S NOTE: *I was afforded the rare opportunity of meeting Colonel Christopher Blair shortly before his assignment aboard the TCS Victory. Intense, committed and composed, he represents the level of dedication of each pilot that's doing his part in this war. And what does the best pilot in the Confed forces think of the war? Let's just say he's not planning on retiring anytime soon ...*

Miles Colonel Blair, you've been at the forefront of the Confederation's war effort in several crucial campaigns over the past 15 years. My question is this ... what will happen if the Confederation still hasn't pulled off a convincing victory against the Kilrathi by the time you're ready to retire?

Blair Who's thinking about retiring? I'm in this for the long haul. Unless HQ or Covert Ops has some trick up their sleeve that I'm not aware of, this Galactic War is far from over. My aim is to fly

as long as they let me, to do my part and to escape from it in pretty much one piece.

Miles After all this time, do you still worry that each mission might be your last?

Blair The day I stop thinking about that possibility, it will be my last. But I wouldn't characterize what I do as "worrying." Instead, I focus in on each assignment and never take any mission lightly. I go into this zone where I'm paying attention to everything I do and everything my wingmen are doing and everything the enemy's doing. I give my all every time I strap myself into the cockpit. Anything less would be cheating myself and the entire war effort.

Miles How did you end up on your latest ship, the TCS Victory?

Blair Admiral Tolwyn felt it would be an appropriate tactical move to bring someone with my level of experience to a carrier with ... an even greater amount of experi-

ence. That's all I have to say about that.

Miles If and when you return to civilian life, what will you do?

Blair That's a good question. I don't have a ready answer. I'd like to settle down with ... someone special. Who knows? An old wing-wiper like me will probably end up back at the Academy as an instructor.

Miles Your loyalty and dedication to the war effort cannot be doubted. But do you believe, deep down, that we'll ultimately triumph over the Kilrathi?

Blair Absolutely. I'm as certain of that as I am certain that I'm sitting here right now, talking to you on the Holo-Link.

And just in case our Kilrathi friends are monitoring this transmission — we're never gonna stop, we're never gonna give up. So they'd just better watch their furry behinds, because we're coming after them.

Psycho-Anthropological Profile of the Kilrathi

Compiled by
2nd Lt. Christopher Douglas
2652.102
Last revision: 2668.312

The following information is a compilation of facts offered by Ralgha nar Hhallas and gathered by Terran Intelligence and various Covert Ops.

PURPOSE

IN THIS WAR OF CULTURES, IT IS CRITICAL TO UNDERSTAND THE THINKING BEHIND THE ENEMY'S ACTIONS.

We must analyze their thought processes if we ever hope to anticipate their reactions and prepare for their tactical moves.

EVOLUTION OF THE KILRATHI

KILRATHI CIVILIZATION AROSE FROM THE SPRAWLING SAVANNAS OF KILRAH, WHERE THE SPECIES' PREDATORY FOREFATHERS FIRST LEARNED TO HUNT.

Later, they used their forepaws and emerging intelligence to fashion crude shelters from the scalding acidic ash that frequently followed massive volcanic eruptions in their tectonically unstable world. With this tool-making ability came the capacity to construct traps for their more evasive prey (particularly a small, intelligent, chimp-like creature which remains to this day a Kilrathi delicacy) and ultimately, weapons.

With the advent of intelligence, territorial conflicts among hunters were inevitable. The Kilrathi learned early in their social development the art of killing other Kilrathi. In fact, the whole of Kilrathi history is an extended chronicle of civil wars so brutal that they make those in human history pale by comparison.

This unrestrained carnage continued until two centuries ago, when a devastating war erupted between the two most powerful Kilrathi empires. This resulted in the utter destruction of one and established the uncontested supremacy of the other. The current ruling family came into power at the cost of millions of warriors and several sterilized worlds. United under one rule, it was only natural that the Kilrathi's territorial ambitions should turn outward to other life-bearing worlds. Now, they aggressively claim what they find and take by force what does not bow to their claim.

Bred as warriors and raised for battle, the Kilrathi hold little regard for pleasantries. Their entire culture is based on war and aggression, elevated to religious levels. Both Kilrathi aesthetic and technological design reflect the species' fanatical focus on death, conquest and domination.



Kilrathi history never experienced cultures paralleling those of Earth's ancient Egypt, China, Greece, Renaissance Europe or the Utopian Underground of 2200 – cultures that knew prolonged peace, reflection and artistic development. Because of this, Kilrathi aesthetics remain (by human standards) primitive.

SOCIAL STRUCTURE

KILRATHI WARRIORS BEAR SOME SIMILARITY TO THE OLD IMPERIAL ARMY OF JAPAN, NEVER GIVING UP HONOR EVEN AT THE COST OF THEIR LIVES.

In fact, it is not at all uncommon for disgraced crew members to commit Zu'kara (ritual throat-slashing suicide) for something as simple as unintentionally insulting their superiors.

A Kilrathi's future, both as a warrior and a citizen, is determined by his or her social status from birth. The entire population of Kilrah swears allegiance to one of eight noble clans, each with a unique social status. Every clan swears loyalty to its current leader, and even the Imperial bloodlines themselves are subdivided into clans of sorts. The Emperor holds absolute power, and can casually order executions and banishments. Coups and assassinations are commonplace political maneuvers.

All clans in Kilrah and its surrounding moons take the phrase "born leader" quite seriously, passing royal bloodlines down from one generation to another. Kiranka is the noblest clan of Kilrah, with clan members holding chief positions in the loyalist troops and in government.

Not much is known about the remaining Kilrathi social structure, except that Kilrathi women are in charge of religion, especially the priestesses of the war-god Sivar. Females control all religious factions on Kilrah and direct all offerings and religious festivities, such as those that occurred during the thwarted Sivar ritual on Firekka.

KILRATHI LANGUAGE

THE KILRATHI WRITING SYSTEM WAS FIRST SEEN IN THE COCKPIT OF A CAPTURED DRALTHI FIGHTER.

The language is written in sets of four vertical lines. Each vertical line comprises 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 syntactic element. Vertical clusters of the four-line sets combine to make sentences.



SOME EXAMPLES OF KILRATHI TERMINOLOGY

Arakh leaves. A popular intoxicant, often used to make tea.

Birha. Type of tree featuring large, red, sweet-scented flowers; native to the planet Ghorah Khar.

Ek'rah skabak erg Thrak'Kilrah maks Rag'nith. For the glory of Kilrah, the Emperor and the Empire.

Hrai. Kilrathi clan.

Includes all blood relatives as well as anyone oathsworn to the clan leader and his descendants.

Kalkrath. Interrogation by torture, not used on high-ranking Kilrathi except by order of the Emperor.



Kabaka. Heroic death.

Khantar. Commanding officer of a Kilrathi ship.

Kilra'hra. A common, lowborn Kilrathi. In appearance, he or she is characterized by coarse fur of mingled colors, a blunt muzzle, a flat head and blunted teeth.

Lerkrath. Interrogation by drugs, not used on high-ranking Kilrathi except by order of the Emperor.

Nak'tara. The planet Earth.

Nar. Part of every Kilrathi's name. It precedes the name of the planet on which the Kilrathi's hrai (clan) originated. (Ralgha nar Hhallas' hrai, for example, was from Hhallas.)

Paki. Pawns for power.

Sa'guk. One who is already dead to his hrai, even though he lives. It refers to disgracing one's family name, usually when one appears weak or is captured.

Skabak. Will to die for glory to Kilrah.

Takhars. Brothers of equal rank.

Tagugar. Honorable suicide (similar to a kamikaze action).

Thrak'hra. Noble lord, head of a hrai. Highborn Kilrathi are characterized by sleek, brightly-colored pelts marked with the distinctive patterns of their clan.

Tuka. Person who displays hesitation or weakness.

Zu'kara. Ritual suicide in atonement for an act of shame to one's family.

UNIFORM

KILRATHI DESIGNERS NEVER DEVELOPED AN APPRECIATION FOR ORDER AND SYMMETRY, AND THEREFORE THEIR DESIGNS ARE FREQUENTLY ASYMMETRIC AND DISCORDANT BY OUR STANDARDS.

The imagery is iconic and bold, oriented almost entirely towards glorifying previous battles and intimidating foes. The standard warrior's attire is unrefined, a peculiar mix of functionality and ornament, high-tech and primitive.



As the Kiltrathi remain strongly clan-oriented, uniforms are prominently decorated with symbols and insignia identifying the warrior's clan and family. Favorite colors include reds, blacks and maroons. Metallic textures lean toward gold and blood-red. The natural, coppery color of Kiltrathi plastisteel (of which their spacecraft are also constructed) is frequently found in personal armor.

SHIP DESIGN

KILRATHI STARSHIPS ARE DESIGNED AROUND BOTH LETHAL FUNCTIONALITY AND PSYCHOLOGICAL WARFARE.

Almost always asymmetrical, most Kiltrathi vessels incorporate fang or claw-like curves and points to accentuate their formidable look. Engines and weaponry are always placed on conspicuous display. Each ship's external markings indicate the clan responsible for the ship's construction.

Kiltrathi ships often resemble ornate cutting weapons. It is not uncommon for inexperienced human pilots flying markedly superior ships to become intimidated at the first sight of a gun-bristling Kiltrathi fighter.

ARCHITECTURE

KILRATHI ARCHITECTURE IS DRIVEN BY MANY OF THE SAME BARBARIC PRINCIPLES FOUND IN OTHER ASPECTS OF THEIR CULTURE.

The Kiltrathi's roots as rock-dwelling creatures are evident in their dwellings – mesa-like pillars and protrusions are often found rising from unlikely locations. Exposed machinery is common, and ceilings are rarely enclosed, leaving cables and ductwork exposed.

Lighting is usually dark and murky, and the high temperatures and zero humidity favored by the species often results in decidedly dusty atmospheric effects. And, as with clothing, trophies of war play a prominent role in interior decoration – skulls of victims or blasted hull fragments of conquered starships are often placed on garish display.

INTELL REPORT: KILRATHI ACES

Posted 2669.218

NAJJI "FIRECLAW" RAGITAGHA

Preferred craft: Darket light fighter

Although Fireclaw is not a pilot to be taken lightly, the relative lack of weapons and shields in his fighter of choice might render him vulnerable to coordinated attacks. He usually retreats when outnumbered or obviously outgunned.

DAKHATH "DEATHSTROKE" NAR CAXKI

Preferred craft: Dralhti medium fighter

Deathstroke may not pilot the quickest fighter in space, but he appears to be utterly without fear and he never backs down from an enemy engagement. He's been known to go 1000 clicks out of his way to taunt a Confederation pilot into battle. Your best hope for success against Deathstroke is to get him to focus his single-minded intensity on you and pray your wingman can sneak up behind him unnoticed.

MARJAKH "STALKER" NAR KUR'U'TAK

Preferred craft: Strakha stealth fighter

Keep your eyes open for Stalker. He won't announce his presence in advance. The first time you'll know he's there is usually when he opens fire. Little is known about Kilrathi stealth technology, but it's believed that the Strakha possesses inferior armor. The challenge, of course, is drawing a bead on the fighter in the first place.

BHUK "BLOODMIST" NAR SOM'MERS

Preferred craft: Paktahn bomber

Bloodmist is a dangerous pilot who picks his targets carefully, cannot be taunted into action and packs a big punch. He has serious firepower at his disposal and is a deadly shot from his rear turret. Approach Bloodmist cautiously – just because you can outfly him doesn't mean it'll be easy to bring him down.

KRAMM "DEATHFANG" NAR CAXKI

Preferred craft: Vaktoth heavy fighter

Don't be fooled by Deathfang's cocky attitude and aggressive taunts. The truth is, he's almost as good as he thinks he is. His fighter is a serious war machine and shouldn't be engaged without a trusted wingman to back you up. And always keep one eye on the Vaktoth's menacing rear turret.

PRINCE THRAKHATH

Preferred craft: Bloodfang heavy fighter

Even though Prince Thrakhath rarely flies anymore, when he does he invariably means business. Thrakhath's skills as a pilot are legendary and will require every ounce of your skill and energy to thwart. His ship of choice is the Bloodfang, which is said to be pound-for-pound a match for our own new Excalibur-class fighter.

Note: Intell has logged three isolated reports of a new Kilrathi rock fighter which appears to lurk in asteroid fields and spring on craft from this dangerous environment. If you or any of your pilots encounter one of these rumored fighters, submit a full written report to HQ for inclusion in the ongoing intelligence profile that is being assembled.

MILITARY RANKS

The following information on cross-force rank comparisons is a standard LS-c2 item recommended by TCN Headquarters for all relocated personnel.

Confederation Navy	Confederation Space Force	Kilrathi Armed Forces
Enlisted Ranks	Enlisted Ranks	Enlisted Ranks
Spaceman (E1)	Spacehand (E1)	Least Claw
Veteran Spaceman (E2)	Spacehand, 2nd Class (E2)	Third Claw
Petty Officer (E3)	Spacehand, 1st Class (E3)	Second Claw
Chief Petty Officer (E4)	Senior Spacehand (E4)	First Claw
Master Chief Petty Officer (E5)	Staff Sergeant (E5)	
	Tech Sergeant (E6)	
	Master Sergeant (E7)	
	Senior Master Sergeant (E8)	
	Chief Master Sergeant (E9)	
Officer Ranks	Officer Ranks	Officer Ranks
Ensign, 2nd Class (O1)	2nd Lieutenant (O1)	Fourth Fang*
Ensign (O2)	1st Lieutenant (O2)	Third Fang
2nd Lieutenant (O3)	Captain (O3)	Second Fang
1st Lieutenant (O3)	—	—
Lieutenant Commander (O4)	Major (O4)	First Fang
Commander (O5)	Lieutenant Colonel (O5)	Shintahr
Captain (O6)	Colonel (O6)	Kal Shintahr
Flag Ranks	Flag Ranks	Flag Ranks
Commodore (O7)	Brigadier General (O7)	Kalahn
Rear Admiral (O8)	Lieutenant General (O8)	Khantahr
Vice Admiral (O9)	Major General (O9)	Kal Khantahr
Admiral (O10)	General (O10)	Kalralahr
Space Marshal (O11)		

* Most Kilrathi pilots attain at least the rank of Fourth Fang. First Fangs and higher usually go on to command ships and squadrons. Kalralahr is the Kilrathi equivalent to the Confederation Admiral or Space Marshal — he controls whole sectors or commands large fleet operations.

