



A Player Guide, v 1.0

Terran Confederation:

The Confederation, that we played as in most Wing Commander games, is the first faction that will be described in this guide. Its units, upgrades and my small experience playing it (I wish I played the mod even a tenth of the time spent coding it) will be described as well as I can in this first part. As a foreword, the units will be divided into five categories here:

- Light and Medium Fighters, pictured with a Triangle tactical icon,
- Bombers and Heavy Fighters, pictured with a Square tactical icon,
- Corvettes and Frigates, pictured with a Diamond tactical icon,
- Capital Ships and Production Facilities, pictured with a Parallelogram tactical icon,
- Utility Crafts, pictured with a Reverse Diamond tactical icon

Light and Medium Fighters

The Confed's fighters are, unlike the Kilrathi, quite standardized. While they are good at what they do, they will not carry the battle by themselves and shine the most when used alongside other units or micromanaged. In the current version, we have four of these fighters, though one of them is *de facto* not available yet and even when it will be, is hard enough to unlock that most Confed players will not use it. They have class-wide upgrades to improve their effectiveness:

New Afterburners

Available as soon as you build Medium Fighter Hangars somewhere, this upgrade will provide a 15 % bonus to your fighters' speed, with obviously an equal increase in fuel consumption.

Advanced Drives

After buying the New Afterburners, this upgrade pushes the speed increase from 15 % to 25 % for all your Light and Medium Fighters.

New Shields

Fighters are fragile, when everything is said and done. This upgrade gives a general 15 % bonus to their health.

Fighter Hull Reinforcement

This one is a biggie. Expensive, long to research but it can change the course of many battles, since it gives a whopping 40 % increase to the health of your crafts. It comes as the second step after the New Shields.

F-27 Arrow V



3D model and textures: Wing Commander Saga team

Description: The Arrow is an *excellent* recon fighter. It is fast, it is cheap, it can see far, it has a low logistical footprint and it has a very high fuel endurance. In short, you want to have a lot of them, to have them everywhere and use them to win the information battle. They have no pre-requirement to be built, can land everywhere you have a hangar and are nasty mosquitoes.

Weaponry: 2 Laser Guns, 2 Ion Guns, HS missiles.

You will not outgun anyone with it, but the missiles can be a very bad surprise for any fighter. A micromanaged Arrow is a dangerous opponent in a missile fight, firing from far away and both fast and agile enough to outrun or outturn enemy missiles.

Specific Upgrades:

Recon Packages:

The secondary sensor range of the fighter is tripled. In sensor mode, you will see a lot more of the strategic situation. You will only get dots and tactical icons, but that's very valuable information already.

Advanced Recon Packages:

The primary sensor range of the fighter is tripled too. Now, you see a much bigger part of the map, with all the information on the enemy while remaining out of sensor range.

HP: 150; Speed: 400; Logistics Footprint: [Fighter] x1; Construction Cost: 80 RU; Construction Time: 6 seconds

Rufus' Suggestions: I love to use them as hit-and-run fighters with their missiles giving a much bigger punch than expected on unaware targets. First look, first lock, first shot. Come in, get your missile shot at maximum range and pull out. A nasty but effective way to snipe some valuable targets.

Hellcat V



3D model and textures: Wing Commander Saga team

Description: Medium. The word describes it well. It doesn't come with incredible tricks, it's not the fastest, it's not the toughest, and it's not the mightiest. But it does its job well, AKA escorting bombers or larger ships. Its use is definitely tactical and not strategic, bringing more guns and missiles where needed to allow the strategic units to turn the tide. Do not underestimate it, however, because battles are usually won by the humble ones.

Weaponry: 2 Ion Guns, 2 Particle Guns, IR missiles.

Light fighters that missed their missile shots will find themselves in a tough spot against these better guns and the IR missiles, more manoeuvrable than the HS, are dangerous weapons in larger battles. Heavier fighters will however keep their firepower advantage. Outflying them and/or getting help from a wingman will be crucial.

