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Your

Personalized

Guide

to the

TCS Victory



VICTORY STREAK

2669.221



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TRANSFER INFORMATION

Electronic Creative Services welcomes you to your new assignment aboard the TCS *Victory*. It is our sincere hope that you enjoy your personalized Shipboard Orientation Kit, the *Victory Streak*.

The articles and data contained herein were assembled by our new Quantum 3 Artificial Publisher and reflect both your previous information solicitations and standard LS-c2 items recommended by TCN Headquarters for all relocated Wing Commanders. Additionally, the Quantum 3 is designed to add personal touches to each month's edition by including items that you may find of interest.

All entries are compiled from mail messages, newsgroup articles and GIFs (General Information Files) from the Shipboard Information Datanet (S.I.D.). Pertinent E.C.S. notes are given in italics.

Please contact Electronic Creative Services on Boot Deck 4 (rear) or at pub@tcn.victory.com if you have any suggestions as to how we might improve your next edition of *Victory Streak*.

NEW MAIL

For the duration of your stay, your mailbox address will be cblair@tcn.victory.crew. You currently have (3) unread messages, and articles from these newsgroups:

- | | | |
|--|---|---|
| tcn.victory.news | tcn.victory.intell | tcn.victory.history |
| tcn.victory.flight.pilots | tcn.victory.earth.ad | tcn.victory.question |
| tcn.victory.flight.pilots.talk | tcn.victory.ad.classified | tcn.victory.ad.announce |
| tcn.victory.military.proc | tcn.victory.review | tcn.victory.flight.shipstat |
| tcn.victory.flight.weapstat | cblair@tcn.victory.crew | |

You have 3 new messages.

.....

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 for 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

To: cblair@tcn.victory.crew
 From: bmiles@earth.tnn.news
 Date sent: 2669.219
 Attachments: (1) article.txt

Colonel Blair,

I appreciate you taking time out of your schedule yesterday for a Holo-Vid interview. I've completely transcribed the 3-minute piece, and I'd like appreciate your approval – it's required before I forward it to the Terran News Network for broadcasting. You may notice that it has been shortened considerably ... but I feel it hits just the right note. Mail any comments back to me at bmiles@earth.tcn.news. Thank you.

Barbara Miles

ATTACHMENT 1: ARTICLE.TXT

Colonel Christopher Blair

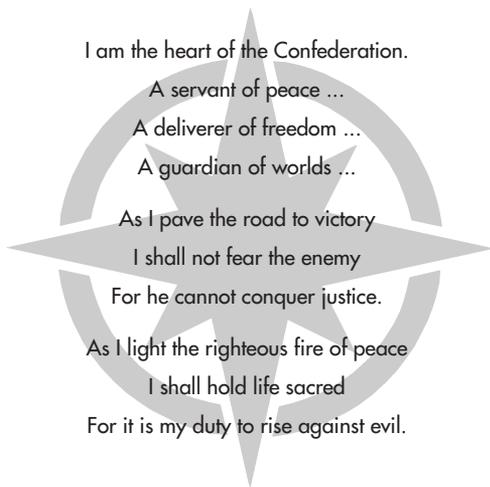
Age: 32

Homeworld: Earth

- 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 experience. 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.

GIF: CONFEDERATION OATH OF SERVICE

>tcn.victory.flight.pilots



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.

GIF: PSYCHO-ANTHROPOLOGICAL PROFILE OF THE KILRATHI

>tcn.victory.intell

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, more like those of aboriginal cultures on Earth.

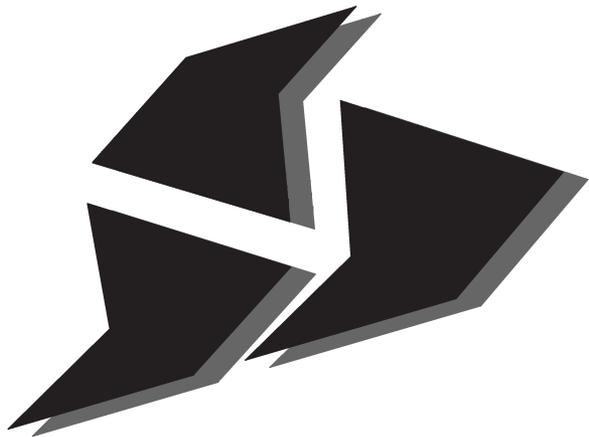
SOCIAL STRUCTURE

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 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 sets of the four-line pictograph equivalents are sentences.

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 Kilrathi 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 Kilrathi 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 Kilrathi 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.

Kilrathi 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 Kilrathi fighter.



ARCHITECTURE

Kilrathi architecture is driven by many of the same barbaric principles found in other aspects of their culture. The Kilrathi'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

>tcn.victory.intell

Posted 2669.218

Col. Blair, this classified report from tcn.cover: intell.update concerning identified enemy aces may be of interest to you.

A number of Kilrathi aces have been identified in sectors assigned to the TCS Victory. I suggest you employ extreme caution when engaging any of these known enemies, all of which exhibit dangerous dogfighting combat skills.

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: *Dralthi* 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 Hhallas

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 in 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.

GIF: MILITARY RANKS

>tcn.victory.military.proc

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

Confederation Navy

Enlisted Ranks

Spaceman (E1)
Veteran Spaceman (E2)
Petty Officer (E3)
Chief Petty Officer (E4)
Master Chief Petty Officer (E5)

Confederation Space Force

Enlisted Ranks

Spacehand (E1)
Spacehand, 2nd Class (E2)
Spacehand, 1st Class (E3)
Senior Spacehand (E4)
Staff Sergeant (E5)
Tech Sergeant (E6)
Master Sergeant (E7)
Senior Master Sergeant (E8)
Chief Master Sergeant (E9)

Kilrathi Armed Forces

Enlisted Ranks

Least Claw
Third Claw
Second Claw
First Claw

Officer Ranks

Ensign, 2nd Class (O1)
Ensign (O2)
2nd Lieutenant (O3)
1st Lieutenant (O3)
Lieutenant Commander (O4)
Commander (O5)
Captain (O6)

Officer Ranks

2nd Lieutenant (O1)
1st Lieutenant (O2)
Captain (O3)
–
Major (O4)
Lieutenant Colonel (O5)
Colonel (O6)

Officer Ranks

Fourth Fang*
Third Fang
Second Fang
–
First Fang
Shintahr
Kal Shintahr

Flag Ranks

Commodore (O7)
Rear Admiral (O8)
Vice Admiral (O9)
Admiral (O10)
Space Marshal (O11)

Flag Ranks

Brigadier General (O7)
Lieutenant General (O8)
Major General (O9)
General (O10)

Flag Ranks

Kalahn
Khantahr
Kal Khantahr
Kalralahr

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

GIF: MISSION OBJECTIVES

>tcn.victory.flight.pilots

This GIF on mission types is a standard LS-c2 item recommended by TCN Headquarters for all relocated personnel with flight clearance of Priority 3 or higher.