MISSION OBJECTIVES

FLEET MISSION TYPES

Space Warning and Control

Purpose: To gain information concerning a particular area
To eliminate stealth craft
To interdict trade routes or convoy operations

Warning and Control missions usually deploy fighters divided into two to four patrols. Smart commanders often hold back a reserve of five or more ships, just in case patrolling ships run into trouble. With several squadrons, the fighters can patrol as much area as possible, using radar and other scanning techniques.

Objective Raid

Purpose: To attack/destroy/disable a tactical target

In Objective Raids, a squadron of fighters attacks a known primary target, such as a starbase or planetary installation. This type of attack is best executed while enemy fighters are minimal or absent. Light and medium fighters may knock out the carrier support ships and clear the way for bombers, or all fighters may cooperate and attack along with a carrier in a coordinated strike.

Superiority

Purpose: To eliminate enemy fighter presence

Usually deployed in fours, fighters on Superiority missions primarily perform search-and-destroy runs to take out enemy scouts. A squadron of escort fighters should remain behind to protect the carrier while the strike is carried out.

Main Force Support

Purpose: To support front-line forces

On the battle front, losses among fighter units sometimes require that reinforcements be sent in from other carriers. Nearby capital ships that are out of action send a complement of fighters forward to replace lost ships on the front lines. When this happens, the fighters land, refuel and rearm on the host carrier. The role of Main Force Support is mainly filled by older carriers removed from the front lines. Enemy forces, however, will sometimes send a destroyer or two to put MFS fleets out of action.

Recon In Force

Purpose: To divert attention away from main fleet operations
To intercept enemy logistics
To destroy secondary targets

Recon In Force fleets are composed of a light carrier, two escort ships, a fast destroyer (for supplies), a cruiser and one or more scout ships. This well-stocked group forges its way through or around the main front and operates independently as long as possible. It searches out enemy forces and destroys whatever targets it finds on the way. These missions are highly dangerous, and many RIF forces never report back to HQ.

Escort

Purpose: To defend a mobile asset

Escort missions involve the ship or item being transported, and five or six light-to-medium fighters. The squadron is dedicated to protecting the asset in tow, and it operates in conjunction with other escort craft and the home carrier. Any enemy fighters encountered along the way are engaged once they approach the asset; capital ships are avoided at all cost.

Fleet Defense

Purpose: To defend the fleet against a major attack

A fighter pilot's nightmare, fleet battles involve dozens of ships in simultaneous combat. Usually, enemy fighters on an OR mission locate the opposing carrier and stage a surprise assault. Capital ships can be destroyed in a matter of minutes by torpedoes and concentrated fire, and fighter squadrons may be rapidly depleted.

Fighters participating in Fleet Defense are launched in fours. Each group is responsible for shooting down incoming missiles, taking out enemy fighters, and acting as diversionary, expendable targets. They land frequently in order to rearm and cycle out for a fresh squadron.



Posted 2669.217

2669 GCM COMPETITION RESULTS

Several *Victory* crews may be interested in the final results of the Gunnery, Combat and Munitions competition held two weeks ago in Selyan sector. This annual show of skills featured the first-ever appearance of the Confederation stealth fighter prototype, along with its integral MX-27BC guided-proton warhead.

This demanding competition is designed to evaluate crew readiness and identify outstanding Confederation pilots and supporting crews. Our own teams onboard were unable to attend the competition due to duty constraints — but had they attended, they would have surely placed.

Overall team standings were based on composite scores by five independent panels. The categories were divided into Operations (25%), Craft Maintenance (25%), Mission Priorities (35%), and Loading Efficiency (15%) .

Here are this year's results:

Achievement

Top Team

GCM Pilot of the Year

Maj. Lucas Vermelli (23rd FW)

Amber TCN base, Elena sector

Best In Formation

Gray Hornets (128th FW)

TCS *Lexington*

Best Combat Maneuvers

Fire Birds (756th FW)

Amber TCN base, Elena sector

Top Long-Range Attack Bombing Unit

Black Widows (453rd BW)

TCS *Centurion*

Top Short-Range Attack Bombing Unit

Air Moguls (187th BW)

TCS *Armageddon*

Best Nightsight Laser Strafing Unit

Gun Hawks (253rd GW Recon)

TCS *Kennedy*

Top Navigation Team

Monarchs (29th BW)

TCS *Saratoga*

Most Efficient Operations Team

Eagles (BW)

Ralston TCN base, Centauri sector

Most Efficient Deck Crew

Death Merchants (54th FW)

TCS *Lincoln*

Top Munitions Crew

Air Moguls (187th BW)

TCS *Armageddon*

WINGMAN'S CREED



Together we fight, united by a bond —

A bond of courage,

A bond of daring,

A bond of friendship

Without my wingman I am nothing.

Without me my wingman is nothing.

Only together can we achieve

What our cause has called us to complete.

For our beliefs we fight

Against the menace that has risen.

My wingman is my guardian,

And I am my wingman's guardian.

With my wingman by my side,

I will not fear death or destruction,

I will not feel the eyes of hate resting upon us.

I will fly my ship strong and straight,

Never doubting that my wingman is there to protect me.

Flight Tactics

Posted 2669.208

These excerpts are taken from a tactical, online seminar involving mission attack techniques. Quantum 3-AS selected four replies from Major Todd "Maniac" Marshall and Lt. Robin "Flint" Peters.

SITUATION #1

You're commanding a raid against a Kilrathi light carrier and two cruisers, using six light fighters, three heavy fighters and two torpedo bombers. If you don't meet the mission objectives, a Terran homeworld faces certain annihilation. What is your strategy?

Flint : Anyone with their brass wings knows the answer to this ... you send in the light fighters first to clear out the auxiliary turrets. At the same time, you use the heavies to fake missile runs and distract the cruiser and carrier fire from the Arrows and Hellcats. Once approximately 50 percent of the turrets are eliminated, the torpedo bombers make their runs. Ideally, each should be guarded by a light fighter to the rear. The heavies can stay back and pound away at circling bogies. At around 2000 clicks out, the torp ships ought to launch their torpedoes, hit the guns, pull a U-turn and afterburn out of gun range. Works nearly every time, as long as the pilot's patient. One last rule – never put anyone in solo mode. We can't perceive all 720 degrees at once, so we all need wingmen to watch our backs. And tops, and sides.

Maniac : In my book, the best offense is a quick offense. Strike hard and furious, get your torps launched before the furballs know what's hitting them. None of this "fake run" stuff ... that'll get you vaporized in a nanosecond. I'd order half my light fighters in after the turret guns and send the heavy fighters to mis-sile the cruisers. The torpedo ships can hold their own – especially if the other light fighters take on any ships the furballs launch. Two minutes, max. I've done it before.

SITUATION #2

You're flying a lone scout mission in an Arrow V when you pick up vapor trails that lead to three Dralhti. They haven't picked you up on radar yet, and you've got to decide what your next move is. Do you attack silently, sustain a shadow defense or retreat?

Flint : I fly defensively anyway, so my first action would be to lie low and relay their coordinates to my home ship. The Arrow's not anything to shout about. And taking on three fighters – whatever model they might be – isn't by-the-book, smart or necessary. Anyone who's willing to jump into that hornet's nest is missing a few bolts. History has pretty much proven that. Sure, once backups arrived, I'd go into battle. But not before then. Eight missiles, a couple of lasers and an ion cannon aren't enough if you're out numbered.

Maniac : Did someone say "Silver Star"? Just think of what kind of promotion that would get me. I'd be right up there with my old buddy Paladin. I can tell you exactly what I'd do, and it involves running circles 'round those Dralhti with a little cockpit ingenuity – namely a few Shelton slides. The test pilot who figured out this move was a genius. Hit the afterburners, switch on velocity lock, and fire away at their side shields. When they finally turn around enough to see me, I'd disengage and gun for their nose. And you know what? I'd come back with six missiles and not a scratch on my ship.

SITUATION #3

You and a wingman are flying Longbows as part of a torpedo raid against a couple of enemy cruisers. On the way, the two light fighters in your squadron peel off to engage a pair of enemy scout ships. You and your wingmate continue on toward the capital ship, but when you arrive you encounter four medium fighters. What would you do?

Flint : First thing I'd do is retreat back to the friendly fighters and radio for more backups. The worst thing to do in this case is take on medium fighters. Flying a Longbow is fine, as long as you're surrounded by light fighters that can pick off attackers while you're going in for the run. But a Longbow against six or eight guns on a more maneuverable ship? That's suicide, if you ask me. Never, ever go through with a strike unless you've got the firepower! My brother learned that the hard way ...

Maniac : Strange you should mention this ... did I ever tell you about the time I took out two destroyers by myself? All I had were a couple of plasma guns and several HS missiles. Man, was I stoked! But back to your question. I'd order a Break and Attack so my wing buddy could cover my flank, then I'd run in as fast as I could. I know you're supposed to wait for tone, but I don't have time for that sort of thing. Gotta let those puppies fly and watch the cats fry!

SITUATION #4

Dispatched on a fleet attack mission, you're assigned to attack a light Kilrathi capital ship with your Thunderbolt VII. What approach do you use to take out the ship?

Flint : If I had a wingman with a lighter ship, I'd send him in to whack a few turrets. I've studied the Intell files on cap ships, and experience has shown that they usually have some weak spots. I'd find the bridge – you can spot it easily if you've got a sharp eye – and then dive in. At 5000 clicks out, I would unleash as many missiles as I could get locks on. Other vulnerable spots include the engine exhaust ports and windows to the starboard and port sides. Almost any weapon or gun can damage a cap ship. If you've got wingmen to cover the turrets, torps are the way to go. They do an incredible amount of damage, although the lock times make it nearly impossible to survive if you're flying solo.

Maniac : Hey, I go straight for the bones. I can see myself now ... afterburning my way into the guts of the ship. Did you know you can fly straight through some of those Kilrathi buckets? Works perfectly, 'cause once you're inside the shields, you can blast away at the hull. All you have to have is the nerve, and the right firepower. I can't wait to try this out with the new Excalibur. I hear it kicks some major ass! Load up on IR missiles, hit full guns, and BAM! One toasted cap ship.

The Secret of the

EXCALIBUR

Posted 2669.214

Interview by 2nd Lt. Angela Engleman
Transcription by Lt. Lawrence
Raltson

1st Lieutenant Jace Dillon, better known as "Flash," is a Security II test pilot with the Research & Development base in Vega Sector.

Recently he's concentrated his efforts on perfecting the raw edges of the new heavy fighter, the Excalibur. When we contacted TCN R&D Operations, they granted a Holo-Link interview with Lt. Dillon, who provided a few tantalizing morsels about the Terran Navy's latest vehicle of war.

1ST LIEUTENANT JACE DILLON

CALLSIGN: Flash

OCCUPATION: Test pilot

AGE: 25

STATION: TCN R&D, Vega Sector

VICTORY: Tell me, Jace. What's all the hype about this new Excalibur fighter?

FLASH: Well, that's classified info. But I happen to know this puppy like the inside of my flight suit. She's a hell of a step above our other ships.

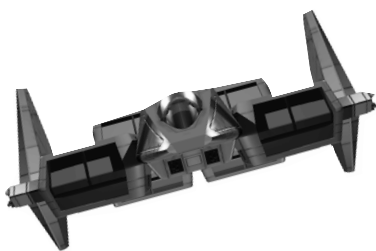
VICTORY: How do you think the Excalibur is going to complement our existing attack fighters?

FLASH: I guess the main advantage is that it can out-fly everything – with the right person behind the controls, of course. It'll outrun an

Arrow, and it's even got heftier shields than the Kilrathi's top-of-the-line fighters.

VICTORY: What kind of numbers can you give us?

FLASH: I can't disclose that information, of course. Let's just say she could hypothetically cruise at a cool 500 klicks per second, and could afterburn at just under 1300 kilos per second. One stat that's in the public domain is her solid shield rating – 250, to be exact.



VICTORY: With those kind of stats, why aren't we replacing all of our fleet fighters with it?

FLASH: You know how long it takes to get something like this going? If you don't have pull, you're looking at another year of development, at least.

VICTORY: Once we do get it, what kind of attack will the Excalibur be best suited for?

FLASH: That's the beauty of this vehicle. I've tested its bombing capabilities just off the sands of Kentari, flown recon through the heavy atmosphere of Jupiter, and tested the firepower in a few simulated fleet attack missions.

VICTORY: So what's the verdict?

FLASH: Handles like a charm. I'm convinced it'll run any mission we can take it on, including ground runs.

VICTORY: Sounds like an incredible breakthrough. But, do you foresee any major drawbacks?

FLASH: Only a minor one – armor strength. I probably shouldn't be telling you this, but I've had it up to here trying to persuade those hard-headed

aeronautics engineers to flank it with more durasteel. But they're imbeciles and never listen to my suggestions ... even after I nearly killed myself when another ship clipped my wing in formation. You'd almost think they planned it that way.

VICTORY: Dangerous work, huh? Being a test pilot must be stressful.

FLASH: No kidding! It's a good thing I've got nerves of steel. Pretty necessary for a pilot who's got to live day-by-day.

VICTORY: Speaking of day-to-day, how does a typical workday go for you?

FLASH: Get up before moonrise, suit up. Fly, land. Fly some more. Take a shower. That's about it, unless you count weekends. That's when I fly for fun.

VICTORY: Don't you miss being where the action is – on the front lines?

FLASH: Not quite. I'm not going to do the Confederation's war effort much good if I'm dead, now am I?