Specific Upgrades:

Overcharged Guns:

A 10 % increase in firepower for all weapons on the Hellcat is more than welcome, particularly when you have a lot of them flying around.

Next Generation Gun Systems:

The upgrade is now 25 % and the Hellcat starts looking like a semi-heavy fighter.

HP: 200; Speed: 300; Logistics Footprint: [Fighter] x1, [Interceptor] x1; Construction Cost: 150 RU; Construction Time: 8 seconds

Rufus' Suggestions: What is there to be said for the standard medium fighter? It will pull its weight if you respect it, and acts best when supporting other units. Not shiny, but it does the job, and that's what counts, right?

F-103 Excalibur



3D model and textures: Wing Commander Saga team

Description: Welcome to the guide if you jumped straight to the sexiest fighter of Wing Commander III. No need to apologize, she deserves it. It's a superfighter, no if, no but. It's fast, tough, powerful, has anti-matter engines and it even comes with a cloaking device! But more importantly, it's in pre-series, meaning you can have enough for them to actually matter in a war. And ask Prince Thrakhath how important it is. Oh, right, you can't, because it was that damn important. Keep in mind you need to unlock it through Research.

Weaponry: 4 Tachyon Guns, 2 Ion Guns, IR missiles.

I told you it's a superfighter. It will rip enemies to shreds as long as you do not run straight into their missiles. We could have gotten capital-grade phase shields on it, but it would have been expensive. Beyond that, yep, get these guns in the fray and the kills will come fast.

Specific Upgrades:

Advanced Cloaking Device:

You can roughly stop worrying about the duration of your cloak from now on. The result of a cloaked superfighter roaming around is left as an exercise to the reader.

Improved ECM:

There are people out there who do not want to play fair and want to break through your cloaking system. This upgrade will push several of them out of this game by making your cloak less vulnerable to sensors.

HP: 300; Speed: 400; Logistics Footprint: [Fighter] x1, [Interceptor] x4; Construction Cost: 300 RU; Construction Time: 15 seconds

Rufus' Suggestions: This craft is the force multiplier *par excellence*. It will not defeat everyone at once, but it will make any force much stronger. My favourite trick is the forward cover for bombers. When a bomber force is coming in on an enemy task force with its escort, get your Excalibur wing forward, cloaked and holding fire. Then, a few seconds before interception by the enemy CAP, uncloak just behind it and enjoy the glorious mayhem. Your bombers will enjoy even more the sudden opening in the enemy defence... And that's just one trick you can do with it, your imagination being the only limit.

F-104 Bearcat



3D model and textures: Klavs81

The successor of the Hellcat, this is probably the most advanced Medium Fighter with full production capability available in the game. It kept many of the advantages of the Excalibur but managed to tone down its cost and logistical footprint. As a frontline fighter, you can hardly hope for anything better. There is just one slight issue with that, however, and it is that Admiral Tolwyn agrees with you and me wholeheartedly and kinda, sorta, well, kept the crafts for himself. If you can capture one of his carriers and break the whole thing open, then you will have access to the fighter. Good luck, you'll need it.

Weaponry: 4 Light Tachyon Guns, IR missiles

It's not the Excalibur, but it's damn well better than the competition, with roughly one and a half the firepower of the Hellcat.

Specific Upgrades:

None, the fighter is brand-new and powerful enough as it is.

HP: 250; Speed: 400; Logistics Footprint: [Fighter] x2, [Interceptor] x2; Construction Cost: 170 RU; Construction Time: 10 seconds

Rufus' Suggestions: Congratulations for unlocking it, it wasn't an easy job. I'd say keep it behind less valuable units and play nasty if you can micromanage it. With its speed, it can mess with a lot of enemies.