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. Two or more 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 are never heard from again.

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.

2669 GCM COMPETITION RESULTS

>tcn.victory.news

Posted 2669.217

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, 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*

OFFICIAL TCN HISTORY

>tcn.victory.history

Updated 2669.098 by Guthrig Andropolos, TCN military analyst

This month, the war between Terran and Kilrathi forces turns four decades old. It's no cause for celebration – millions of lives on both sides have been lost, and deep space is filling with debris faster than our recovery crews can tractor it up.

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.

TIMELINE

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-identified 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.

2629.105

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.

2630-2634

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.

2634.186

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.

2634.228

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 regroups 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 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 spacedock 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.

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.

2654-326

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.

The Confederation pledges to protect a newly discovered bird-like race called the Firekkans, who plan to unite with the Terran alliance.

2653-2655

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 its third year, 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.

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.

2656-2667

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 on either side. 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 radiation-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 numbering into the millions ...

PILOTS OF THE MONTH

>tcn.victory.flight.pilots

Compiled 2669.220

Electronic Creative Services extracted "Pilot of the Month" articles for the last five months prior to your arrival as the Victory's Wing Commander. All pilots selected by Quantum are exemplary crew members with active combat status. You will find combat biographies for each pilot listed under tcn.victory.flight.pilots.bios. Each pilot's significant contribution is given below, along with a short biography file.

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 Orsine 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, and people didn't know how far they could trust me as a wingman. I was a wildcard with a hard attitude. Truth is, I didn't have enough time to go through the Academy. 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. Quick and deadly is the way to treat these cats. Working on the *Victory* has been the single proudest thing I've ever done. This is my home.

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

.....

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?"

LIEUTENANT MITCHELL LOPEZ**Award Date:** 2669.151**Callsign:** Vaquero**Age:** 27**Homeworld:** Dakota**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."**MAJOR TODD MARSHALL****Award Date:** 2669.181**Callsign:** Maniac**Age:** 32**Homeworld:** Leto**Leisure activities:** Avoiding interviewers**Determining Factor:** Single-handedly attacked an enemy scout squadron and destroyed all five fighters present, defending the *Victory's* tactical position and preventing transmission of the scout group's findings.**Excerpt from Self-Analysis:** Listen, the first thing to remember is that you have to grab the glory right from the cat's mouth if you're ever going to get anywhere. I know, I'm probably supposed to be talking about how great it is to be flying from this bucket, but just think of this as advice from an old-time flyboy. I've been the best from the first time I went star-sledding. You have to do more than zig when they're looking for you to zag. Slide, pull a few Gs, afterburn, whatever it takes to keep them from getting in your head and second-guessing you. This isn't just the way to fly, it's the only way to live.**Most often heard quote:** "Did I tell you about the time I ...?"**LIEUTENANT ROBIN PETERS****Award Date:** 2669.212**Callsign:** Flint**Age:** 32**Homeworld:** Earth**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. We have to remember that this is more than just a tour of duty. 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. We all carry scars on our souls. My only suggestion is to do what I do. Gather up all the hurt and loss, and forge yourself the strength to do whatever is necessary to win. We will win. We must.**Most often heard quote:** "If in doubt, don't. It's probably not in the regs."

FLIGHT TACTICS

>tcn.victory.flight.pilots

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 meters 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 missile 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 a *Hellcat V* when you pick up vapor trails that lead to three *Dralthi*. 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 *Hellcat'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. Two missiles, a laser and a particle gun don't go too far.

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 *Dralthi* 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’ll disengage and gun for their nose. And you know what? I’d come back with two missiles and not a scratch on my ship.

SITUATION #3

You and a wingman are flying *Longbows* as part of a raid to torpedo 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 meters 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 slide sideways and 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*

>tcn.victory.news

Posted 2669.214

Interview by 2nd Lt. Angela Engleman

Transcription by Lt. Lawrence Ralts n

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.

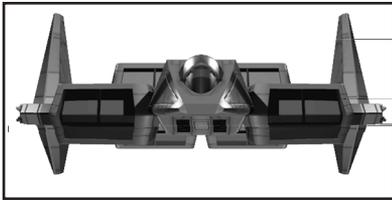
1ST LIEUTENANT JACE DILLON

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 outfly everything – with the right person behind the controls, of course. It’ll outrun an *Arrow*, and it’s even got hefty shields than the Kilrathi’s top-of-the-line fighters.

Victory What kind of numbers can you give us?

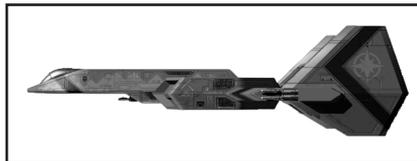
Flash I can’t disclose that information, of course. Let’s just say she could hypothetically cruise at a cool 500 kilometers per second, and could afterburn at more than 250 k/s². One stat that’s in the public domain is her solid shield rating – 250, to be exact.

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.