From One of Our Own

Posted 2669.216

An Open Letter from Ralgha nar Hhallas

Colonel Ralgha nar Hhallas

Age: 28 **Callsign:** Hobbes

Homeworld: Kilrah, Hhallas clan



I am, as are all of you, proud to be a part of the Terran Confederation. My skin is not "hairless", my face not smooth. Yet I would lay down my life in honor to further the cause of this war. Though I wish to be accepted as your friend, I am often not. Therefore I have asked to be taken off of the flight roster.

I will continue to support your efforts, and I will remain loyal to your cause till my death. As for now, you know me only as you see me, and it is time for me to tell my story.

When I was a young cub, I was raised as a true Hhallas clan member. The rituals of my cubhood ingrained in me the importance of honor and of victory. And now I am a stranger in either homeworld, a warrior without a land. It is lonely here, even with the few friends I do have.

Though you have not outright rejected me, some of you have spat words of hatred and whispered my name behind closed doors. I have heard your accusations and prejudices, and I feel the abrasion of your hate as if you had seared my flesh with a hot light-spear. Yet, I still take pride in serving with you. Your desire for peace surpasses my innate tendencies for war.

I desire to explain my reasons for being here instead of on Kilrah. It was a long process to come to this decision, and not an easy path to follow. You see, I was a respected commander aboard the *Ras'Nik'hra*. I led my fearless crew into many battles with your kind, meanwhile losing many of my hrai to your guns.

In the past the Kilrathi always conquered, striking first and without compassion. You Terrans were the first race to challenge my kind, and decades later, you still are. Where we could once crush any life-form, we started to sacrifice greatly. I saw many eights of honorable warriors die, and for what?

For ten years, I fought against you with pure, blind faith that we would soon prevail. But my heart eventually grew heavy with grief, and I grew disenchanted with the prospect of endless war. Week after week, I saw the blinding path down which loyalty lead. I began to question Thrakhath's wisdom, and I harbored doubt that this war would soon end.

This inner conflict distressed me greatly, and I hesitated more and more to send my brothers into bloodshed. When I lost my faith in Thrakhath, and in victory, I found myself unable to command my men and I could not go on. I surrendered both my ship and men to the Terrans, and hoped that some day they would understand that I could no longer lead them.

Now my name is forever tarred in Kilrah. Now I fight with men and women who would rather turn a cold shoulder than fly on my wing. And without trust, what purpose does a wingman serve? If you will not place your faith in me, I ask that you believe in your wingmen. Of all things in battle, this is of the greatest importance.

Sincerely in service,
Ralgha nar Hhallas

Pilot of the Month

Rank & Name: Lieutenant Robin Peters

Age: 32

Award Date: 2669.212

Homeworld: Locanda

Callsign: Flint

Leisure activities: Flight simulator tutor

Determining Factor: Destroyed three Kilrathi fighters in two days, despite the loss of her wingman during two sorties.

Excerpt from Self-Analysis: There's not a whole lot to say. We're all here to do a job, and it's a tough one. The planets we're protecting wouldn't have a chance without us. At night, when they look in the sky and wonder if the Kilrathi are stalking their world, they can reassure themselves with the knowledge that we're here. We're guardian angels, armed and ready to skin anything that tries to get past us. It's not easy ... there isn't a person on board who hasn't lost someone they've respected and loved to the enemy. You have to gather up all the hurt and loss, and forge yourself the strength to do whatever is necessary to win.

Most often heard quote: "If in doubt, don't. It's probably not in the regs."



INTELL: ENEMY FIGHTER UPDATE

Codename: Sorthak

Two weeks ago a routine naval air transfer ended in the destruction of eighteen fighters, including five Arrows, nine Thunderbolts and four Longbow bombers. The exact circumstances are unclear, but black box data recovered from the debris indicate that an unusually large Kilrathi fighter attacked the group during its flight to Vega Sector.

Apparently equipped with heavy shields and armor, the ship was described on digital tape as "a cross between a Vaktoth and a destroyer, with massive guns protruding from both the front and rear." Other pilot comments note visible torpedo hardpoints, meson guns and possibly a plasma gun.

More updates will be posted as Terran Intell investigates the incident. In the meantime, all TCN pilots are urged to avoid engaging any unusual enemy vessels. Any sightings should be labeled with codename Sorthak and forwarded immediately to Intell.

THE WORD'S OUT

Platolum alloys, this month's featured investment opportunity, are making a debut in the UNXhange market. Net investors in every sector are cautiously dipping into their bank accounts to buy a few shares of what might be a ten-bagger.

Platolum evolved when Bryce Alloys, a Makis-based company, started routine salvage retrieval in Ghorah Khar. While extracting the remnants of a former Kilrathi base, workers discovered a planetary storehouse of Xanius Molotide, a nuclear contaminant that emits above-infrared rays.

The argonized platinum containers holding this contaminant were stored near a stash of nickel-cadmium generators. Eventually, the rays seeped through the holding barrels and contacted the nickel. The result? A new alloy. So far experimental, it has proved nearly impregnable to laser devices and Durasteel shard bombardments.

Risk or reality? No one knows, but the inside word is buy, buy, buy.

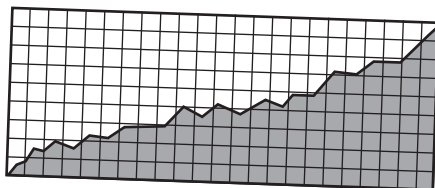
ARGENT FINANCIAL GROUP

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Earth 59642
tel 231 2345 3287
E argfin.com.5674

Dividend Statement Term 3

STOCK	VALUE		% CHANGE
	Start of Term	End of Term	
Platolum	3.45	5.175	150%



CONCERT UPDATE

THE LOVE aNIMALS are bringing their retro-folk technotronic show to *Xanadu* via holo satellite next Tuesday evening at 2100 hours. Riding the crest of a tri-platinum release (let sleeping breezes lie), the female trio will be performing live from Vienna, Earth. If you

enjoy music from a decade ago, you can't help but fall for the smooth, synthetic sound of this durable group.

Order your advance tickets now from req.ent.rec.victory – all orders will automatically be debited from your shipbank debit account.



Pilot of the Month

Rank & Name: Lieutenant Mitchell Lopez

Age: 27

Award Date: 2669.151

Homeworld: Dakota

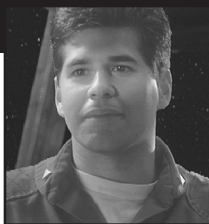
Callsign: Vaquero

Leisure activities: Music

Determining Factor: Risked life to retrieve two ejected pilots during a single mission.

Excerpt from Self-Analysis: Sometimes I try to write music to capture the feel of the *Victory*, but I can't. My hands aren't good enough to bring it out of the guitar. But it's there. I feel it every time I hit an E major. That's why I like the lounge. I can see the people, and try to hear their part ... try to make just that one riff come into being. In my mind, I can hear many different chords creating harmony. It is deep, an ocean of sound and feeling that I almost can't explain.

Most often heard quote: "I'll have that in my cantina, too."



Visual Enhancers May Extend Pilot Life

Posted 2669.220

After two decades of war, and no end in sight, many veteran Terran pilots are reaching normal retirement age. Some make capable squadron commanders, while others are leaving to further the war efforts at home.

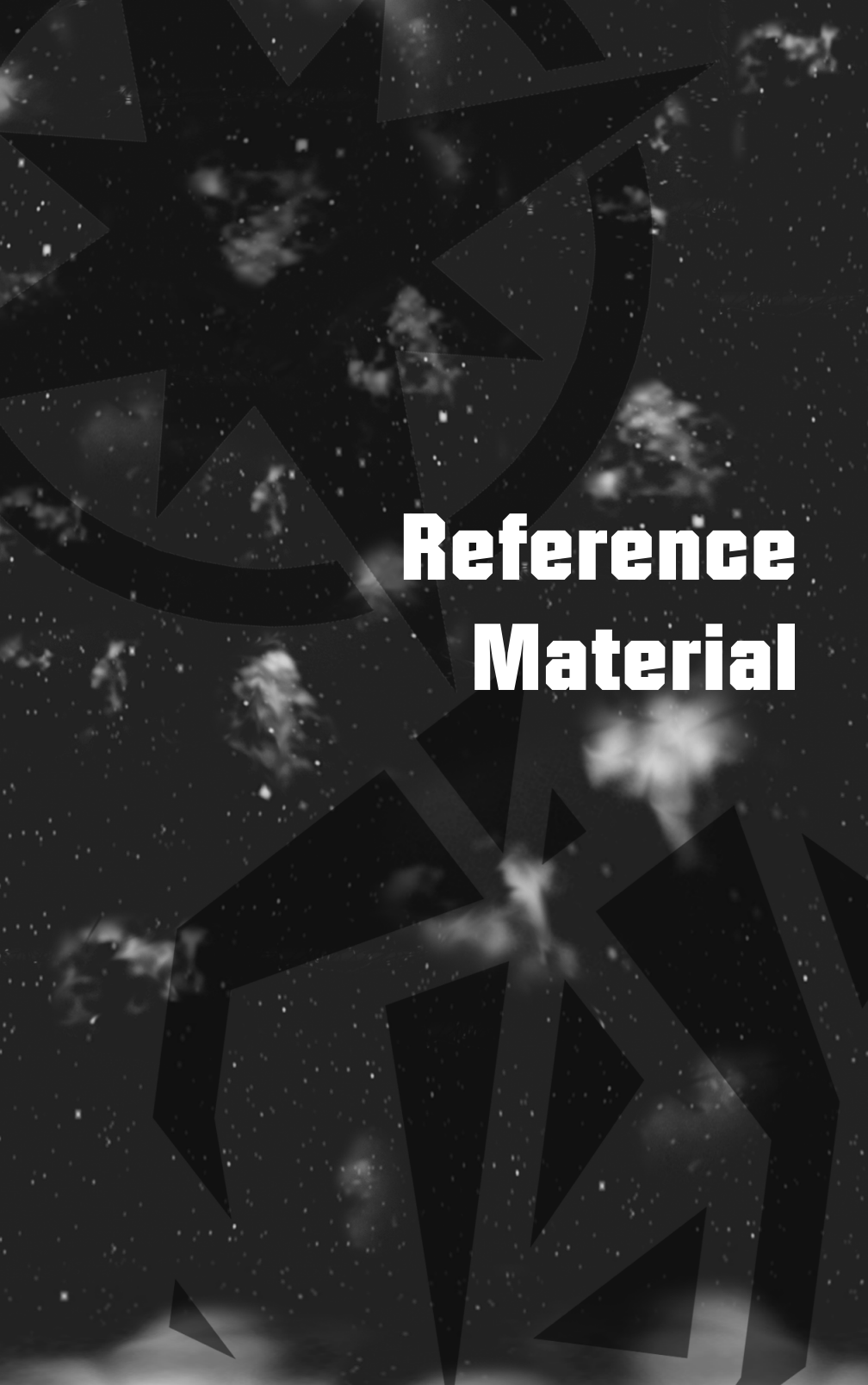
The leading cause for pilot retirement is failed visual sight organs, due to decreased sensitivity of the retina and degeneration of the rectus and oblique muscles that allow eye movement. Both conditions have been tied to excessive hours spent in the cockpit.

However, Dr. Halston Rutwan of Locanda IV has just completed an experimental study designed to prolong a pilot's visual acuity and eye reflexes. In his studies on Parasympathetic Nerve Damage, he explains his new procedures.

Eye muscles allow finer control than any other muscle group in the body. They have the smallest number of muscle fibers and can be adjusted with great precision. In Dr. Rutwan's latest round of experiments, he implanted synthetic, limbal fibers along each rectus muscle.

One TCN pilot injured in the line of duty volunteered for this procedure in hopes that he will fly again. Lt. Joeff Richards was injured during a sortie last year after flying a trio of routine patrol missions. He suffered severe ligament tears behind his eye after experiencing a pinhole leak in his pressure suit mask.

After surgery and six months of optical therapy, Lt. Richards is back flying transport missions. Though he may never see fighter combat again, progress like this may eventually keep dozens of pilots like him in a cockpit.



Reference Material

HISTORY OF THE WAR



Updated 2669.098 by Guthrig Andropolos, TCN military analyst

Most of you on board TCN fleet ships aren't old enough to remember 2629.105, when the first Kilrathi scout ship attacked the patrol vessel *Iason*. In fact, most of you probably only know half the story this war has to tell. You're about to be exposed to some sobering facts. While all of us have personal reasons for this war – including revenge, glory and honor — many of us know little about its history. As dismal as this may seem, we all need to remember.

My father, Commander Jedora Andropolos, became one of the first casualties of the war. He can't be brought back and I can't spend my career trying to avenge his death. Yet we still have much to learn in our ongoing pursuit of victory. Perhaps, in some small way, this history can help you do your part.

INTRODUCTION TO THE TERRAN-KILRATHI CONFLICT

The home plane of the Kilrah culture is nestled within the Orion arm of the Milky Way, a year-and-a-half's travel from the Terran base of Earth in Sol System. The Kilrathi have possessed interstellar flight knowledge for the last century, using that development to conquer hundreds of planets in outlying sectors. Though they encountered several other life forms, none could compete with their scientific knowledge — until they ran into a Terran exploration party in 2629.

The Terrans, likewise, had befriended several nearby worlds and quickly assimilated them into the Confederation. All were advanced, but none possessed technology that could rival that of Earth's. Since the Terrans and Kilrathi had experienced wars between their own people in past centuries, the tools for interstellar war were already in place by the time the two races crossed paths in 2629. With a new outlet for frustration and hatred, each side rapidly unified after the first few encounters.

Now the Terrans and Kilrathi have arrived at a stalemate, with the Kilrathi gaining slight advantages in sectors with tactical jump locations. This desperate, ongoing fight pits humanity against honor and survival, compassion against the deliverance of justice ...

2629.105

Iason encounters a spacecraft of unknown origin. Commander Jedora Andropolos on board *Iason* transmits a wide-band, non-verbal greeting and waits for a response. Less than twenty minutes later, the still-unidentified ship opens fire with full lasers, completely destroying *Iason* and its crew. Although the identity of the attacking ship is never definitively established, Confederation deep space tracking computers point to a possible point of origin from a previously unexplored planet, soon to be known by its native name, Kilrah.