Heavy Fighters and Bombers

The Confed's heavier crafts are designed with one goal in mind: get torpedoes on their target. The glorious dogfighting and fighter killing job is best left to other pilots, even though their guns are nothing to sneer at in battle. These crafts, unlike the Kilrathi's, are therefore very utilitarian, even if their paper specifications do not look as pretty. As with Light and Medium Fighters, they have class-wide upgrades:

ITTS Block 1

The Internal Tracking and Targeting System allows for a 15 % accuracy increase of heavy fighters' weaponry, making each of the few times they shoot their guns more effective.

Tracking Guns

Having the guns slightly move to follow the enemy and give a better firing solution increase the accuracy to 25 % above its initial value.

Integrated Repair Systems

Repair Bots

These two upgrades to the Heavy Fighters will make their auto-repair systems faster and more effective, increasing survivability.

HF-66 Thunderbolt VII



3D model and textures: Wing Commander Saga team

The “Thud” is highly subtle. It subtly fires half a dozen heavy guns on enemy targets, subtly endures enemy fire and subtly fires its torpedo on a capital ship while subtly lacking in speed and agility. Faster than the heavier dedicated bombers, it can come in, drop a torpedo and run away to its carrier before the defenders can reposition, making it an invaluable raiding unit.

Weaponry: 2 Meson Guns, 2 Photon Guns, 2 Plasma Guns, HS missiles, One (1) Torpedo, 1 Rear Gun

Getting in front of it is a bad idea, period. Its torpedo make it an exceedingly annoying unit for the Kilrathi forces, threatening to do massive damage to any neighbouring capital ship.

Specific Upgrades:

Improved Thrusters: Being 10 % faster (and cooler) means less time for the enemy CAP to intercept the Thud and more chance of evading pursuers long enough for reinforcements to come.

Advanced Fuel Systems: The Thunderbolt, with now 25 % bonus in speed, becomes almost as fast as a Medium Fighter, but with the armaments of a Heavy Fighter...

HP: 300; Speed: 270; Logistics Footprint: [Fighter] x1, [Heavy Fighter] x1; Construction Cost: 150 RU; Construction Time: 10 seconds

Rufus' Suggestions: A very good workhorse, particularly anywhere your space superiority is not assured. A number of Thunderbolt tend to be a major threat to most capital ships, as long as you can pull them away fast enough.

F/A-76 Longbow



3D model and textures: Wing Commander Saga team

Whenever you want a pesky capital ship removed from your sights, the Longbow should be your first and last answer. Not very agile but definitely tough enough to survive a limited defensive gauntlet (your pilots will thank you for providing an escort, however), it can deliver a lovely and deadly payload of torpedoes, with a twist: it fires its four torpedoes in two pairs rather than doing a run for each torpedo. Sure, it has less lasting power than a Paktahn, but where it comes to an alpha strike, nothing comes close.

Weaponry: 2 Plasma Guns, 2 Ion Guns, FF missiles, Four (4) Torpedoes, twin-fired, 1 Rear Gun

It has quite the powerful gun armament, but let's be honest, that's not why you deployed it, was it? Still, it can win more than one game of chicken with light fighters when comes the time to do its actual job and scratch the flat tops.

Specific Upgrades:

Enhanced Warheads: Nothing says hello like an improved bang in the Bow's thermonuclear-tipped torpedoes. 25 % more fun at impact means more enemy captains without a job (and a ship).

Antimatter Torpedoes: Okaaaaay, you really don't know the meaning of the word "overkill", do you? Great, because neither do I. The boost is not up to 45 % and a single hit will be *painful*. Still won't scratch the paint of a Hvar'Kann.

HP: 600; Speed: 220; Logistics Footprint: [Fighter] x4, [Heavy Fighter] x2, [Torpedo Bomber] x1; Construction Cost: 250 RU; Construction Time: 20 seconds

Rufus' Suggestions: Long story short? Subtlety is overrated with this one. Get the air superiority and get the mosquitoes to sting enemy turrets and the Longbow will work its magic.