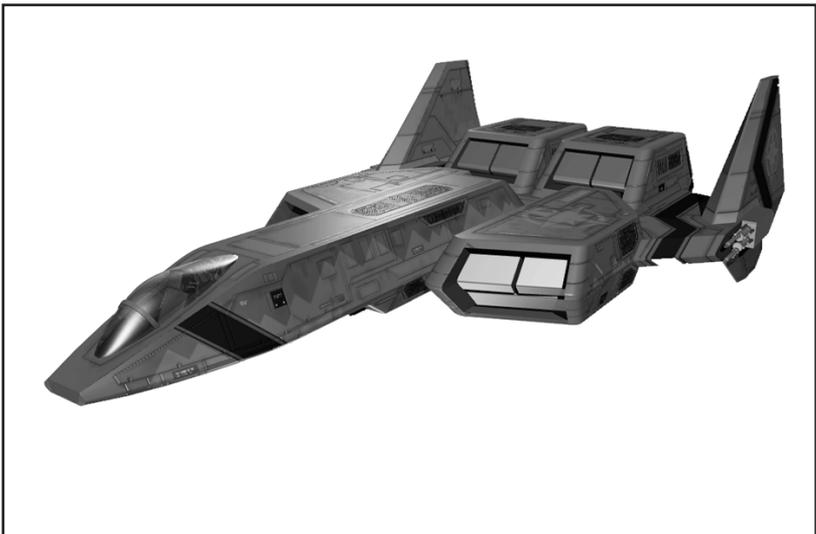
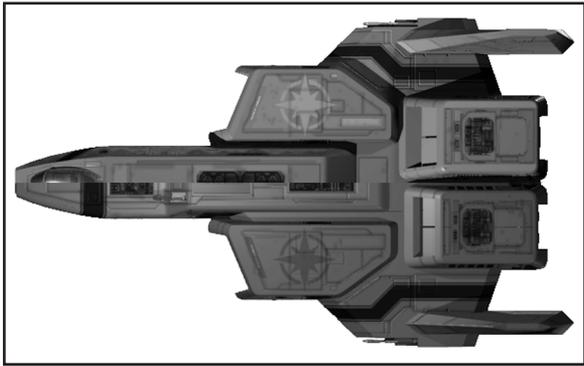
Flash No kidding! It's a good thing I've got nerves of steel. Pretty necessary for a pilot who's got to live day-by-day.

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?



GIF: SHIP STATISTICS

>tcn.victory.flight.shipstat

These fighter and capital ship statistics reflect the capabilities of ships available on the Victory. The shipstat.lst file also contains vital statistics for the fleet's capital ships.

Default fighter weapons specified by Chief Tech Rachel Coriolis are given here. However, you have clearance to download customized ordnance using the Loadout Terminal on the Flight Deck.

STATISTICAL DEFINITIONS

Class. The class of ship (light fighter, bomber, etc.).

Length. The ship's length in meters.

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

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 vertical position.
- **Pitch.** Ability to change direction up or down.
- **Roll.** Ability of a ship to rotate along an imaginary axis extending through the nose and tail.

Max. Velocity/Max. Afterburn 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 kilometers per second (kps).

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

Weapons. Every ship has a different array of guns and weapons. Numbers in parentheses indicate how many guns/weapons of that type are loaded. For missiles and torpedos, the number of 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.

Shields. The shield strength for each ship is measured in centimeters equivalent to 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 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 Raid missions, try aiming for these weak points on capital ships.

CONFEDERATION FIGHTERS

ARROW

This light, versatile fighter has balanced weaponry and is best-suited for short-range combat against light or heavy fighters. Its maneuverability makes it a prime choice for escort, fleet defense and reconnaissance missions, and an emergency life-support system can sustain pilots for up to 7 hours.

Class	Length
Light Fighter	20 meters
Mass	Max. YPR
13 metric tonnes	80/90/90 dps
Max. Velocity	Max. Afterburn Velocity
520 kps	1400 kps
Acceleration	Shields
250 k/s ²	200 cm equiv.
Weapons	Armor
Ion cannon (2)	Fore/Aft: 80 cm
Laser (2)	Right/Left: 60 cm
Missile hardpoints (4 x 2)	Jump Capable
2 FF / 2 FF	No
2 DF / 2 DF	
Missile decoys (24)	



HELLCAT V

The baseline Terran fighter, the *Hellcat V* is a solid vehicle in any combat situation. Most are deployed in attacks against smaller fleet ships or serve as escorts. The ship's responsive speed controls and quick turn radius make the latest *Hellcat* the best all-around ship in the fleet.

Class	Length
Medium Fighter	27 meters
Mass	Max. YPR
14 metric tonnes	60 dps
Max. Velocity	Max. Afterburner Velocity
420 kps	1200 kps
Acceleration	Shields
225 k/s ²	220 cm equiv.
Weapons	Armor
Ion cannon (2)	Fore/Aft: 100 cm
Laser (2)	Right/Left: 80 cm
Missile hardpoints (2 x 3)	Jump Capable
3 IR / 3 IR	No
Missile decoys (24)	



THUNDERBOLT VII

Less maneuverable than the *Arrow* or *Hellcat V*, the *Thunderbolt VII* has a formidable set of guns and missiles. It has a remarkable success rate against light capital ships and medium-to-heavy fighters, though light fighters tend to outrun its fire. Most pilots agree that the *Thunderbolt* can satisfy most mission requirements outside of running scout missions.

Class

Heavy Fighter

Mass

20 metric tonnes

Max. Velocity

380 kps

Acceleration

200 k/s²

Weapons

Photon gun (2)

Meson gun (2)

Plasma gun (2)

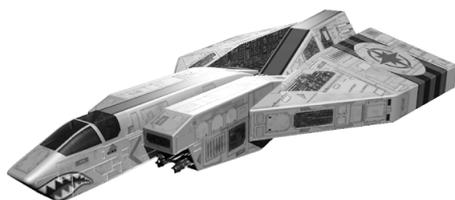
Mass driver rear (1)

Missile hardpoints (2 x 3)

3 HS / 3 HS

1 Torpedo

Missile decoys (24)



Length

34 meters

Max. YPR

50 dps

Max. Afterburn

Velocity

1000 kps

Shields

250 cm equiv.

Armor

Fore/Aft: 120 cm

Right/Left: 100 cm

Jump Capable

No

Longbow

The *Longbow* bomber has a single purpose – to deliver torpedoes to enemy capital ships. Its lack of maneuverability attracts light enemy fighters like hornets. The *Longbow's* massive firepower bolsters any offensive force involving capital ships, as long as light fighters are along for protection.

Class

Torpedo Bomber

Mass

22 metric tonnes

Max. Velocity

320 kps

Acceleration

175 k/s²

Weapons

Plasma gun (2)

Neutron guns (2)

Particle gun rear (2)

Missile hardpoints (4 x 4)

4 FF / 4 FF / 4 HS / 4 HS

Torpedos (2 x 2)

Missile decoys (28)

Length

38 meters

Max. YPR

30/40/30 dps

Max. Afterburn

Velocity

700 kps

Shields

500 cm equiv.