2630-2634

The Terran Confederation receives numerous reports of unwarranted assault, space piracy, kidnapping and interplanetary plundering, all taking place at an increasingly expanding distance from the planet Kilrah. Frequent attempts to meet with Kilrathi High Command are rejected without explanation. In retaliation, the Terran Confederation Congress votes unanimously to enforce a strict non-aggression policy by the Kilrathi. The leaders of Kilrah are warned that their next transgression could lead to military reprisals.

2634.186

The *Anna Magdalena*, a refitted transport ship ferrying orphans to their new homes on Dieno, is openly attacked by a pair of Kilrathi fighters. No one survives. In retaliation for this and the five-year string of equally heinous abuses of all known laws of civility, the Terran Confederation officially declares war on the Empire of Kilrah.

2634.220

TCN cryptographer Ches M. Penney intercepts and decodes a stray Kilrathi cipher implying that a strike will soon be launched against the planet McAuliffe and its orbiting space station, Alexandria. Confederation High Command orders a counteroffensive twice the size of the anticipated fleet, hoping to reach McAuliffe first and ambush the attackers.

2634.235

After a tense rush to McAuliffe, the Confederation fleet establishes a formidable defensive position around the planet. When the Kilrathi fleet arrives, however, it is quadruple the expected size. Several days of bloody fighting all but obliterate the defensive forces.

2639.033

Kilrathi occupation forces land on McAuliffe and hold a quarter of a million Terrans hostage, reinforced by orbital guns. The Confederation regroupes under the leadership of then-Captain Geoffrey Tolwyn and brings in an attack force of Raptor-class heavy fighters. Simultaneously, TCN fighters drop porcupine mines in a region of space near McAuliffe where a principal jump point is located.

Kilrathi ships stay clear of the mined region, allowing the inception of Phase Two of the operation, in which a scrambled radio signal detonates certain specially modified mines. This clears the way for the arrival of a sizable Terran reinforcement fleet through the jump point. Terran forces make an immediate strike against the gunships threatening the population centers on McAuliffe.

After a pounding match, the McAuliffe Ambush ends with the Kilrathi in full retreat. Casualties on each side are nearly identical.

2644

Terran ground forces launch an attack on a fortified Kilrathi colony, only to be routed by unexpected Kilrathi fighter support. The TCS *Tiger's Claw* is detached from its previous station and assigned to intercept the pursuing fighters in a delaying action eventually known as Custer's Carnival. Swarmed and badly damaged by Kilrathi fighters, the carrier distracts Kilrathi forces long enough for the Terran fleet to reach safety.

Despite the fact that three-fourths of its engines are destroyed and half its pilots are listed as casualties, the heroic efforts of the *Claw's* crew allows the carrier to make it back into Terran space. Two Gold Stars and numerous other medals — many of them posthumous — are awarded to the ship's personnel. The carrier itself spends six months in space-dock for repairs and refitting.

2654.287

Terran Intelligence reports that the Kilrathi High Command is directing war efforts from Venice System. Reconnaissance patrols identify Kilrathi ships and boldly give chase, uncovering an Imperial starbase. The Terran patrols are lost, but not before relaying their coordinates back to HQ.

A small Terran fleet of elite fighters is dispatched to the Imperial starbase. The Kilrathi launch a significant resistance, but are eventually overpowered. Badly beaten, the Kilrathi move their central military command back to their homeworld of Kilrah.

Simultaneously, on the far side of the galaxy, the celebrated Battle of Repleetah

unfolds. The small research planet of Repleetah has long been home to dedicated researchers from various corners of the universe. Once the declaration of war against the Kilrathi makes its way to this distant outpost, Terran scientists vote to pay a visit to a Kilrathi research facility. The goal of the Terran scientists is to reaffirm their dedication to the unfettered pursuit of knowledge and to offer a peaceful co-existence with their fellow scientists.

Instead, the Terrans are exterminated in a surprise biological attack by the Kilrathi. Marines from both sides of the Terran-Kilrathi conflict rush to Repleetah and engage in the most sustained land-based fighting of the entire war. In trench warfare reminiscent of Earth's ancient World War I, each side fights with dogged determination and in full bio-resistant suits. Meager gains are bought with hundreds of lives, only to be lost to the next counter-attack.

Since Repleetah quickly loses any strategic significance it might have had, it comes to represent what each side can win with as little investment as possible. Neither side is willing to commit anything more than ground troops, even though a single, thorough space strike could end the battle victoriously. The bloodshed continues unabated.

2654.326

Shortly after intelligence reports indicate that Kilrathi engineers have developed a new super-weapon to use against inhabited planets, all radio contact is lost with the Goddard Colony. Fighter wings from



the *Tiger's Claw* rush to Goddard and forge a path for transports and corvettes, only to discover that a quarter-million human lives have already been sacrificed by the Kilrathi.

Deeply angered by the tragedy, the crew of the *Tiger's Claw* pursues the Kilrathi strike force into enemy territory, where they are ambushed by a captured Confederation Exeter-class ship. Reconnaissance ships eventually locate the dreadnought ship suspected of carrying the prototype weapon. The *Claw* follows and, in a stunning display of deep space logistics and fighting skill, eliminates this *Sivar* dreadnought.

2653-2655

The Confederation pledges to protect a newly discovered bird-like race called the Firekkans, who plan to join the Terran alliance. In the interim, a huge Kilrathi battle fleet commanded by Prince Thrakhath and his Drakhai (Kilrathi Imperial Guard) moves into the Firekkan system. The fleet's intent is unknown until the Kilrathi defector Ralgha nar Hhallas exposes a plan to use Firekka for a religious ritual in which warriors rededicate themselves to *Sivar*, the Kilrathi god of war.

The Confederation decides to disrupt the religious ceremony in hopes of breaking enemy morale. Marine troopships jump into the system and stage an assault on the Kilrathi priestesses. The mission is successful, and the *Claw* retreats to Terran-controlled space under heavy Kilrathi pursuit. In short order, Firekkan natives revolt and force the remaining Kilrathi forces to withdraw. Another crisis has been averted.

Meanwhile, the Battle of Repleetah grinds into a stalemate, with neither

side gaining a significant advantage. Despite heavy losses on both sides and the tolls taken by the extraordinarily bitter weather of the research outpost, Kilrathi and Terran Marines refuse to yield.

2656-2667

Over the next eleven years, Confederation forces attempt to remove the Kilrathi from Enigma Sector, where strategic jump nodes lead directly to human homeworlds. An attack on the Kilrathi headquarters at K'Tithrak Mang falls short when the renowned *Tiger's Claw* is ambushed and destroyed by Kilrathi stealth fighters. Still, Confederation forces are able to successfully defend Olympus Station — a Terran starbase established for the rebel Kilrathi world of Ghorah Khar — from Kilrathi assault. Finally, in 2667, Terran forces daringly jump behind enemy lines and destroy the Kilrathi sector headquarters of K'Tithrak Mang.

During these years, the focus of the Intergalactic War drifts away from the decade-long Battle of Repleetah. Supply ships and reinforcements have long since ceased to visit the research planet. Finally, by late 2664, only a handful of troops remain on either side. The sole surviving Terran officer, Lieutenant Miles D'Arby, leads his men in a last-ditch effort to overrun the Kilrathi position. No one lives through this last action. The Battle of Repleetah has finally come to an end.

2667

Confederation forces dispel a Kilrathi attack on Pembroke Station, the gateway system between Enigma and Vega Sectors. These same forces then attend to a mutiny aboard Rigel

Supply Depot, where mutineers split into two factions. The pirated ship is eventually gunned down.

The Kilrathi unsuccessfully attempt to quell rebelling planets in Ghorah Khar System, and an Imperial leader tries to assassinate Prince Thrakhath. Thrakhath is captured and brought aboard the *Bonnie Heather*, but eludes his captors through a daringly engineered escape. Finally, a desperate attack against Olympus Station in Ghorah Khar is thwarted, saving the rebel Kilrathi planet.

2668

Terran fleets strike hard against Kilrathi forces on the front lines, eliminating nine carriers under construction and crippling dozens of transports and four shipyards. Running low on combat ships, the Kilrathi military appears on the verge of retreating for supplies.

As the pendulum of war swings toward the Terrans, a peace accord is unexpectedly offered by Kilrah. All fleets are withdrawn, even those in the midst of combat.

In the following months, several frontier colonies refuse to abide by the armistice rulings, investing both forces and ships in an attempt to search out suspected active shipyards on the far side of the Kilrathi Empire. Using captured stealth equipment, private forces intercept a HoloVid of the rumored facility, along with a message that Kilrathi forces are embarking to attack Earth. The armistice is renounced, and a hastily assembled force of still-intact Confederation ships prepare to defend against the attack, bolstered by private ships and carriers.

The first hits result in total radia-

tion-warhead destruction of Warsaw, Gilead and Sirius Prime. Front-line Marines land on the

Imperial flagship carrier, where a few brave volunteers place mines in suicide missions. The volunteers destroy three of the super-carriers, but the remainder of the fleet reaches striking distance. The Kilrathi successfully launch anti-matter rockets on crucial defense cities – Chicago, Pittsburgh, Boston, Miami, Quebec, Berlin, Paris, Kiev and others – then retreat to friendlier space.

2669

Following the attack on Earth, the Terran Intelligence Agency deploys a top-secret, tactical search party through a previously uncharted Kilrathi jump point. A heavy carrier (name unknown for security purposes) is equipped with self-sustaining recycling systems, mining apparatus, and a 62-person Special Operations team. This unit leaves Goddard Transfer Station on 2669.011 and passes through a newly discovered jump point. Its mission – to search out and destroy Kilrathi forces, sector by sector. To date, no known communications have been received from this special mission.

Presently, Kilrathi forces are still challenging the Confederation's front lines. Aggressive enemy forces continue to ravage peaceful, defenseless worlds in their mission to conquer mankind. The war is at a stalemate, with Terran-Alliance casualties climbing into the millions ...



JOAN'S FIGHTING SPACECRAFT

This is the most current update for *Joan's Fighting Spacecraft*, which contains the specifications on both Terran and Kilrathi spacecraft.

All servicemen are urged to familiarize themselves with these specifications. Computer files of this material are available in the TCN library, under >>REFERENCE>>TECHNICAL>>HARDWARE>>JOANS>>. Here's a quick guide for those of you unfamiliar with the Joan's system of evaluation:

(The following text is reprinted here with the permission of Ivan Borger, Jr., publisher of Joan's Fighting Spacecraft. With each edition of Joan's Fighting Spacecraft, several new Kilrathi ship-types and Confederation craft have been added to the fleet. The updates in this section give a statistical description of each spacecraft.)

STATISTICAL DEFINITIONS

Class. The class of ship (light fighter, bomber, etc.). In the case of some capital ships, the name of the class is given as well.

Length. The ship's length in meters.

Mass. The physical tonnage of each fighter and bomber (in metric tonnes).

Max. Velocity/Max. Cruise Velocity. Velocity settings that are governed by the ship's computer and set in relation to (a) the flagship, (b) an escorted vessel, (c) a nearby planetary body, (d) a beacon or (e) a value derived from radar positions of all visible ships. The velocity is expressed in clicks per second (kps).

Max. Afterburner Velocity. (Replaces Max. Cruise Velocity in the 2669 Edition)
The maximum possible velocity with afterburners active, given in clicks per second (kps).

Acceleration. The evaluation of the ship's acceleration rate, without afterburners, given in clicks per second squared (k/s^2). Ships can accelerate and decelerate at the same rate.

Note: Acceleration ratings for fighters in the 2654 Edition are classified as Bad, Poor, Average, Good or Excellent. Subsequent editions list numerical ratings.

Maximum YPR (Yaw, Pitch, and Roll). The maximums for each characteristic (in degrees per second, or dps).

* **Yaw.** Ability of a ship to turn right or left without changing its pitch. It is generally more efficient to turn using both pitch and roll than to turn purely through yaw.

* **Pitch.** Ability to change direction up or down.

* **Roll.** Ability to rotate along an imaginary axis extending from the nose to the tail.

Weapons. Every ship has a different array of guns and weapons. The number of missiles and torpedo hardpoints is given, along with the maximum number of missiles per hardpoint. As an example, 4 x 3 indicates four hardpoints with

three missiles each. The default missile loadouts are given for each hardpoint as 3 FF/3 IR, etc., with each type corresponding to a single hardpoint.

DF: Dumb-Fire missile

HS: Heat-Seeking missile

IR: Image-Recognition missile

FF: Friend-or-Foe missile

Shields. The shield strength for each ship is measured in values equivalent to centimeters thickness of Durasteel. Shields regenerate, as long as the generator has not been destroyed.

Armor. Defensive armor is measured in centimeters thickness of durasteel.

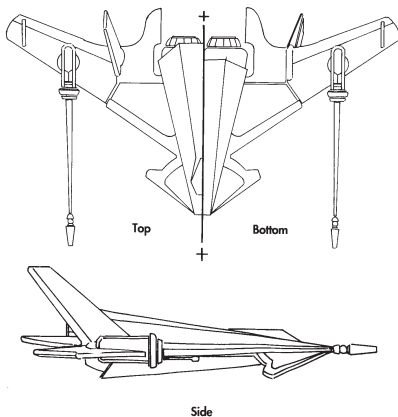
Vulnerability Note: Every capital ship and orbiting base has specific weak points that must be defended: engines, turret mounts, bridges, etc. During Fleet Defense missions, concentrate on keeping enemy fire away from these vulnerable areas. (In Wing Commander III missions, try aiming for these weak points on capital ships.)