Corvettes and Frigates

These ships are, theoretically, the workhorse of the fleet, doing the unassuming but critical roles needed by any respectable Navy, all the way back to the wet navies, when the ships were made of wood and their men (and occasional women) were made of steel. Escorting undefended ships, picketing ingress routes, giving advance warning against the flanks, their value lie in their long endurance and their low cost. Well, except for the Prowler, but that one is a special case, shall we say...

Like the fighters and bombers, they have a whole range of improvements available:

Improved Plating

Corvettes and Frigates ain't no capital ships, and they will fall quite quickly to even fighters' and bombers' guns. To mitigate this weakness and potentially turn the tide, improved plating on their hull will give them a 15 % bonus to their HP.

Automated Damage Control

This upgrade will make the ships' survivability even higher, allowing their crews to keep their tin cans in roughly one piece, pushing the HP bonus to 25 %.

Capital-grade Thrusters

Quartermasters learned for centuries that creative accounting and decent beer can get their ships what they really need. A friendly admiral can get them what they *dream* about: capital ship thrusters instead of standard ones, with 15 % higher sustained speed. It was that or painting the ships in red to make them go faster.

Improved Generators

Those new thrusters being made for much larger ships, they obviously can receive more power to use them to their true potential, making the speed bonus climb up to a staggering 40 %, allowing fast redeployment of these small ships, maybe even outrunning some bombers.

Venture-class Corvette



3D model and textures: Wing Commander Saga team

The virtue of annoyance. It annoys admirals to have such a lightly-armed ship under their command. It annoys their crews to be assigned to months-long patrols. It annoys enemy raiders who are unlikely to kill it before running out of fuel. At which point the crews are exhausted and the admiral pleased. A lightly-armed picket ship, it excels in showing the flag and keeping long-term battlefield awareness with good sensors and just enough armament and protection to make the life of a light raider difficult. Anything else will eat it for breakfast, though. It's a corvette, not a battleship!

Weaponry: Four (4) Laser Turrets

The armament is minimal, the kind that annoys light fighters and unlucky medium fighters. But also the kind that is more than enough to shoot down cruise missiles flying solo, turning a resource operation from a turkey shoot to an actual annoyance.

Specific Upgrades:

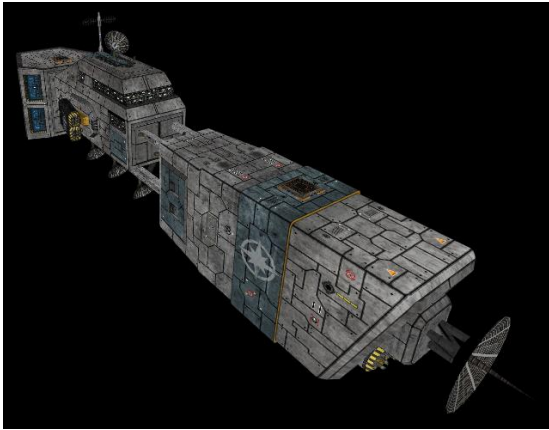
Long Range Sensors: Having better sensors means better battlefield management for the admiral, and an actual chance to run away in time from a large force for the corvette. A 150 % additional range on the primary sensors is a win-win for you and them. Not for the enemy's sneak attack, but, one cannot please everyone, right?

Passive Scanner Array: Seeing those threatening spots coming from outside sensor range is always a good thing. At least better than not seeing them until it's too late: better fleeing from the devil you don't know than dying at the hand of the devil you know, thanks to this 400 % bonus to passive sensors' range.

HP: 10000; Speed: 210; Logistics Footprint: [Corvette] x2; Construction Cost: 550 RU; Construction Time: 22 seconds

Rufus' Suggestions: You do not want it to fire at the enemy, because it sucks at it. I consider it as an upsized Arrow, since it shares with it two very important roles: recon and missile defence. Having one of them escorting under anti-missile stance each capital ship in a fleet doesn't cost you that much more in the end and can make the enemy's life incredibly harder as your capital ships can fire at the real targets while anti-ship torpedoes and missiles will get torn apart.