Armor

Fore/Aft: 300 cm

Right/Left: 300 cm

Jump Capable

Yes



CONFEDERATION CAPITAL SHIPS

SUPPLY DEPOT

Length	1425 meters	Weapons	None
Mass	585,000 metric tonnes	Armor	
Max. YPR	0 dps	Fore/Aft	10,000
Max. Velocity	0 kps	Right/Left	10,000
Acceleration	0 k/s ²		
Shields	0		

STARBASE

Length	2500 meters	Weapons	None
Mass	650,000 metric tonnes	Armor	
Max. YPR	5 dps	Fore/Aft	1000
Max. Velocity	150 kps	Right/Left	1000
Acceleration	10 k/s ²		
Shields	4000		

CRUISER

Length	530 meters	Weapons	Laser turret (12)
Mass	18,200 metric tonnes	Armor	
Max. YPR	5 dps	Fore/Aft	1000
Max. Velocity	150 kps	Right/Left	1000
Acceleration	10 k/s ²		
Shields	3000		

FRIGATE

Length	620 meters	Weapons	Laser turret (3)
Mass	28,000 metric tonnes		Missile tube (2 FF)
Max. YPR	5 dps	Armor	
Max. Velocity	180 kps	Fore/Aft	600
Acceleration	10 k/s ²	Right/Left	600
Shields	1000		

DESTROYER

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

Weapons	Laser turret (9)
Armor	
Fore/Aft	1000
Right/Left	1000

TRANSPORT

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

Weapons	Laser turret (2)
Armor	
Fore/Aft	300
Right/Left	300

LIGHT CARRIER

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

Weapons	Laser turret (11)
Armor	
Fore/Aft	1000
Right/Left	1000

GIF: KILRATHI SHIP STATISTICS

>tcn.victory.intell

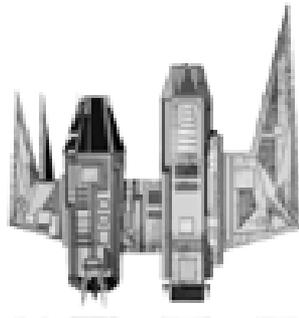
Subject to change, these enemy fighter and capital ship statistics are updated monthly. If you have not overwritten your personal copy by the sixth day of the month, this ENEMYSTAT.LST file will automatically download into your personal databank.

KILRATHI FIGHTERS

DARKET

The *Darket* is a light fighter with jump capabilities and an incredibly fast turn rate. Its light armor and shielding are counter-balanced by its speed and acceleration, making it difficult to track during battle.

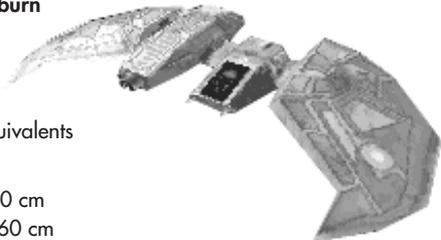
Class	Length
Light Fighter	24 meters
Mass	Max. YPR
12 metric tonnes	90/80/90 dps
Max. Velocity	Max. Afterburn Velocity
520 kps	1350 kps
Acceleration	Shields
250 k/s ²	80 cm equiv.
Weapons	Armor
Meson gun (2)	Fore/Aft: 60 cm
Missile hardpoints (1 x 2) 2 HS	Right/Left: 40 cm
Missile decoys (6)	Jump Capable
	No



DRALTHI IV

Having endured decades of revision, the fourth generation of the *Dralthi* medium fighter is comparable to the *Thunderbolt*. It's slightly faster and more maneuverable, but has mediocre shielding and armor.

Class	Length
Medium Fighter	31 meters
Mass	Max. YPR
15 metric tonnes	55/65/55 dps
Max. Velocity	Max. Afterburn Velocity
430 kps	1100 kps
Acceleration	Shields
200 k/s ²	120 cm equivalents
Weapons	Armor
Particle cannon (1)	Fore/Aft: 80 cm
Meson blaster (2)	Right/Left: 60 cm
Missile hardpoints (1 x 4) 4 IR	Jump Capable
Missile decoys (6)	No



VAKTOTH

The *Vaktoth* is a heavy Kilrathi fighter whose performance is slightly better than that of the Confederation *Thunderbolt*. With its jump capabilities and auxiliary meson guns, this fighter is primarily used for escort and scout missions that do not involve capital ships.

Class Heavy Fighter	Length 36 meters
Mass 19 metric tonnes	Max. YPR 45/55/45 dps
Max. Velocity 380 kps	Max. Afterburn Velocity 950 kps
Acceleration 150 k/s ²	Shields 200 cm equiv.
Weapons Tachyon gun (1) Plasma gun (2) Ion cannon (2) Meson gun rear (2) Missile hardpoints (2 x 4) 4 FF / 4 FF Missile decoys (8)	Armor Fore/Aft: 100 cm Right/Left: 100 cm
	Jump Capable Yes



28

STRAKHA

The only stealth fighter in mass production, the *Strakha* is a recon ship that relies more on secrecy than firepower. Two meson guns and a duo of lasers serve to defend it from enemy fighters, and a lone *Strakha* has been known to eliminate four *Hellcats* in the space of ten minutes.

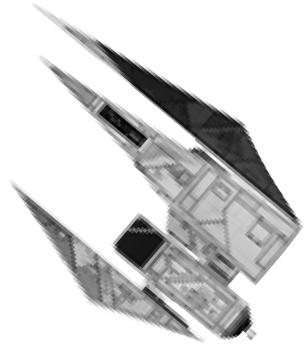
Class Stealth Fighter	Length 30 meters
Mass 16 metric tonnes	Max. YPR 70/80/70 dps
Max. Velocity 480 kps	Max. Afterburn Velocity 1200 kps
Acceleration 250 k/s ²	Shields 60 cm equiv.
Weapons Meson gun (2) Laser (2) Missile hardpoints (1 x 5) 5 FF Missile decoys (6)	Armor Fore/Aft: 40 cm Right/Left: 20 cm
	Jump Capable No



PAKTAHN

The Kilrathi *Paktahn* is similar to the *Longbow* by virtue of its torpedo attack capabilities. With 2 torpedo hardpoints and an impressive array of guns, this bomber can engage several fighters at once during a single run. Terran intelligence reports that *Paktahns* most often fly with *Dralthi* or *Darket* escorts.