	2654 EDITION	2668 EDITION	2669 EDITION
Terran Fighters	Hornet Rapier Scimitar Raptor	Ferret Epee Rapier II Sabre Broadsword	Arrow Excalibur Hellcat V Thunderbolt VII Longbow
Terran CapShips	Venture Drayman Exeter Tiger's Claw	Gilgamesh Waterloo Concordia Free Trader Clydesdale Star Base	Supply Depot Starbase Cruiser Frigate Destroyer Transport Light Carrier
Kilrathi Fighters	Salthi Dralthi Krant Gratha Jalthi	Sartha Drakhri Jalkehi Grikath	Darket Ekapshi Dralthi IV Vaktoth K'ha'haf Sorthak Strakha Paktahn
Kilrathi CapShips	Dorkir Ralari Fralthi	Kamekh Ralatha Fralthra Dorkathi Supply Depot K'tithrak Mang	Supply Depot Starbase Corvette Cruiser Light Destroyer Heavy Destroyer Transport Carrier Dreadnought

HORNET



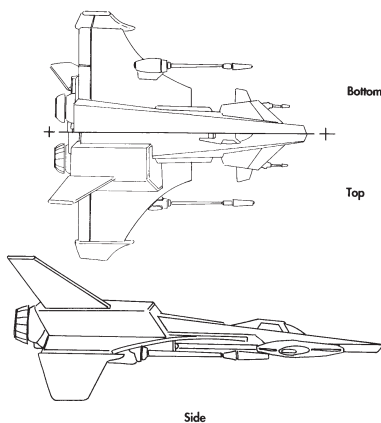
Class	Light Fighter
Length	20 meters
Mass	12.5 tonnes
Max. Velocity	420 kps
Cruise Velocity	300 kps
Acceleration	Good
Max. YPR	8/9/8 dps
Weapons	Laser Cannon (2) Missile Hardpoints (3 x 2): 2 DF / 2 DF 2 HS
Armor	Fore and Aft Shields: 3 cm equiv. each Front and Rear: 3 cm each



RAPIER



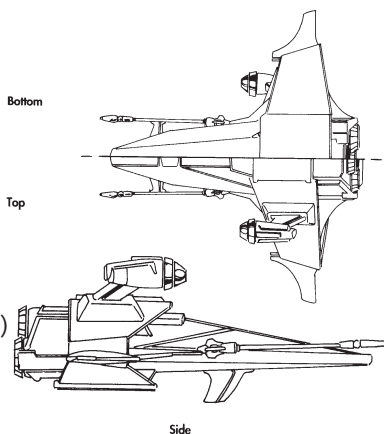
Class	Medium Fighter
Length	24 meters
Mass	13.5 tonnes
Max. Velocity	450 kps
Cruise Velocity	250 kps
Acceleration	Excellent
Max. YPR	10 dps
Weapons	Neutron Guns (2) Missile Hardpoints (5 x 2): 2 DF / 2 DF 2 FF / 2 FF 2 IR
Armor	Fore and Aft Shields: 7 cm equiv. each Front and Rear: 5/4 cm each Right and Left: 3 cm each



SCIMITAR



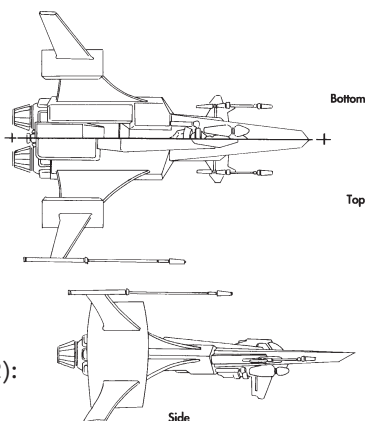
Class	Medium Fighter
Length	25 meters
Mass	16 tonnes
Max. Velocity	360 kps
Cruise Velocity	150 kps
Acceleration	Good
Max. YPR	6/6/7 dps
Weapons	Mass Driver Cannon (2) Missile Hardpoints (2 x 2, 2 x 3): 2 DF / 2 DF 3 HS / 3 HS
Armor	Fore and Aft Shields: 4 cm equiv. each Front and Rear: 6 cm each Right and Left: 5 cm each



RAPTOR



Class	Heavy Fighter
Length	36 meters
Mass	20 tonnes
Max. Velocity	400 kps
Cruise Velocity	250 kps
Acceleration	Good
Max. YPR	6/5/6 dps
Weapons	Mass Driver Cannon (2) Neutron Guns (2) Missile Hardpoints (5 x 2): 2 HS / 2 HS 2 IR / 2 IR 2 FF Porcupine Mine (1)
Armor	Fore and Aft Shields: 7 cm equiv. each Front and Rear: 8 cm each Right and Left: 6 cm each



VENTURE



Class	Corvette*
Length	80 meters
Mass	1,000 tonnes
Max. Velocity	200 kps
Cruise Velocity	150 kps
Acceleration	Poor
Max. YPR	2 dps

Weapons

Laser Cannon (2)
Missile Hardpoints (1x3): 1 FF / 2 HS

Armor

Fore and Aft Shields: 10 cm equiv. each
Front and Rear: 9/8 cm each
Right and Left: 8 cm each

**Configurable as either a Freighter or Tanker*

DRAYMAN



Class	Transport*
Length	96 meters
Mass	2,000 tonnes
Max. Velocity	150 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	2 dps

Weapons

Turreted Laser (1)

Armor

Fore and Aft Shields: 9 cm equiv. each
Front and Rear: 8 cm each
Right and Left: 6 cm each

**Configurable as either a Freighter or Tanker*

EXETER



Class	Destroyer
Length	360 meters
Mass	8,000 tonnes
Max. Velocity	150 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	2 dps

Weapons

Turreted Lasers (4)
IR launch tube (1)

Armor

Fore and Aft Shields: 25 cm equiv. each
Front and Rear: 22/20 cm each
Right and Left: 20 cm each

TIGER'S CLAW



Class	Bengal Strike Carrier
Length	700 meters
Mass	80,000 tonnes
Max. Velocity	130 kps
Acceleration	Poor
Max. YPR	1 dps

Weapons

Turreted Lasers (8)
Missile Hardpoints (3 x 2):
2 DF / 2 DF/ 2 HS

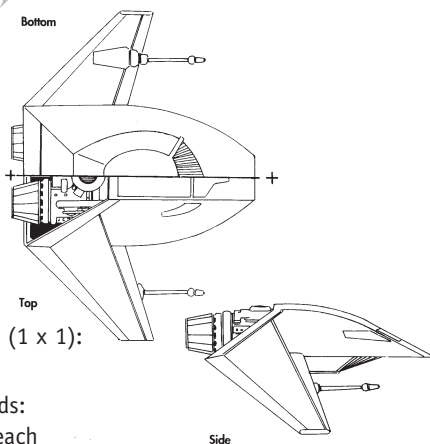
Armor

Fore and Aft Shields: 21 cm equiv. each
Front and Rear: 24/20 cm each
Right and Left: 25 cm each

S<HI



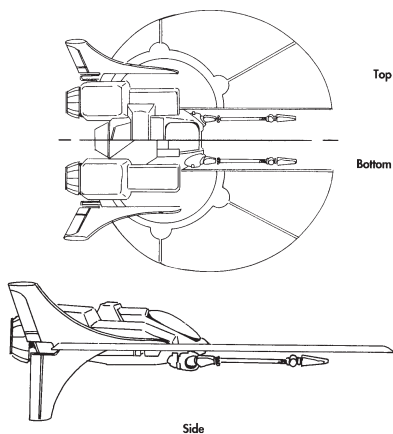
Class	Light Fighter
Length	24 meters
Mass	12 tonnes
Max. Velocity	480 kps
Cruise Velocity	300 kps
Acceleration	Excellent
Max. YPR	14/12/12 dps
Weapons	Laser Cannon (2) Missile Hardpoints (1 x 1): 1 DF
Armor	Fore and Aft Shields: 3.5 cm equiv. each Front and Rear: 3/2 cm each Right and Left: 1.5 cm each



DR<HI



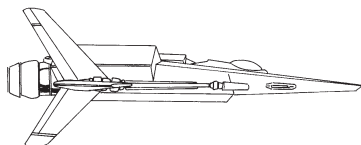
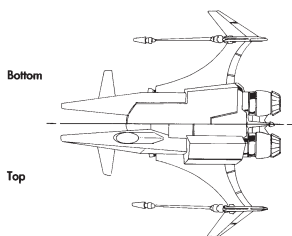
Class	Medium Fighter
Length	28 meters
Mass	14 tonnes
Max. Velocity	400 kps
Cruise Velocity	230 kps
Acceleration	Good
Max. YPR	10/14/10 dps
Weapons	Laser Cannon (2) Missile Hardpoints (2 x 2): 2 HS / 2 HS Porcupine Mines (3)
Armor	Fore and Aft Shields: 5 cm equiv. each Front and Rear: 4.5/3.5 cm each Right and Left: 3 cm each



kRANT



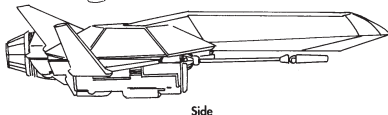
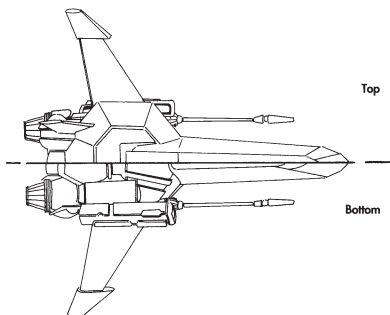
Class	Medium Fighter
Length	32 meters
Mass	16.6 tonnes
Max. Velocity	360 kps
Cruise Velocity	200 kps
Acceleration	Good
Max. YPR	7/10/7 dps
Weapons	Laser Cannon (2) Missile Hardpoints (1 x 1, 1 x 3): 1 FF 3 HS
Armor	Fore and Aft Shields: 8 cm equiv. each Front and Rear: 9/10 cm each Right and Left: 8 cm each



GRATHA



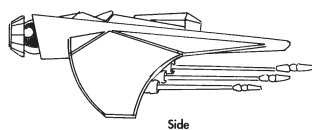
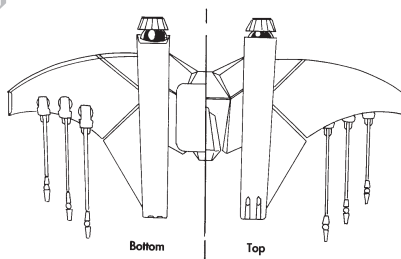
Class	Heavy Fighter
Length	36 meters
Mass	18 tonnes
Max. Velocity	320 kps
Cruise Velocity	320 kps
Acceleration	Average
Max. YPR	6 dps
Weapons	Laser Cannon (2) Mass Driver Cannon (2) Missile Hardpoints (1 x 1, 1 x 3): 1 IR, 3 HS Porcupine Mines (2)
Armor	Fore and Aft Shields: 11/10 cm equiv. each Front and Rear: 15/14 cm each Right and Left: 10 cm each



JALTHI



Class	Heavy Fighter
Length	32 meters
Mass	22 tonnes
Max. Velocity	280 kps
Cruise Velocity	200 kps
Acceleration	Average
Max. YPR	5 dps
Weapons	Laser Cannon (3) Missile Hardpoints (1 x 2, 1 x 1): 2 FF 1 HS
Armor	Fore and Aft Shields: 16 cm equiv. each Front and Rear: 20/10 cm each Right and Left: 17 cm each



DORKIR



Class	Transport*
Length	104 meters
Mass	2,000 tonnes
Max. Velocity	100 kps
Cruise Velocity	150 kps
Acceleration	Bad
Max. YPR	2 dps

Weapons

Turreted Laser (1)
Porcupine Mines (3)

Armor

Fore and Aft Shields:
17/10 cm equiv. each
Front and Rear: 9/6 cm each
Right and Left: 9 cm each

**Configurable as either a Freighter or Tanker*

RALARI



Class	Destroyer
Length	344 meters
Mass	18,000 tonnes
Max. Velocity	150 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	2 dps

Weapons

Turreted Lasers (6)
Porcupine Mine (1)

Armor

Fore and Aft Shields:
20/12 cm equiv. each
Front and Rear: 20/9 cm each
Right and Left: 18 cm each

FRALTHI



Class	Cruiser*
Length	500 meters
Mass	20,000 tonnes
Max. Velocity	180 kps
Cruise Velocity	120 kps
Acceleration	Poor
Max. YPR	2 dps

Weapons

Fighter Complement 20**
Turreted Lasers (6)
IR launch tube (1)

Armor

Fore and Aft Shields:
27/17 cm equiv. each
Front and Rear: 28/14 cm each
Right and Left: 26 cm each

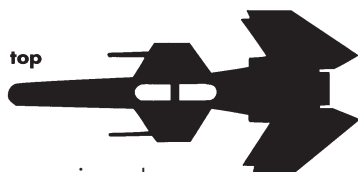
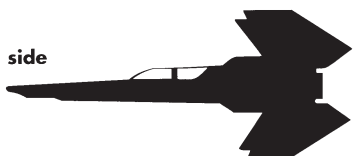
**Configurable as a Cruiser or Light Carrier*

***If configured as a Light Carrier*

FERRET



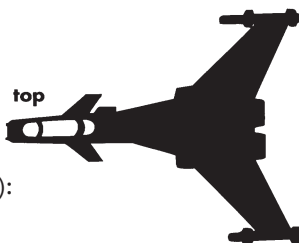
Class	Patrol Fighter
Length	10.2 meters
Mass	10.5 tonnes
Max. Velocity	500 kps
Cruise Velocity	360 kps
Acceleration	Good
Max. YPR	8 dps
Weapons	Mass Drivers (2)
Armor	Fore and Aft Shields: 6 cm equiv. each Front and Rear: 6.5 cm each Right and Left: 4.5 cm each



EPEE



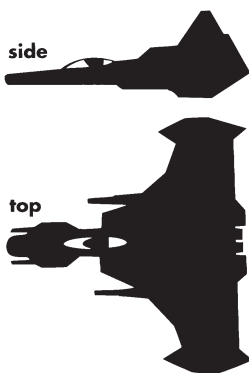
Class	Light Attack Fighter
Length	12.4 meters
Mass	13 tonnes
Max. Velocity	480 kps
Cruise Velocity	250 kps
Acceleration	Excellent
Max. YPR	10 dps
Weapons	Particle Cannon (2) Missile Hardpoints (2 x 2): 2 DF / 2 HS
Armor	Fore and Aft Shields: 6 cm equiv. each Front and Rear: 3.5 cm each Right and Left: 3 cm each