Caernaven-class Frigate



3D model and textures: Wing Commander Saga team

Much more multirole, the Caernaven is still a tin can, but one with teeth, and it makes all the difference. Relatively fast, it can outrun what outguns it and can outgun what outruns it, the very definition of a frigate. At home among battle fleets, convoys or on its own, it can be a thorn in the side of even large Kilrathi forces as long as it does not let itself be outsmarted.

Weaponry: Four (4) Laser Turrets, Four (4) Short Range Missile Launchers, Two (2) Short Range Torpedo Launchers

The same gun armament as the Venture will not go very far, but the missiles are another matter entirely, making fighter-only runs on it a losing proposition while its torpedo tubes are the bane of undefended or distracted ships.

Specific Upgrades:

Frigate Torpedoes: These tubes are short-ranged and will not save their frigate from death at the hands of a destroyer, but a swarm of frigates will be quite terrifying, unleashing all their payload at short range at once. As for convoys, these mean a quick death before reinforcements can come.

Experienced Crews: Rare are the frigates that fight in large battles and live to tell the tale, but those crews who do it are usually better and more effective, with a measured accuracy 25 % superior to their green counterparts.

Automated Fire Control: New Combat VIs are making these small ships even more effective at hitting their targets reliably, with an accuracy 40 % superior to standard ships.

HP: 20000; Speed: 150; Logistics Footprint: [Frigate] x1; Construction Cost: 1000 RU; Construction Time: 60 seconds

Rufus' Suggestions: Good raiders and excellent escorts, they need micromanagement to be used at their full potential, but they can be one particularly bad surprise on an unsuspecting opponent, whether by attacking a convoy or a resource base or during a pitched battle by rushing a large cruiser and overwhelming its defences with several torpedo salvos.

Prowler-class Corvette



3D model and textures: Wing Commander Saga team

This ship does not exist. Am I being clear about it, soldier? It never existed to begin with anyway. If it existed, it would be a small and heavily armed corvette with an incredibly large tool box to create chaos and confusion among enemy forces. Antimatter guns, mine fields and a cloaking device are mighty tools for a ship specialized in giving the enemy headaches and making the fight as unfair as it can be.

Weaponry: Two (2) Laser Turrets, One (1) Anti Matter Turret, One (1) Mine Deployment System

Oh boy, that's not something you would expect on a *corvette* or even a frigate, but there it is, the Spec Ops have money to spare. The AMG turret will threaten absolutely everyone smaller than a destroyer while the on-board mines can be used to superb effect while combined with the cloaking system in order to ruin the day of a fleet or any group of ships.

Specific Upgrades:

Prototype Thrusters: Apparently, they had even more cash and grabbed the thrusters not supposed to leave the labs, with an astounding 45 % additional speed, turning hit-and-run into hit-and-dash.

Unconventional Weapon Upgrades: Some of the craziest and most inventive engineers of the Terran Confederation work for the Spec Ops and the top-of-the-line components they work with can withstand some of their most... exotic ideas, pushing firepower to an extreme with 50 % more damage done by the guns and the mines of the Prowler.

HP: 75000; Speed: 200; Logistics Footprint: [Corvette] x6, [Spec Ops] x1; Construction Cost: 2000 RU; Construction Time: 125 seconds

Rufus' Suggestions: If your enemy ever relaxes, this is the tool to use to cure this affliction. It is probably the best tool in the entire game to locate and strike at weak points, or, better yet, create enemy weak points. A mine field on the way of an enemy fleet thinking it will intercept your own smaller fleet can turn things around in a jiffy with a series of quite hilarious explosions, while convoys or mining sites will need a much larger escort to survive a raid from this nasty package. Putting an AMG turret on a corvette may be seen as cheating, but SpecOps has a saying: "Only cheaters prosper.". May you... live long and prosper.