Class	Length
Bomber	37 meters
Mass	Max. YPR
30 metric tonnes	35/40/35 dps
Max. Velocity	Max. Afterburn Velocity
340 kps	600 kps
Acceleration	Shields
100 k/s ²	300 cm equiv.
Weapons	Armor
Laser (2)	Fore/Aft: 180/110 cm
Plasma gun (4)	Right/Left: 180 cm
Mass driver tailgun (1)	Jump Capable
Missile hardpoints (2 x 3, 2 x 4)	No
3 FF / 3 FF / 4 FF / 4 FF	
Torpedo hardpoints (2 x 3)	
Missile decoys (6)	



INTELL: ENEMY FIGHTER UPDATE

>tcn.victory.intell

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 tcn@vega.intell.ships.

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

Length	1 600 meters	Weapons	None
Mass	602,000 metric tonnes	Armor	
Max. YPR	0 dps	Fore/Aft	11,200
Max. Velocity	0 kps	Right/Left	11,200
Acceleration	0 k/s ²		
Shields	None		

STARBASE

Length	5,200 meters	Weapons	Laser turret (1)
Mass	722,000 metric tonnes	Armor	
Max. YPR	0 dps	Fore/Aft	1000
Max. Velocity	0 kps	Right/Left	1000
Acceleration	0 k/s ²		
Shields	1000		

CORVETTE

Length	110 meters	Weapons	Laser turret (5)
Mass	5500 metric tonnes	Armor	
Max. YPR	5 dps	Fore/Aft	500
Max. Velocity	200 kps	Right/Left	500
Acceleration	20 k/s ²		
Shields	1000		

CRUISER

Length	550 meters	Weapons	Laser turret (15)
Mass	23,000 metric tonnes	Armor	
Max. YPR	5 dps	Fore/Aft	1000
Max. Velocity	150 kps	Right/Left	1000
Acceleration	20 k/s ²		
Shields	3000		

LIGHT DESTROYER

Length	450 meters	Weapons	Laser turret (8)
Mass	17,000 metric tonnes	Armor	
Max. YPR	15 dps	Fore/Aft	1000
Max. Velocity	180 kps	Right/Left	1000
Acceleration	100 k/s ²		
Shields	1500		

HEAVY DESTROYER

Length	530 meters	Weapons	Laser turret (10)
Mass	19,000 metric tonnes		Tachyon gun (3)
Max. YPR	20 dps	Armor	
Max. Velocity	180 kps	Fore/Aft	1000
Acceleration	200 k/s ²	Right/Left	1000
Shields	2000		

TRANSPORT

Length	150 meters	Weapons	Laser turret (2)
Mass	2100 metric tonnes	Armor	
Max. YPR	5 dps	Fore/Aft	300
Max. Velocity	100 kps	Right/Left	300
Acceleration	10 k/s ²		
Shields	2000		

CARRIER

Length	920 meters	Weapons	Laser turret (8)
Mass	100,000 metric tonnes	Armor	
Max. YPR	5 dps	Fore/Aft	1000
Max. Velocity	100 kps	Right/Left	1000
Acceleration	10 k/s ²		
Shields	2000		

DREADNAUGHT

Length	22,000 meters	Weapons	Laser turret (38)
Mass	290,000 metric tonnes	Armor	
Max. YPR	5 dps	Fore/Aft	1500
Max. Velocity	100 kps	Right/Left	1500
Acceleration	10 k/s ²		
Shields	8000		

GIF: GUN AND MISSILE STATISTICS

>tcn.victory.flight.weaponstat

This GIF describes all gun and weapon capabilities for all fighters and ships in this fleet and is subject to revision at any time. If you have not overwritten your current file in the last six months, it will automatically copy down to your personal databank.

Compiled 2669.218

Author: Chief Tech Rachel Coriolis

We're not on the front lines, but we still have to protect ourselves against whatever forces the Kilrathi might send over. I know these fighters inside and out, and I can tell you how many picoseconds difference there are in lock times for each missile onboard this "Tin Can Sally."

When I put together this GIF, I was glad to get the chance to offer my 2 credits' worth. Don't take it lightly – I didn't go to flight school just to get my hands greasy, and I'm the one who outfits ships for the rookies.

I've attempted to describe the gun and weapon types you'll find on the *Victory*. Any questions should be directed to rachelc@flight.mun.victory.

GENERAL ORDNANCE INFORMATION

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, we've found that Kilrathi forces possess about the same gun and weapon technology as we 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.

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 nano Joules).

Range. Range of the gun (in kilometers).

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.

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

LASER CANNON

The laser is the backbone of today's energy guns. 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), and has no effect against shields on larger ships.

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

MASS DRIVER CANNON

A solid gun in either case, the mass driver cannon is common on both fighters and light defender ships in the fleet. 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. A long-range gun, it requires less energy per shot than most blasters and has a relatively fast refire rate.

Penetration	45	Range	2000 k
Energy	12 nJ	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.

Penetration	35	Range	4500 k
Energy	16 nJ	Refire Delay	.40 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.

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

PHOTON CANNON

When Terran forces first went to war, 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.

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

PLASMA GUN

The plasma gun was originally developed to attack heavy fighters and corvettes with light armor. 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.

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

REAPER CANNON

(This gun will be available as soon as it completes its test cycle.) The 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.

Penetration	35	Range	4500 k
Energy	17 nJ	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.

Penetration	70	Range	3200 k
Energy	40 nJ	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.

Penetration. The penetration of the weapon expressed in armor/shield units.

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

Acceleration. The acceleration of the weapon in kilometers/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.

DART DUMBFIRE (DF)

A simple weapon, the Dart dumbfire (DF) missile is a point-and-shoot weapon carried on almost every fighter in the Terran fleet. It is unjammable due to the absence of guidance systems, and costs less than any other missile type. The dumbfire doesn't require any type of lock and has no homing capability. Pilots find it most useful against targets with predictable reactions – at close range, a single dumbfire can diminish shields enough to plant a few devastating shots from an energy gun.

Penetration	800	Maneuverability	0 dps
Speed	3000 k/s	Duration	3 sec
Acceleration	1000 k/s ²	Lock time	0 sec

JAVELIN HEAT-SEEKER (HS)

The Javelin heat-seeker (HS) is an inexpensive, simple weapon that has served in various 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. The operation is simple – the missile tracks down the thermal signature of the target's engines. This requires the lock to be acquired from the rear. Heat-seekers, along with dumbfire missiles, are the most common missile carried on fighters.