RAPIER II



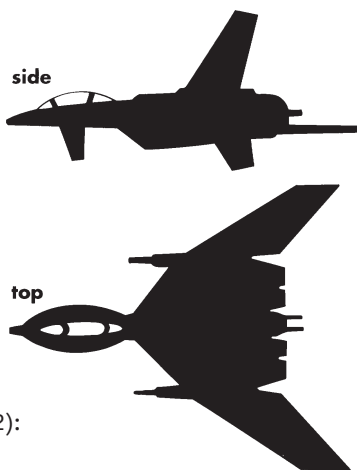
Class	Medium Attack Fighter
Length	19.0 meters
Mass	15 tonnes
Max. Velocity	450 kps
Cruise Velocity	250 kps
Acceleration	Excellent
Max. YPR	10 dps
Weapons	Particle Cannon (2) Missile Hardpoints (3 x 2): 2 DF / 2 HS / 2 FF Chaff Pod (1)
Armor	Fore and Aft Shields: 8 cm equiv. each Front and Rear: 6.5 cm each Right and Left: 5 cm each



SABRE



Class	Heavy Attack Fighter
Length	23.6 meters
Mass	22 tonnes
Max. Velocity	420 kps
Cruise Velocity	220 kps
Acceleration	Excellent
Max. YPR	8 dps
Weapons	Particle Cannon (2) Mass Driver Cannon (2) Turret Neutron Guns (2) Missile Hardpoints (4 x 2): 2 IR / 2 IR 2 FF / 2 DF
Armor	Fore and Aft Shields: 10 cm equiv. each Front and Rear: 16 cm each Right and Left: 11 cm each

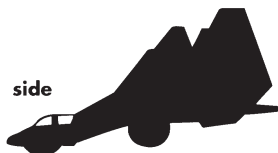


BROADSWORD

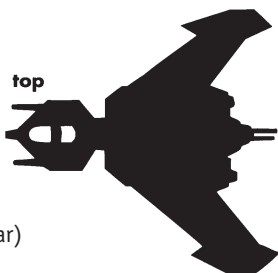


Class	Heavy Bomber
Length	36.0 meters
Mass	100 tonnes
Max. Velocity	320 kps
Cruise Velocity	150 kps
Acceleration	Poor
Max. YPR	5 dps
Weapons	Mass Driver Cannon (3) Turret Neutron Guns (2 x 3) Turret Tractor Beam (1 to rear) Missile Hardpoints (1 x 3): 3 FF Torpedos (2 x 2)
Armor	Fore and Aft Shields: 18 cm equiv. each Front and Rear: 15 cm each Right and Left: 13 cm each

side



top



GILGAMESH



Class	Destroyer
Length	312.1 meters
Mass	10,000 tonnes
Max. Velocity	250 kps
Cruise Velocity	150 kps
Acceleration	Poor
Max. YPR	2 dps

Weapons

Flak Cannon (2)
Anti-Matter Guns (2)

Armor

Fore and Aft Shields: Phase Shields
Front and Rear: 250 cm each
Right and Left: 200 cm each

WATERLOO



Class	Cruiser
Length	503.9 meters
Mass	19,500 tonnes
Max. Velocity	200 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	1 dps

Weapons

Fighter Complement 40
Flak Cannon (3)
Anti-Matter Guns (4)

Armor

Fore and Aft Shields: Phase Shields
Front and Rear: 300 cm each
Right and Left: 250 cm each

CONCORDIA



Class	Carrier
Length	983.7 meters
Mass	73,000 tonnes
Max. Velocity	100 kps
Cruise Velocity	50 kps
Acceleration	Bad
Max. YPR	1 dps

Weapons

Fighter Complement 120
Flak Cannon (3)
Anti-Matter Guns (8)
Phase Transit Cannon (1)

Armor

Fore and Aft Shields: Phase Shields
Front and Rear: 500 cm each
Right and Left: 400 cm each

FREE TRADER



Class	Transport (Civilian)
Length	83 meters
Mass	2,000 tonnes
Max. Velocity	150 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	2 dps

Weapons

Flak Cannon (1)

Armor

Fore and Aft Shields: 10 cm equiv. each
Front and Rear: 9 cm each
Right and Left: 7 cm each

CLYDESDALE



Class	Transport (Military)
Length	73.3 meters
Mass	4000 tonnes
Max. Velocity	150kps
Cruise Velocity	100 kps
Acceleration	Bad
Max. YPR	2 dps

Weapons

Flak Cannon (2)

Armor

Fore and Aft Shields: 25 cm equiv. each
Front and Rear: 12 cm each
Right and Left: 11 cm each

STAR BASE



Class	N/A
Length	1200 meters
Mass	230,000 tonnes
Max. Velocity	10 kps
Cruise Velocity	10 kps
Acceleration	Poor
Max. YPR	N/A
Fighter Complement	350

Weapons

Flak Cannon (4)

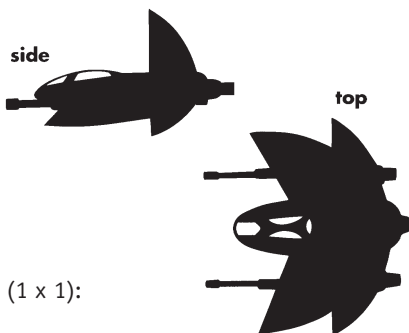
Armor

Fore and Aft Shields: Phase Shields
Front and Rear: 700 cm each
Right and Left: 700 cm each

SARTHÄ



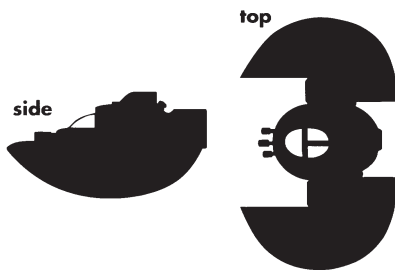
Class	Light Fighter
Length	8.3 meters
Mass	12.5 tonnes
Max. Velocity	400 kps
Cruise Velocity	220 kps
Acceleration	Good
Max. YPR	4 dps
Weapons	Neutron Guns (2) Missile Hardpoints (1 x 1): 1 DF
Armor	Fore and Aft Shields: 5 cm equiv. each Front and Rear: 4 cm each Right and Left: 3 cm each



DRÄKHRI



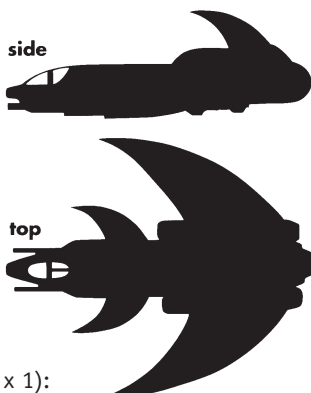
Class	Medium Fighter
Length	11.7 meters
Mass	14 tonnes
Max. Velocity	400 kps
Cruise Velocity	200 kps
Acceleration	Good
Max. YPR	7 dps
Weapons	Laser Cannon (3) Missile Hardpoints (2 x 2): 2 DF / 2 DF Chaff Pod
Armor	Fore and Aft Shields: 5.5 cm equiv. each Front and Rear: 4 cm each Right and Left: 3.5 cm each



JALKETH



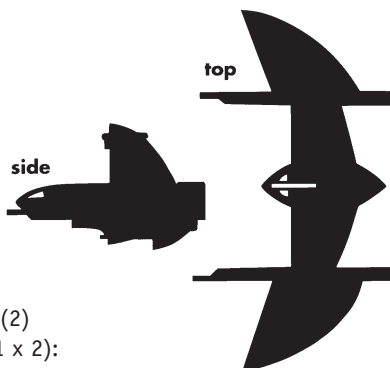
Class	Heavy Fighter
Length	25.2 meters
Mass	20 tonnes
Max. Velocity	360 kps
Cruise Velocity	200 kps
Acceleration	Average
Max. YPR	2 dps
Weapons	Particle Cannon (1) Turret Neutron Gun (1) Missile Hardpoints (2 x 2, 1 x 1): 2 IR / 2 IR 1 DR
Armor	Fore and Aft Shields: 15 cm equiv. each Front and Rear: 13 cm each Right and Left: 11 cm each



GRIKATH



Class	Heavy Fighter
Length	17.7 meters
Mass	27 tonnes
Max. Velocity	330 kps
Cruise Velocity	200 kps
Acceleration	Bad
Max. YPR	3 dps
Weapons	Neutron Guns (3) Turret Neutron Guns (2) Missile Hardpoints (1 x 2): 2 FF Torpedoes (3) Chaff Pods (3)
Armor	Fore and Aft Shields: 17 cm equiv. each Front and Rear: 16 cm each Right and Left: 14 cm each



KAMEKH



Class	Corvette
Length	135 meters
Mass	1,300 tonnes
Max. Velocity	200 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	3 dps

Weapons

Flak Cannon (3)
Missile Hardpoints (2 x 3): 3 IR / 3 IR

Armor

Fore and Aft Shield: Phase Shields
Front and Rear: 300 cm each
Right and Left: 280 cm each

RALATHA



Class	Destroyer
Length	394.2 meters
Mass	11,000 tonnes
Max. Velocity	250 kps
Cruise Velocity	150 kps
Acceleration	Poor
Max. YPR	1 dps
Fighter Complement	23

Weapons

Flak Cannon (2)
Anti-Matter Cannon (2)

Armor

Fore and Aft Shield: Phase Shields
Front and Rear: 500 cm each
Right and Left: 500 cm each

FRALTHRA



Class	Cruiser
Length	612.0 meters
Mass	20,500 tonnes
Max. Velocity	150 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	1 dps
Fighter Complement	40

Weapons

Flak Cannon (3)
Anti-Matter Guns (3)

Armor

Fore and Aft Shield: Phase Shields
Front and Rear: 700 cm each
Right and Left: 600 cm each

DORKATHI



Class	Transport (Military)
Length	95.0 meters
Mass	5,000 tonnes
Max. Velocity	200 kps
Cruise Velocity	100 kps
Acceleration	Poor
Max. YPR	2 dps
Fighter Complement	40

Weapons

Flak Cannon (2)

Armor

Fore and Aft Shield: 19 cm equiv. each
Front and Rear: 17 cm each
Right and Left: 16 cm each

SUPPLY DEPOT



Class	N/A
Length	806.3 meters
Mass	40,000 tonnes
Max. Velocity	N/A
Cruise Velocity	N/A
Acceleration	N/A
Max. YPR	N/A
Fighter Complement	55

Weapons

Flak Cannon (2)

Armor

Fore and Aft Shield: Phase Shields

Front and Rear: 400 cm each

Right and Left: 300 cm each

k'TITHRāk māṅg



Class	Space Station
Length	1,100 meters
Mass	240,000 tonnes
Max. Velocity	N/A
Cruise Velocity	N/A
Acceleration	N/A
Max. YPR	N/A
Fighter Complement	110

Weapons

Flak Cannon (2)

Anti-Matter Cannon (2)

Armor

Fore and Aft Shield: Phase Shields

Front and Rear: 700 cm each

Right and Left: 700 cm each

ARROW



Class	Light Fighter
Length	20 meters
Mass	13 metric tonnes
Max. Velocity	520 kps
Max. Afterburner Velocity	1350 kps
Acceleration	250 k/s ²
Max. YPR	80/90/80 dps
Weapons	Ion Cannon (2) Laser (2) Missile hardpoints (4 x 2): 2 HS / 2 HS 2 IR / 2 IR Missile decoys (16)
Armor	Fore and Aft Shields: 200 cm equiv. each Front and Rear: 80 cm each Left and Right: 60 cm each



EXCALIBUR



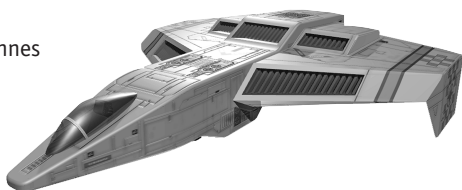
Class	Space/Atmospheric Fighter-Bomber
Length	32 meters
Mass	20 metric tonnes
Max. Velocity	500 kps
Max. Afterburner Velocity	1650 kps
Acceleration	250 k/s ²
Max. YPR	70/80/70 dps
Weapons	Tachyon Gun (4) Reaper Cannon (2) Missile hardpoints (4 x 3): 3 HS / 3 HS 3 IR / 3 IR Missile decoys (30)
Armor	Fore and Aft Shields: 250 cm equiv. each Front and Rear: 90 cm each Left and Right: 90 cm each



HELLCAT V



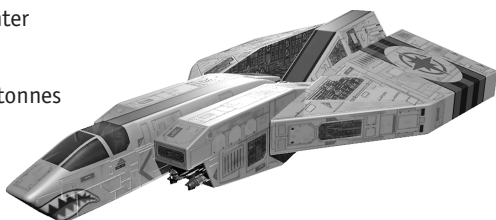
Class	Medium Fighter
Length	27 meters
Mass	14 metric tonnes
Max. Velocity	420 kps
Max. Afterburner Velocity	1200 kps
Acceleration	250 k/s ²
Max. YPR	80/90/80 dps
Weapons	Ion Cannon (2) Laser (2) Missile hardpoints (4 x 2): 2 HS / 2 HS 2 IR / 2 IR Missile decoys (16)
Armor	Fore and Aft Shields: 200 cm equiv. each Front and Rear: 80 cm each Left and Right: 60 cm each



THUNDERBOLT VII



Class	Heavy Fighter
Length	34 meters
Mass	20 metric tonnes
Max. Velocity	380 kps
Max. Afterburner Velocity	1000 kps
Acceleration	200 k/s ²
Max. YPR	1000 dps
Weapons	Photon Cannon (2) Meson Blaster (2) Plasma Gun (2) Mass Driver Cannon rear (1) Missile hardpoints (2 x 3): 3 HS / 3 HS 1 Torpedo Missile decoys (24)
Armor	Fore and Aft Shields: 250 cm equiv. each Front and Rear: 120 cm each Left and Right: 100 cm each



LONGBOW



Class	Heavy Fighter
Length	34 meters
Mass	20 metric tonnes
Max. Velocity	380 kps
Max. Afterburner Velocity	1000 kps
Acceleration	200 k/s ²
Max. YPR	1000 dps
Weapons	Photon Cannon (2) Meson Blaster (2) Plasma Gun (2) Mass Driver Cannon rear (1) Missile hardpoints (2 x 3): 3 HS / 3 HS 1 Torpedo Missile decoys (24)
Armor	Fore and Aft Shields: 250 cm equiv. each Front and Rear: 120 cm each Left and Right: 100 cm each



SUPPLY DEPOT



Class	N/A
Length	1425 meters
Mass	585,000 metric tonnes
Max. YPR	0 dps
Max. Velocity	0 kps
Acceleration	0 k/s ²
Shields	0

DESTROYER

Class	N/A
Length	490 meters
Mass	19,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	200 kps
Acceleration	10 k/s ²
Shields	2000 cm equiv.