Capital Ships

The heavy-hitters of the Terran Confederation Navy, these always bring with them a heavy punch to the battle. Maybe not quickly, but they represent a solution to many problems, including their counterparts. Now, they might be shiny, tough and powerful, they are still extremely vulnerable to dedicated anti-ship weaponry and a large investment can easily be turned into a debris field if the admiral in charge overestimates the survivability of these battlewagons.

Like other categories before them, they can be upgraded as a whole:

Improved Accuracy

Having a lot of guns isn't very useful if these guns cannot hit a planet. The next generation of targeting computers will make it 15 % more likely for all our turrets to actually nail their targets.

Superior Accuracy

Further automatization with expert systems push the accuracy bonus from 15 % to 25 %, making it more likely for point defence to pick out those pesky torpedoes and missiles.

Reinforced Hulls

Additional armoured plates are set up in the most vulnerable parts of the capital ships following post-battle damage assessments, increasing the survivability of these warships by 15 %.

New Hull Designs

Several compartments can be replaced by more modular systems, themselves capable of maintaining functionality despite catastrophic damage in nearby decks, pushing the survivability bonus to 40 %.

Southampton-class Destroyer



3D model and textures: Wing Commander Saga team

The lightest of capital ships, this destroyer offers a fantastic escort capability in larger fleets, being more than capable of holding its own against attacks from fighters and limited groups of bombers with its numerous laser turrets. As a raider or as part of larger fleet actions, it can hold its own with its AMG turret, easily dispatching frigates or causing noticeable damage in other capital ships. It has however two trump cards that distinguish it from its Kilrathi counterparts, based on missile armament. A 8-tube Vertical Launching System for Extended Range Image Recognition missiles can offer a first defensive bubble against fighters, bombers and long range missiles alike, covering several ships at once from standoff distances. Its torpedo tubes make a closing destroyer a lethal threat to any capital ship.

Weaponry: Eight (8) Laser Turrets, One (1) Anti Matter Turret, One (1) Extended Range Image Recognition Vertical Launching System, Four (4) Short Range Torpedo Launchers

A single destroyer tasked with anti-missile defence will be the cause of frustration for many bombers and capital ships, since its armament is well-suited for this critical job, as well as culling strike crafts before and during their attack. Its four torpedo launchers make a run dangerous for both sides but potentially highly rewarding.

Specific Upgrades:

Destroyer Torpedoes: Like the frigate's, these tubes are short-ranged and hard to use properly, but can maul even the biggest cruisers from ranges at which interception is quite unlikely.

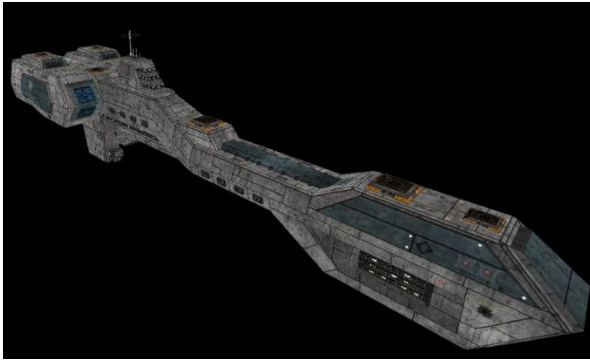
Improved Engines: New engines offer a 25 % increase in sustained speed for the destroyers, making them more capable of catching up with raiders, get in torpedo range or escape heavy ships.

Improved Engines: Overloading the engines for a 45 % increase in sustained speed will have a bad effect on their lifetime but will allow them to live long enough to be retired early.

HP: 85000; Speed: 180; Logistics Footprint: [Destroyer] x1, [Capital Ship] x1; Construction Cost: 2000 RU; Construction Time: 90 seconds

Rufus' Suggestions: A very, very fine ship in my humble opinion. It isn't as flashy as the cruisers or the heaviest carriers, but used properly, it can take on any target and emerge victorious. A tactic I would suggest against cruisers is to come from above or below while targeting the enemy AMG turrets first, then closing in hard to fire the torpedoes. Ideally, these operate in pairs, with for example one of them being under anti-missile stance while the other deals with the remaining targets. Still, be very careful against enemy bombers, they will ruin your day. Think about bringing a flight or two of Arrow as escorts, occupying the enemy while your own missiles snipe them from afar.