Penetration	400	Maneuverability	80 dps
Speed	2000 k/s	Duration	10 sec
Acceleration	800 k/s ²	Lock time	2 sec

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 dead in space.

Penetration	-na-	Maneuverability	80 dps
Speed	1400 k/s	Duration	20 sec
Acceleration	800 k/s ²	Lock time	2 sec

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.

Penetration	100	Maneuverability	20 dps
Speed	100 k/s	Duration	60 sec
Acceleration	200 k/s ²	Lock time	0 sec

PILUM FRIEND-OR-FOE (FF)

The Pilum 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.

Penetration	250	Maneuverability	80 dps
Speed	1200 k/s	Duration	20 sec
Acceleration	800 k/s ²	Lock time	0 sec

SPICULUM IMAGE-RECOGNITION (IR)

The Spiculum image-recognition (IR) missile uses computer imaging to identify and “memorize” a targeted ship. Once a fighter gains a lock and launches the IR, electronic and visual signatures specific to that target are copied to the missile's AI program. It's difficult to evade.

Penetration	350	Maneuverability	80 dps
Speed	1600 k/s	Duration	15 sec
Acceleration	600 k/s ²	Lock time	1 sec

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, and even laser turrets can't shoot it down. Although the lock time is longer than that of any other missile, the torpedo is the only fighter weapon that can easily destroy carriers.

Penetration	8000	Maneuverability	20 dps
Speed	1000 k/s	Duration	14 sec
Acceleration	200 k/s ²	Lock time	12 sec



CAPITAL SHIP WEAPONS

Capital ships, including the *Victory* and its friendly and enemy counterparts, rely on energy guns just as much as fighters do. They support fleet actions with stepped-up versions of those found on many popular fighters, including the tachyon gun, particle cannon and laser cannon.

ANTI-MATTER GUN (AMG)

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.

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

LASER TURRET

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. This weapon can both engage light fighters and destroy incoming missiles. 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.

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

CAPSHIP (CS) 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.

Penetration	60,000	Maneuverability	20 dps
Speed	1000 k/s	Duration	120 sec
Acceleration	400 k/s ²	Lock time	5.0 sec

FROM ONE OF OUR OWN

>tcn.victory.flight.pilots.talk

Posted 2669.216

In light of your extensive combat record with Col. Ralgha nar Hhallas, you may be interested in reviewing his recent reassignment to second-in-command.

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 white, 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 most of my hrai to your guns.

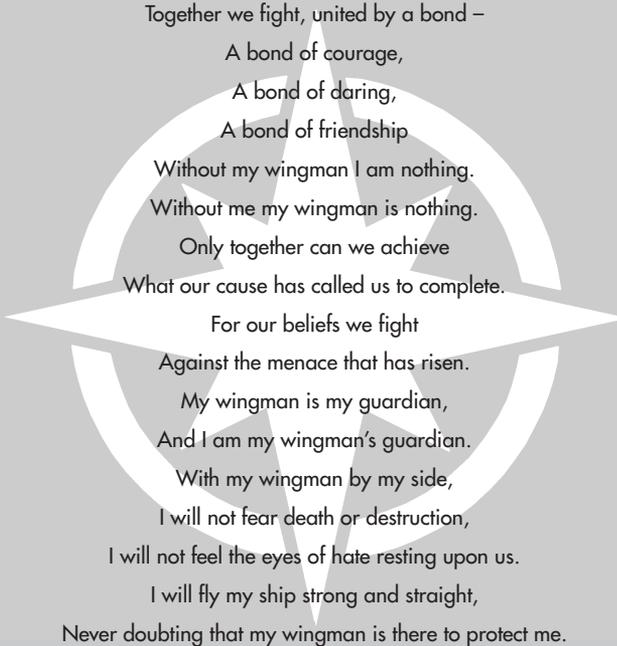
In the past, the Kilrathi always conquered, striking first and without compassion. You Terrans were the first race to challenge my kind, and twenty years later, you still are. Where we could once crush any life-form, we started to sacrifice greatly. I saw many eights of honorable warriors die, and for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



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.

>f:n.victory.earth.ad Forwarded message: crew@victory Posted: 2669.219

DON'T LET TAXES INTIMIDATE YOU!

Do you have financial anxieties? Have Terran-world taxes taken you for a ride? All Confed military taxpayers have rights – but you may not know what yours are. If you're too busy fighting for your homeworld, let us deal with the IGRS on your behalf.

Take advantage of the Armed Forces Special Exemption Act of 2666 and transmit your financial information (Form AC-2837) to NoHassle@1653fin.bus.earth. In two days, we'll analyze your tax situation and resolve your tax anxiety – leaving you free to focus on your duties.

CLASSIFIED ADS

>tcn.victory.ad.classified

Posted 2669.221

Desperate gamer looking for same to indulge in sporadic role-playing sessions. Any system; know Holocaust, Animorphic, PAG Wars; willing to learn others. Contact Torch@munitions.victory.mil.

Seeking info on MIA Lt. Ariel Mustaka, classified sortie on 07.dec.68. Family anxious for DOA, capture confirmation. If you have info, e-mail family contact Emerson@humrel.victory.mil.

Study partner wanted for Kilrathi CE class, 3 to 4 hours/week. Prefer semi-fluent, but will work with someone taking same. Will share holo-recorder. Answer by end of week to Unicorn@admin.victory.mil.

Looking for laserball opponents for bi-weekly practice sessions. Skilled inquiries only, must own all equipment. Level 2 ranking and up. mark@rec.com.victory.

Soul-searcher seeks meditation partner from Lahmikan Moon. Prefer experience with Tyne karma toning, aroma-meditation, spirit tapping. Send mail to krottan.eng.victory.

ITEMS

Genuine Kilrathi Rugs make a great addition to ship quarters. 4x10m and 4x20m available. Excellent quality, sold with certification papers. ©1,950 and up. Contact tr@dr.store.victory.

For sale - remote hovermobile w/neuro-optical headset. Meets ASI competition standards. Carrying case, alarm, extra zero-grav unit included. Will part with for ©850. Interested? Contact zapp@mech.victory.

Must sell 2800-resolution DigVid holo-recorder. Barely used, one year old. Will part with HXS conversion module, three vidisks. Great for recording/playing movies. ©1250, will trade for wrist-top IBComp 1024/GX. Gazer@recon.victory.mil.