STARBASE



Class	N/A
Length	2500 meters
Mass	650,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	150 kps
Acceleration	10 k/s ²
Shields	4000 cm equiv.

TRANSPORT

Class	N/A
Length	160 meters
Mass	2300 metric tonnes
Max. YPR	5 dps
Max. Velocity	100 kps
Acceleration	10 k/s ²
Shields	2000 cm equiv.

CRUISER



Class	N/A
Length	530 meters
Mass	18,200 metric tonnes
Max. YPR	5 dps
Max. Velocity	150 kps
Acceleration	10 k/s ²
Shields	3000 cm equiv.

LIGHT CARRIER

Class	N/A
Length	720 meters
Mass	28,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	120 kps
Acceleration	10 k/s ²
Shields	3000 cm equiv.

FRIGATE

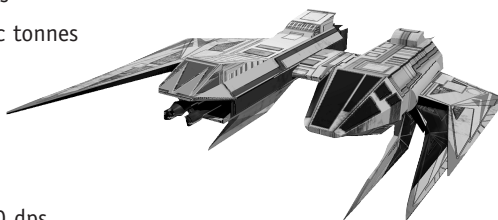


Class	N/A
Length	620 meters
Mass	28,000 metric tonnes
Max. YPR	5 dps
Max. Velocity	180 kps
Acceleration	10 k/s ²
Shields	1000 cm equiv.

DARKET



Class	Light Fighter
Length	24 meters
Mass	12 metric tonnes
Max. Velocity	520 kps
Max. Afterburner Velocity	1350 kps
Acceleration	250 k/s ²
Max. YPR	90/80/90 dps
Weapons	Meson Blaster (2) Missile hardpoints (1 x 2): 2 HS Missile decoys (6)
Armor	Fore and Aft Shields: 80 cm equiv. Front and Rear: 60 cm each Left and Right: 40 cm each



EkAPSHI



Class	Light Atmospheric Fighter
Length	16 meters
Mass	19 metric tonnes
Max. Velocity	430 kps
Max. Afterburner Velocity	1100 kps
Acceleration	200 k/s ²
Max. YPR	65/55/55 dps
Weapons	Laser Cannon (4) Meson Blaster (2) Missile hardpoints (1 x 4): 4 HS Missile decoys (8)
Armor	Fore and Aft Shields: 250 cm equiv. each Front and Rear: 80 cm each Left and Right: 60 cm each



DRALTHI IV



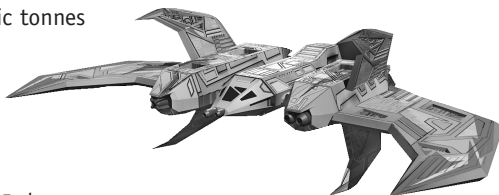
Class	Medium Fighter
Length	31 meters
Mass	15 metric tonnes
Max. Velocity	430 kps
Max. Afterburner Velocity	1100 kps
Acceleration	200 k/s ²
Max. YPR	55/65/55 dps
Weapons	Meson Blaster (2) Missile hardpoints (1 x 4): 4 IR Missile decoys (8)
Armor	Fore and Aft Shields: 120 cm equiv. Front and Rear: 80 cm each Left and Right: 60 cm each



VAKTOTH



Class	Heavy Fighter
Length	36 meters
Mass	19 metric tonnes
Max. Velocity	410 kps
Max. Afterburner Velocity	950 kps
Acceleration	150 k/s ²
Max. YPR	45/55/45 dps
Weapons	Tachyon Gun (1) Plasma Gun (2) Ion Cannon (2) Meson Blaster rear (1) Missile hardpoints (2 x 4): 4 HS / 4 HS Missile decoys (8)
Armor	Fore and Aft Shields: 250 cm equiv. each Front and Rear: 130/120 cm each Left and Right: 130 cm each



k Hə HəF



Class	Heavy Asteroid Camouflage Fighter
Length	31 meters
Mass	31 metric tonnes
Max. Velocity	380 kps
Max. Afterburner Velocity	950 kps
Acceleration	150 k/s ²
Max. YPR	50/40/40 dps
Weapons	Reaper Cannon (4) Meson Blaster (2) Missile hardpoints (2 x 8): 8 mines / 8 mines Missile decoys (8)
Armor	Fore and Aft Shields: 250/200 cm equiv. Front and Rear: 500 cm each Left and Right: 500 cm each

CLASSIFIED

SORTHək



Class	Super-Heavy Fighter
Length	38 meters
Mass	22 metric tonnes
Max. Velocity	400 kps
Max. Afterburner Velocity	950 kps
Acceleration	200 k/s ²
Max. YPR	65/55/55 dps
Weapons	Meson Blaster (turreted) (4) Meson Blaster (rear turreted) (2) Missile hardpoints (2 x 4): 4 HS / 4 IR Missile decoys (10)
Armor	Fore and Aft Shields: 180 cm equiv. each Front and Rear: 180 cm each Left and Right: 180 cm each



STRākHā



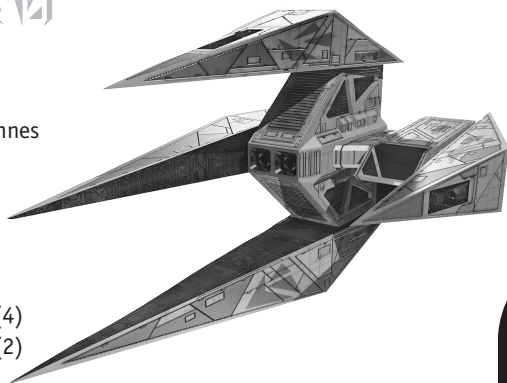
Class	Stealth Fighter
Length	30 meters
Mass	16 metric tonnes
Max. Velocity	480 kps
Max. Afterburner Velocity	1200 kps
Acceleration	250 k/s ²
Max. YPR	70/80/70 dps
Weapons	Meson Blaster (2) Missile hardpoints (1 x 5): 5 HS Missile decoys (6)
Armor	Fore and Aft Shields: 60 cm equiv. Front and Rear: 40 cm each Left and Right: 20 cm each



PākTāHn



Class	Bomber
Length	37 meters
Mass	30 metric tonnes
Max. Velocity	340 kps
Max. Afterburner Velocity	kps
Acceleration	100 k/s ²
Weapons	Plasma Gun (4) Ion Cannon (2) Mass Driver Cannon rear (1) Missile hardpoints (2 x 3, 2 x 4): 3 FF / 3 FF 4 FF / 4 FF Torpedo hardpoints (2 x 3) Missile decoys (6)
Armor	Fore and Aft Shields: 320 cm equiv. each Front and Rear: 180/140 cm each Left and Right: 180 cm each



KILRATHI CAPITAL SHIPS

It's not easy to destroy a Kilrathi capital ship. But if you have the right armament and know where to strike, you can take out a few during your career.

SHIELDS

Shields on capital ships are generally strong and invulnerable to gunfire. However, on some ships, you can actually fly through the hull cavity if you make it past the turret fire. Once you're inside the hull, you can activate the slide (only available on the Arrow and Excalibur) and fire sideways at will. Unprotected by shields, the hull is vulnerable to this type of attack.

WEAK POINTS

All capital ships have weak points. With the advent of shield-penetration missile technology, other weapons besides torpedoes can now damage capital ships. If you can hit these points with missiles or barrage them with full guns, you'll damage the ship. Vulnerable points of attack include the bridge, the hull, windows and engine exhaust ports. Try to attack so that you have these points in your sights when you launch your missiles.

BEST ORDNANCE

The torpedo is a favored weapon among pilots who constantly attack capital ships. With such a high damage potential, one or two torpedoes can knock out even the largest enemy ship. But before you go in for a torpedo run, use your guns to take out turrets on the surface of the capital ship. With less flak, you'll have a better chance of surviving your torpedo run.

You can also use regular missiles and guns against lighter capital ships (such as corvettes and destroyers), but they don't apply as much damage as torpedoes.

If you don't want to use torpedoes, try loading up all your hardpoints with dumbfires. If you have enough of them, you can easily deliver the same amount of damage as a torpedo — and you won't have to wait for a lock.

SUPPLY DEPOT



Class	N/A
Length	1600 meters
Mass	602,000 metric tonnes
Max. Velocity	0 kps
Acceleration	0 k/s ²
Max. YPR	0 dps
Shields	None

STARBASE

Class	N/A
Length	5,200 meters
Mass	722,000 metric tonnes
Max. Velocity	0 kps
Acceleration	0 k/s ²
Max. YPR	0 dps
Shields	1000 cm equiv.

CORVETTE

Class	N/A
Length	110 meters
Mass	5500 metric tonnes
Max. Velocity	200 kps
Acceleration	20 k/s^2
Max. YPR	5 dps
Shields	1000 cm equiv.



CRUISER

Class	N/A
Length	550 meters
Mass	23,000 metric tonnes
Max. Velocity	150 kps
Acceleration	20 k/s^2
Max. YPR	5 dps
Shields	3000 cm equiv.

LIGHT DESTROYER

Class	N/A
Length	450 meters
Mass	17,000 metric tonnes
Max. Velocity	180 kps
Acceleration	100 k/s^2
Max. YPR	15 dps
Shields	1500 cm equiv.



HEAVY DESTROYER

Class	N/A
Length	530 meters
Mass	19,000 metric tonnes
Max. Velocity	180 kps
Acceleration	200 k/s^2
Max. YPR	20 dps
Shields	2000 cm equiv.

TRANSPORT

Class	N/A
Length	150 meters
Mass	2100 metric tonnes
Max. Velocity	100 kps
Acceleration	10 k/s^2
Max. YPR	5 dps
Shields	2000 cm equiv.



CARRIER

Class	N/A
Length	920 meters
Mass	100,000 metric tonnes
Max. Velocity	100 kps
Acceleration	10 k/s^2
Max. YPR	5 dps
Shields	2000 cm equiv.

DREADNOUGHT

Class	N/A
Length	22,000 meters
Mass	290,000 metric tonnes
Max. Velocity	100 kps
Acceleration	10 k/s^2
Max. YPR	5 dps
Shields	8000 cm equiv.



BORGER'S ALL THE SECTOR'S WEAPONS SYSTEMS

The following entries are excerpts from *Borger's All The Sectors' Weapons Systems* and contain specifications.

Ship ordnance is categorized into two types – energy guns and weapons. Guns include all multiple-fire blasters that draw energy from a ship's reserves to function. Weapons, on the other hand, include all single-shot munitions, both dumb-mechanism warheads and those equipped with targeting systems. Having observed the enemy for several decades, Intell has determined that the Kilrathi forces possess about similar gun and weapon technology as the Terrans do.

ENERGY GUNS

All fighters and cap ships in modern fleets use energy guns as their primary armament. Those on fighters are quick-firing and have relatively short range. With the added advantages of high velocity, fast refire rates and advanced guidance systems, hits are virtually guaranteed for any pilot with a few kills under his belt. Cap ship turret guns fall into the same category – keep yourself safely distant from them.

The basic premise of an energy gun is simple – when a hit occurs, massive amounts of energy transfer to the target. It doesn't take too many shots to down a fighter, but guns are nearly useless against larger ships in the fleet.

Below, you'll find descriptions of each gun type and its associated statistics.

Service Date. Year the weapon came into service (and year it was retired, if applicable).

Penetration. Armor/shield penetration expressed in tenths of a cm (0.1cm = 1 armor unit).

Energy. The amount of energy used for one shot (in nanoJoules).

Range. Range of the gun (in clicks).

Refire Delay. The gun's optimal recharge rate (in seconds) after each shot.

► ION CANNON

Found mainly on fighters and also used as an anti-fighter gun, the ion cannon imparts energy and radiation damage to targets.

Charged atomic particles are magnetically accelerated to high speeds, then discharged in pulses. This cannon delivers more damage than a laser and can cause severe pilot injuries. However, the ion cannon has higher energy consumption and a slower refire rate than the laser.

Service Date	2668
Penetration	30
Energy	30 nJ
Range	4500 k
Refire Delay	.35 sec

► LASER CANNON

The laser is the backbone of today's energy guns. Despite their low damage potential, lasers are reliable, versatile and effective. In fact, they probably account for more enemy fighter kills than any other weapon.

Consistently improved upon and perfected over the last half-century, the laser provides the standard against which most other blasters are judged.

Low maintenance and a low energy cost make it standard armament for almost every ship in existence. The laser is ideally suited to deep-space combat (in atmospheric conditions, rays refract and lose their effectiveness), but has no effect against shields on larger ships.

Service Date	2628
Penetration	18
Energy	10 nJ
Range	5000 k
Refire Delay	.25 sec

► MASS DRIVER CANNON

The mass driver cannon is common on both fighters and light defender ships in the fleet. A solid gun in either case, it uses a linear accelerator to fire projectiles of metallic mass at a target. The mass driver is a staple in the Terran arsenal and has even been used against planets and asteroids.