Savannah-class Fast Cruiser



3D model and textures: Wing Commander Saga team

Very well-armed for anti-ship combat, this Fast Cruiser is a good flagship for heavy incursions and Recon-In-Force operations, keeping enough speed to outrun the heaviest ships while being almost as well armed as them. While its armament is dangerous enough to make small groups of bombers think twice before attacking it, such a role is very secondary and better suited for dedicated escort ships such as frigate or destroyers. It has, however, a small hangar capable of carrying its own interceptors for area defence and reconnaissance work.

Weaponry: Six (6) Laser Turrets, Three (3) Anti Matter Turrets, Two (2) Medium Range Image Recognition Turrets, Four (4) Short Range Torpedo Launchers

Definitely a tough customer there, capable of eating destroyers alive with its Heavy Turrets while being particularly annoying to any and all strike crafts ending up close to it thanks to a good number of missiles and laser bolts fired in its point defence bubble. As the destroyer, it sports four torpedo tubes if closing the range ends up being preferable to smashing the enemy from afar. A good all-around armament.

Specific Upgrades:

Fast Cruiser Torpedoes: Like with the other capital ships, these tubes are short-ranged and hard to use properly, but can make short work of many ships.

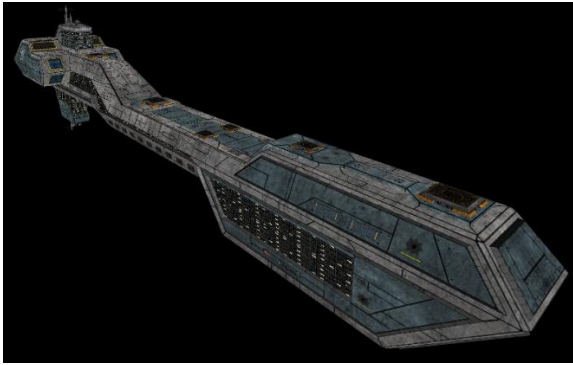
Long Range Sensors: To reinforce its role as a raiding cruiser, the ships' sensors can be upgraded to increase its primary sensor range by 150 %.

Advanced Sensors: As a response to the increased presence of stealth fighters, the short-range, high-powered sensors can be linked to the primary arrays, increasing their range by an additional 700 % (yes, I wrote that right) to counter possible insertion of scouts or camouflaged crafts near the fleet.

HP: 140000; Speed: 140; Logistics Footprint: [Battlecruiser] x1, [Capital Ship] x3; Construction Cost: 3500 RU; Construction Time: 120 seconds

Rufus' Suggestions: An excellent heavy raiding unit and support cruiser that has two big uses. The first one is to threaten the entire economy of an enemy task force by forcing it to redirect heavy assets from the front lines to the rear, while simultaneously countering the usual Kilrathi light raiding parties with a healthy amount of brute force. The second use for it is a force multiplier for a larger fleet. Its short range missile launchers can be quite useful for terminal defence against enemy torpedoes and missiles while its sensor capability avoids many unpleasant surprises.

Tallahassee-class Heavy Cruiser



3D model and textures: Wing Commander Saga team

A big, unfriendly, giant. Designed for slugging it out with other capital ships, it is extremely well armed for that purpose and underequipped for almost everything else. Usually the flagship of many task forces and action groups, it has one job, which is to batter the enemy into submission, and it does it well. What else is there to be said?

Weaponry: Eight (8) Laser Turrets, Four (4) Anti Matter Turrets, Four (4) Short Range Torpedo Launchers

A lot of problems can be solve by brute force and the armament here is a testimony to this philosophy. Not many ships will survive long the broadsides of such a heavy cruiser.