Great deal! 2286/SA-1200 card-size laptop. 5 digital ports, 10x minidisc w/adapter. Comes with LANease LOS/4 application, 3-D spread sheet, VECTor graphics utility. Wave.net frequency adapter included, all for ©12,750. michaelj@ am.brief.victory.

OPPORTUNITY

Need cash? Join nightly card action in the Victory lounge, and you just might get lucky. Blackjack, New bridge. ©10 min. bet, each Tues/Thurs. For more info, contact vaquero@pil.com.victory.

VidZine subscriptions. Pilot's Weekly, EarthBound, Traveler, more. Each just ©24/month. FTP ordwr forms from earth.trades.zines or send mail to hmackin@net.victory.

THE ECO-YEAR IN REVIEW

>tcn.victory.news

Posted 2669.220

HAS VERATEK FINALLY HEALED?

Last month, the planet of Veratek was visited and assessed by a TCN Environmental Recovery crew. Following the inspection, it was once again declared habitable and non-hazardous to sentient species. The last decade has healed the immense damage that began when the TCN categorized the planet as an A-23,S site (suitable for surveillance).

Environmental, mining and military groups met in opposition with one another after the planet was found to have conflicting assets. Its initial purpose was to serve as a military reconnaissance base; its mining value did not surface until construction began on a multi-billion credit underground base. Around the same time, Veratek emerged as a scientific storehouse when several unique life-forms were discovered and placed under Terran protection pending further studies.

Veratek had the seemingly enviable position of serving triple purposes – its location fell neatly between two Kilrathi jump-points, it was rich in plutonium resources, and it harbored several species with vital medical implications. Unfortunately, these three threads of interest tangled dramatically with one another. Each group established valid reasons for the other parties to cease operations.

The TCN surveillance team argued that total secrecy must be maintained to protect the reconnaissance value of the planet. They obtained a TCN classified permit to begin construction on the underground base. The one stipulation of this permit – that they submit geological and biological samples to appropriate laboratories – resulted in the conflict.

The laboratory's geology reports estimated 7.2 kilos of plutonium per cubic kilometer, which the TCN-contracted mining group claimed would supply the armed forces with raw materials for the next decade. Plutonium is the main fueling ingredient for most jump engines in TCN fleets.

In the biological report, two unidentified species were found to produce ascilotriptostolene, a natural chemical that became extinct when the Brazilian rain forest was eliminated. In 1998, this substance was proven to reverse cancer growth cycles (resulting in a Nobel Prize and Medical Excellence Achievement Award for the scientists involved). The biological group claimed that this planet needed to be reclassified for its medical value.

The TC military court granted all three parties limited rights to Veratek. Unfortunately, the construction and mining operations contaminated the atmosphere and killed off most life-forms. All operations were ordered ceased, and the inter-galactic EPA initiated restorative action. Last month's report found Veratek to be "conducive to indigenous species, with radioactive doses below 12.3V."

HOLOVID/DCD/GAME REVIEWS

>tcn.victory.review

Posted 2669.221

MUSIC

The techno-industrial discordance of **Aaron Henton's** new digital DCD release will hammer your ears with substance and reality. His lyrics ring primally of worlds without peace – prominently evident in the title cut, **Syndicate Moon**. Henton seems to write for the angry masses, and his musical style is audio proof that he understands pain. If you're looking forward to relaxing with a new tune, don't bother to pick this one up. But if you can stand 2 hours' worth of painfully dissonant tracks, you'll find **Syndicate Moon** well worth ©27.

HOLOVIDS

Creighton's Redemption follows a young medcom doctor into the untamed world of Leydos, where a mutated form of RTD Syndrome runs rampant among the natives. In this future classic, medicine meets government when Dr. Halston Melgrove (**Damyn Woods**) discovers that an unapproved antidote has been withheld by a neighboring world. This brilliantly sensitive HoloVid is rich in romance and reality, and is sure to evoke a full spectrum of compassion from viewers. (1.75 hours) ****

Hail SHODAN radiates with cyberpunk action and the good looks of **Clint Mason**. After streetwise hacker James Finn (Mason) accepts the challenge to punch deck into Citadel research station, he unknowingly removes the logic systems behind the station's artificial intelligence. Finn finds himself trapped in a steel jungle with nothing but his good looks and a few electro-magnetic grenades. The furious pace of this epic game-based HoloVid will send you reeling through the aisles ... the ending will astonish you. (2.24 hours) ***

GAMES

Hover-Chopper Assault IX once again transplants you to Ryland's moon, Aphelys, where an escaped military hostage has taken over control of a Terran reconnaissance base. You're forced to navigate through the Milky Way and perform series after series of stealth missions to oust him from power. Requires 1088/ZX or better, with NAVlink and WaferMate capabilities. ©125. Order your sili-wafer now through store@ent.victory. Specify Estock # 25-39328.

LETTERS TO THE EDITOR

>tcn.victory.question

Posted 2669.215

DEAR ECS,

You've got to have cat-dung for brains if you think that anyone would believe that trash you wrote about Caernavon Station last week! You seem to think that because it was not designed as a military research installation, nothing that came out of it was worthwhile. You couldn't be more wrong. My father spent his life trying to further the war effort there.

We didn't know how the war was going to turn out in those years. No, they didn't get any direct results from their weapons research. However, the advanced Kaplein Visual Radar Enhancement System that daily saves the lives of countless pilots was based on Caernavon studies. Capital ship waste hydro-recycling is another benefit. I would go on, but I would hate to take up your time when you obviously have so much background verification to catch up on!

dschrueders@victory.lib

We would give you our apologies, Lt. Schrueders, but we find nothing non-factual about the writeup on Caernavon Station. Having spent a year's tour of duty there, we know all about the research that went on. Your father made many contributions in his time, including the Kaplein VRES system AND the hydro-recycling units.

But, did you know that for every successful project, at least five failed? Take in these stats – in 2058, the station spent 4.3 billion on vacuum fusion research. In 2060, they wasted almost the same amount on biological research – Meta-Analysis of Synapse Replacement, and the Incidence of Myocardial Infraction among Pre-Geriatric War Veterans. The total bill? It ran close to @10 billion, enough to outfit an entire fleet and crew. So, Lieutenant, perhaps you ought to do some fact-checking for yourself.

IOH editorial opinion, we need to concentrate on making our young pilots better now, instead of waiting until they're old ...