This basic fighter weapon has medium-to-long range, good damage potential, and is reliable and accurate. Heat buildup, refire time and power drain are minimal, and the mass driver requires less energy per shot than most blasters.

Service Date	2650
Penetration	45
Energy	12 nJ
Range	2000 k
Refire Delay	.30 sec

► MESON BLASTER

The meson blaster is a unique, powerful gun that utilizes subatomic particles with a short half-life. These particles, called mesons, are accelerated and flung toward a target. The most damage occurs once the particles decay inside the target — they cause internal explosions and give off radiation. Energized shields can stop these particles, and atmospheric conditions render this gun ineffective.

Service Date	2628
Penetration	18
Energy	10 nJ
Range	4500 k
Refire Delay	.40 sec

► NEUTRON GUN

Neutron guns do heavy damage, but only at close range. No other projectile weapon provides an equivalent level of destructive capability. 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 had led many foolhardy or underskilled pilots into close-quarter combat for which they were ill-prepared. Some of these pilots never made it home.

Service Date	2640 to 2668
Penetration	30
Energy	20 nJ
Range	2,500 k
Refire Delay	.35 sec

► PARTICLE CANNON

The particle cannon is perhaps the most significant energy technology we possess. Prototypes were first developed three years into the war, when a similar cannon was extracted from a captured Kilrathi fighter. Engineers built a comparable version capable of hurling minute nuclear particles at high speeds. Any impact results in a small nuclear explosion that gives off blast, heat and radiation damage. This gun is useless, however, in atmospheric conditions.

Particle cannon have almost completely replaced neutron guns in the Confederation Navy. They combine the extended range of lasers with the strong punch of neutron guns.

Service Date	2658
Penetration	43
Energy	22 nJ
Range	4200 k
Refire Delay	.40 sec

► PHOTON CANNON

When Terran forces first declared war on the Kilrathi, the photon cannon was the most popular gun next to the standard laser. It emits laser pulses and solicits similar effects upon impact. However, the photon cannon drains more energy and has a slower refire rate. This gun requires little maintenance — the mirror robotics are the only adjustable component — and functions best in deep-space combat.

Service Date	2632
Penetration	32
Energy	30 nJ
Range	4500 k
Refire Delay	.45 sec

► PLASMA GUN

The plasma gun was originally developed to attack heavy fighters and lightly armored corvettes. It uses electrically charged hydrogen molecules that are in a state of near-fusion. These molecules are similar to those found in the inner plasma of most young stars. Upon impact, plasma projectiles cause radiation, blast and heat damage.

Service Date	2628
Penetration	67
Energy	44 nJ
Range	3000 k
Refire Delay	.50 sec

► REAPER CANNON

(This gun will be available as soon as it completes its test cycle.) The RCX-V1 reaper cannon evolved from the standard ion cannon, and its refire rate is slightly faster. This gun delivers high-speed pulses of charged atomic particles that give off energy and radiation damage. Fighters find this gun especially useful against ships with shields that regenerate quickly, and any ship with slow shield generation is sure to take damage.

Service Date	Planned 2669
Penetration	35
Energy	17 nJ
Range	4500 k
Refire Delay	.30 sec

► TACHYON GUN

A power-hungry blaster, the tachyon gun is the most devastating energy gun found on Terran fighters. It slows down tachyon particles, which naturally travel faster than the speed of light. Once these particles are decelerated and forced into streams, their potential damage increases monumentally. In several documented cases, the powerful tachyon gun has been used to attack the shields of capital ships.

Service Date	2669
Penetration	70
Energy	40 nJ
Range	3200 k
Refire Delay	.35 sec

MISSILE WEAPONS

Energy guns are the preferred choice for attacking or defending ships and can deliver multiple shots. Missile weapons, on the other hand, have a one-shot life and often use complex guidance systems. Though phased out on larger fleet ships, missiles continue to be a staple among fighters. They're capable of damaging heavily shielded fighters or capital ships.

Length. Physical measurement of the weapon in meters.

Service Date. Year the weapon came into service (and year it was retired, if applicable). The latest version number is also given.

Blast Radius (mines only). Radius of damage measured in meters. Objects within this radius receive full or partial damage from the explosion, depending on the blast proximity.

Speed. The top speed of the weapon in clicks/second.

Acceleration. The acceleration of the weapon in clicks/second/second.

Maneuverability. Maneuverability of the weapon (pitch, yaw and roll) in degrees/second. (Mines are rated in degrees per minute.)

Duration. The time (in seconds) before the weapon self-destructs.

Lock time. The time (in seconds) the weapon requires to recognize and lock on to the target.

Penetration. Armor/shield penetration expressed in tenths of a cm (0.1cm = 1 armor unit).

► DUMBFIRE MISSILE

The dumbfire missile originated as an atmospheric fighter weapon in the late 20th century and has not evolved greatly since its inception. A simple point-and-shoot weapon, it lacks a guidance system and does not require a target lock. The dumbfire is unjammable due to the absence of guidance systems, and costs less than any other missile type. It is most useful against targets with predictable reactions – at close range, a single dumbfire can diminish shields enough to allow an energy gun attack. Pilots normally reserve this weapon for use in close quarters or against slow-moving targets.

Service Date	2599 (DF-V.32)
Length	2.6 meters
Speed	3000 k/s
Acceleration	1000 k/s ²
Maneuverability	10 dps
Duration	3 sec
Lock Time	0 sec
Penetration	800

► FRIEND-OR-FOE MISSILE

The friend-or-foe (FF) missile was developed once ship systems were able to distinguish between friendly and enemy ships. Capable of identifying the distinctive Confederation ship signal, it makes a beeline for the nearest ship that isn't broadcasting that signal. This has resulted in the destruction of several Terran ships whose communications systems were damaged. In spite of this inherent danger, both sides continue to use the FF as standard armament for medium and heavy fighters. This missile doesn't require a lock, and it will acquire a new target if the current one is destroyed before detonation.

Service Date	2628 (FF-V.12)
Length	2.2 meters
Speed	1200 k/s
Acceleration	800 k/s ²
Maneuverability	80 dps
Duration	20 sec
Lock Time	0 sec
Penetration	250

► HEAT-SEEKING MISSILE

The heat-seeker (HS) is an inexpensive, simple weapon that has served in various forms for armed forces since the late 1900s. The engines of fighters and capital ships generate significant heat, a fact that the HS uses to its advantage.

Heat-seekers are the most common missile carried on fighters. The operation is simple – the missile tracks down the thermal signature of the target's engines. Its most limiting factor is its rear-aspect tracking mechanism, which requires the lock to be acquired from the rear. A second drawback is that the missile locks onto the nearest heat source, whether it be friendly or enemy.

Service Date	2650 (HS-V.21)
Length	2 meters
Speed	2000 k/s
Acceleration	800 k/s ²
Maneuverability	80 dps
Duration	10 sec
Lock Time	2 sec
Penetration	400

► LEECH

TCN weapon engineers developed the leech missile in order to capture Kilrathi fighters intact without damaging them. The leech is not an explosive – rather, it is a sophisticated electronic weapon system capable of disrupting a target and draining its energy. Power drains slightly upon impact, but soon leaves targets immobilized in space.

Service Date	2669 (LH-V1.0)
Length	1.8 meters
Speed	1400 k/s
Acceleration	800 k/s ²
Maneuverability	80 dps
Duration	20 sec
Lock Time	2 sec
Penetration	N/A

► IMAGE-RECOGNITION MISSILE

Image-recognition (IR) missiles first came into use in the late 1900s, when rudimentary infrared and visual tracking technology was applied to air-to-air missiles. The basic design remains the same; however, the sensor systems have greatly improved. Today's IR missiles use computer imaging to identify and "memorize" the silhouette of a targeted ship. After launch, the firing ship copies the IR, electronic and visual signatures specific to that target to the missile's AI program. The missile will then track the target until impact.

The IR missile is difficult to defend against due to its imaging routine. However, previous versions of this missile often malfunctioned if the target practiced successful evasive maneuvers. This led to the addition of a built-in self-destruction routine in 2644.

Service Date	2633 (IR-V.25)
Length	2.2 meters
Speed	1600 k/s
Acceleration	600 k/s ²
Maneuverability	80 dps
Duration	15 sec
Lock Time	1 sec
Penetration	250

► PORCUPINE MINE

A mine is a stationary or slow-moving variant of a missile. Although non-descript, it's useful for booby-trapping areas that the enemy may pass through – jump points, gaps in asteroid fields and pulsar shadows. Some mines also have simplified guidance systems that can seek out disabled ships. Since mines move so slowly, ship detection systems are unable to track them with sensors or radar. Because of the danger of friendly casualties, most mines are now set to self-destruct after a 30-minute active period. This deadly device has limited homing capabilities and built-in proximity sensors — detonation doesn't require contact.

Service Date	2596 (MP-V4.2)
Length	1 meter diameter
Blast Radius	20 meters
Speed	100 k/s
Acceleration	200 k/s ²
Maneuverability	20 dps
Duration	30 min
Lock Time	0 sec
Penetration	100

► TORPEDO

A mainstay in both Terran and Kilrathi fleets, the torpedo is a large, maneuverable warhead used against capital ships and bases. It has a built-in image-recognition system that locks onto the target. Although the lock time is longer than that of any other missile, the torpedo is the only fighter weapon that can easily destroy carriers. Modern 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.

Length	3.8 meters
Speed	1000 k/s
Acceleration	200 k/s ²
Maneuverability	20 dps
Duration	14 sec
Lock Time	12 sec
Penetration	8000

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.

CAPITAL SHIP WEAPONS AND DEFENSES

Capital ships rely on energy guns just as much as fighters do, except that capital support guns are stepped-up versions of those found on many popular fighters. The guns are normally positioned in external turrets mounted on the front and back of the hull. Larger capital ships may also have side turrets.

Some modern capital ships (post-2668) are equipped with external missile tubes capable of launching CapShip missiles. These tubes have been adapted, in special cases, to fire normal heat-seeking or image-recognition missiles.

► ANTI-MATTER GUN

The anti-matter gun is a more powerful version of the particle cannon and comprises the secondary armament of most friendly and enemy capital ships. This weapon can punch through the heaviest shields, and it delivers four times as much damage as the most powerful gun on any fighter. Capital ships rely on the anti-matter gun to defend against corvettes, heavy fighters and bombers that are attacking. Although not effective in atmospheric conditions, the small nuclear explosion and resulting heat and radiation from one shot are often enough to down a fighter in space.

Service Date	2667
Penetration	300
Energy	130 nJ
Range	8000 k
Refire Delay	1.5 sec

► PHASE-TRANSIT CANNON

This weapon actually forms the keel of the 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.

Continual problems with the phase-transit cannon led to its retirement in late 2665.

Service Date	2653 to 2665
Penetration	1000
Energy	100 nJ
Range	8000 k
Refire Delay	1.5 sec

► TURRETED FLAK CANNON

Fighters provide the bulk of a capital ship's defenses, but the largest ships also lay down heavy flak barrages. Although flak cannon rounds are not dangerous singly, they can widely distribute damage over a large area with rapid, continuous fire. Flak cannon are used for point-defense against torpedoes, in addition to close-range combat with fighters.

Service Date	2538 to 2668
Penetration	10
Energy	12 nJ
Range	2500 k
Refire Delay	.1 sec

► TURRETED LASER

Capital ships are especially vulnerable to concentrated attacks by incoming fighters. For this reason, laser turret guns were mounted to provide point-defense for particular ship surfaces. Modern Terran and Kilrathi destroyers, cruisers, 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.

The capital-ship version of the laser can hit a fighter with twice the normal damage (two regular lasers are mounted on each turret), and the quick refire rate is more than twice that of regular lasers.

Service Date	2630
Penetration	25
Energy	15 nJ
Range	4000 k
Refire Delay	.2 sec

► TURRETED NEUTRON GUN

Many of the heavier fighters are equipped with swivel-mounted neutron guns, to fend off enemy fighters during torpedo runs. The capital-ship version of the neutron corresponds to the fighter version, although certain modifications produce a higher fire rate at the cost of range.

Service Date	2645
Penetration	70
Energy	85 nJ
Range	4000 k
Refire Delay	.25 sec

► CAPSHIP MISSILE

Only one missile type exists for capital ships – the CapShip missile. It is a huge, lockable missile that carries a powerful anti-matter warhead capable of taking out other capital ships and destroying tactical planetary targets. Mostly found on launch racks on older ships, this missile is highly effective and not easily destroyed by fighter weaponry.

Service Date	2669
Length	5.2 meters
Speed	1000 k/s
Acceleration	400 k/s ²
Maneuverability	20 dps
Duration	120 sec
Lock Time	5.0 sec
Penetration	60,000

► PHASE SHIELD

The latest in defense technology, 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.

Service Date	2669
Penetration	
Defense	7500
Energy	85 nJ
Range	1500 nJ (per minute)

OTHER DEFENSIVE SYSTEMS

► CHAFF POD

Chaff was developed in the mid-1900s and became a staple cartridge defense in all airborne fighters. This technology transferred into space fighters and has evolved over the years. Recently, the Confederation developed more electronic chaff pods, sophisticated devices that fool enemy missiles into diverting away from the targeted ship.

Some drawbacks still exist. Chaff pods must be deployed at the last possible 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.

► STEALTH TECHNOLOGY

Kilrathi stealth fighters are invisible to human or instrument detection. Formerly dismissed as rumors, their existence was proven in 2667 following a confirmed visual sighting. The intricacies of the stealth system remained solely in the possession of Kilrathi scientists until 2669, when Confed R & D successfully developed a prototype cloaking device. The only fighter currently equipped with the cloak mechanism is the new Excalibur that is currently in testing.

► TRACTOR BEAM

Tractor beam technology dates back to the late 2400s and was first used in space-station construction. It evolved into a specialized mount that is used on capital ships, transports and some fighters

The tractor beam uses molecular magnetization to lock onto small inorganic or organic targets (an ejected pilot or capsule, for example), pulling it to the beam source. The tractor beam is a vital tool in search-and-rescue missions.

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