.....
E.C.S.,

I think that it would be nice if you could initiate a column tracking pilots that have transferred off the Victory. I, for one, would like to be informed as to life outside the bulkheads.

asommers@victory.nav

Asommers, we've taken your suggestion into consideration for future issues. In the works is a listing of every pilot that is deceased, transferred or missing in action. As always, we need to take a moment to thank all of these brave men and women who have contributed to the war effort.

.....
DEAR E.C.S.,

I would just like to thank you for the article on the origins of the replicated food from the mess hall. Several of my favorite meals have always been a complete and utter mystery until the last edition. Sadly, I will never again eat the Double-Digit Delight Pie, but I can only hope that people who are less finicky about the ingredients of their desserts will continue to enjoy it. (Even though I know the contents of the meals are duplicated from pristine chemicals, I just can't do it.) On the other hand, it was reassuring to know that our daily nutrition is such a high priority.

jmappus@victory.eng

EDITORS,

Please print in your column my thanks to the guys in Ether Support. They must be the most under-appreciated, hardworking department in our fleet. Every time a net connection so much as flickers, they're on top of the problem like fleas on a Kilrathi. I, for one, hate to consider what it would be like if they weren't such top-notch professionals. Salutes.

eblack@victory.com

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DEAR E.C.S.,

I'm fed up with the convoy transport system. Why is it that we only get 4 days' leave per galactic tour? I'd like to head back to Lector to visit my wife, but by the time I get to Creighton-02 and grab a shuttle, half my leave is gone – the last shuttle takes off an hour before I can get there.

This is outright unfair! They ought to let the guys from Centauri sell their extra days to guys like me.

abokel@victory.kitch

We talked to Eisen about your request. He responded with, "Where are your priorities, son? Consider yourself lucky to get four days ... we've got a war going on here."

**GALACTIC MONTHLY:
GUIDE FOR INVESTORS**

>tcn.victory.news

Posted 2669.217

**PLATOLUM ALLOYS + PRUSSIAN RETAILERS
= PRACTICAL THINKING?**

2634-2669

Thirty-five years of the Terran-Kilrathi conflict have already cost governments and citizens quadrillions of UNation credits, but none have felt the financial pain as much as retailers in our solar system. Earth was already taxed with overpopulation, environmental ruin and conflict-ridden satellite colonies when the war began. The war collapsed the economy in a matter of months.

Now, after a long plateau of barely breaking even, the economy is rising ever so slightly and the time is ripe for investing. This month, our Galactic Monthly correspondent examines your financial options.

As a TCN crew member, you have the unique opportunity to invest in an array of mutual holding companies. Or, if you prefer to ride the bull, you can monitor the UNXchange via the Victory's satellite telecommunications system.

Here are a few tips:

- **Don't play the short-term game.** Rarely will an investor make considerable profits on short-term stocks. Unless you're an avid follower who can quote hourly prices, hold on to your shares. More often than not, the best profits come from holdings over a decade old.
- **Check out your home-planet opportunities first.** Often, you'll get wind of a new product or industry that's rising out of your backyard. Take, for instance, the first hover-bikes. Why do Venusites own the majority of CycleCraft stock? Because these aircycles were developed specifically for Venus' rough terrain. They didn't catch on elsewhere for over a year, by which time the share price had skyrocketed.
- **Do your homework.** Stocks are like alloys – there's quite a few around, but you can't tell much by the name. Some are cheap and strong, others are expensive and tend to bend easily in the market. Talk to your broker. Research company histories. Don't follow the herd – chances are, everyone else is. Finally, check in daily with the VidNet stock group (earth@fin.stock.disc).
- **Compare debt to profits.** Important stock numbers show up on a company's balance sheet. Find out how much it owes, versus how many assets it has. The debt-to-equity ratio should have more equity than debt (a 3:1 ratio is normal). Avoid companies that owe as much or more than they have in equity. Likewise, don't put a lot of faith in young companies with a large debt on their shoulders.
- **It CAN go lower.** A pitfall of many stock owners is that they hold on to a stock, believing that what goes down, must come up. This is not a given axiom – stocks can even go as low as zero. Follow the long-term values. Chart them out. If the stock is gently falling over a long period of time, you might consider selling while your losses are minimal.
- **Invest in your knowledge.** A little knowledge can go a long way, especially in the stock market. If you know your gigabytes from your GratLand chips, you're better off investing in computer companies you trust. If your expertise is hydroponic agriculture, concentrate on that.

The word's out – Platolum alloys, this month's featured investment opportunity, are making a debut in the UNXchange 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 Moloxide, 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.

Don't make the deadly mistake of investing in an industry because everyone touts it as the wave of the future. (Remember oil and carpets, two industries that enjoyed temporary fortune, then plummeted.)

ANNOUNCEMENTS/CREW MESSAGES

>tcn.victory.ad.announce

Forwarded message: crew@victory

Posted 2669.221

GRAV POOL MAKES A SPLASH

Sign up now for Zero-G wataerobics, the latest wave in onboard exercise. Our recreation department just installed a new, free-floating Grav pool on the Recreation Deck. Come release your stress and enjoy 720-degree pool access, trampoline dive-boards, sun lamps, lounge chairs (with holding belts). Informal classes start next week, but space is limited. Talk to Michael Hinton or confirm enrollment at the Rec desk.

TAX TIME APPROACHES!

Representatives of the Inter-Galactic Revenue Service will be on board all this month, conducting FREE workshops in preparing your Virtual Tax Return. Don't be the last to learn the intricacies of the Terran Confederation Military Deductions Act, Amendment 8b! No sign-up required. However, seating is limited, so plan to arrive early.

Every Tuesday at 2015 in the B-Level Amphitheatre for the next four weeks.

XCU-50 CONSOLE CLASS

Advance keyboarding classes for the new XCU-50 key console are slated for next Wednesday and Thursday at 1900 hours. Beginning in January, all TCN fleet ships will adopt this keyboard platform as standard issue. Class emphasis will be on layered macro functions, optical pointer control, console layout and security provisions.

JUNK MAIL ALERT

The Ether Support staff has been receiving a number of complaints concerning e-mail advertisements from outside sources. According to the Terran Trade Council, amendments to Invasion of Mail Privacy are currently in progress. The new policies are expected to be implemented next month. Until then, we ask for your patience in resolving this matter.

RETRO-CONCERT

THE LOVE aNIMALS are bringing their retro-folk technotronic show to the *Victory* 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 enjoyed 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.