Specific Upgrades:

Heavy Cruiser Torpedoes: If for some reason you want to have a short range high damage option...

Advanced Firepower: You know what is better than firepower? Nothing, that's what. Therefore, we'll improve the average firepower of this heavy cruiser by 25 %, the equivalent of a fifth AMG turret.

Overloaded Guns: Who cares if the guns will have to be replaced next year if the war is going to be over one way or the other in six months? Let's overload the guns to get the increase to 50 %, with the equivalent of a sixth AMG turret.

HP: 170000; Speed: 100; Logistics Footprint: [Heavy Cruiser] x1, [Capital Ship] x4; Construction Cost: 4000 RU; Construction Time: 150 seconds

Rufus' Suggestions: Keep the heavy cruisers protected from enemy bombers and cackle maniacally when they punch through anything smaller than another heavy cruiser. Simple and to the point, just like these heavy cruisers.

Eagle-class Fast Carrier



3D model and textures: Wing Commander Saga team

This advanced carrier is designed to take part of raiding and transport convoys in a defensive fashion, ensuring the most effective recon and bomber defence there can be, combined with the fastest speed on a carrier. It is however unable to build or support bomber groups.

Weaponry: Eleven (11) Laser Turrets, Two (2) Medium Range Image Recognition Turrets

Its defensive armament comes as a last line of defence against enemy strike crafts, but is definitely large enough on its own to make life hell for the opposition.

Specific Upgrades:

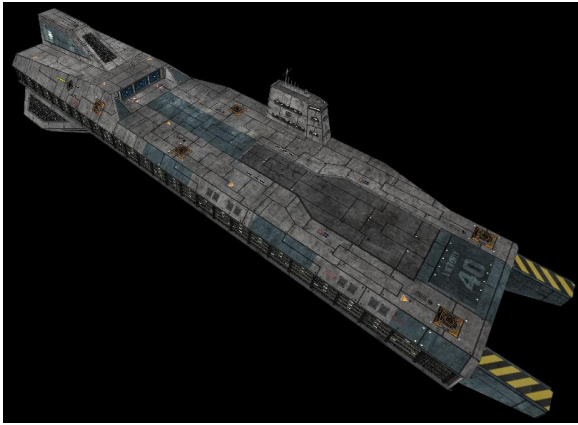
Improved Thrusters: Speed is of the essence for an escort carrier unable to take on capital ships. These engines will increase it by 15 %.

Structural Mass Reduction: Throwing out the kitchen sink at the Kilrathi might not damage their shields so much, but throwing out a lot of useless kitchen sinks away from the carrier actually helps increasing its speed by 25 %. Note: there are still kitchen sinks on-board, but a lot of useless mass has been left behind.

HP: 55000; Speed: 180; Logistics Footprint: [Carrier] x1, [Capital Ship] x1; Construction Cost: 1250 RU; Construction Time: 45 seconds

Rufus' Suggestions: Hit and Run. If you see capital ships coming at this CV, just run away. It goes as fast as a destroyer and will outrun anything else. Usually, though, you'd want it in the middle of either a destroyer squadron for maximum mobility or escorting a pair of fast cruisers. It's amusing how annoyed an enemy player can be when the option for doing a nice bomber strike on juicy targets suddenly becomes unavailable due to escort fighters all over the place, right?

Ranger-class Carrier



3D model and textures: Wing Commander Saga team

An old carrier design, the workhorse of the Terran Confederation Navy after the Battle of Earth. Neither fast nor equipped with shiny toys, it does a single job and it does it well: carrying and supporting a full wing of fighters and bombers for support and attack missions. Ask the Kilrathi what they think of the old *Victory* to see how important such a job is.

Weaponry: Eleven (11) Laser Turrets

Its defensive armament is, once again, a last line of defence against enemy strike crafts, and given the kind of attacks usually aimed at carriers, it is *highly* recommended to escort them with frigates, corvettes and capital ships in addition to their own wing.

Specific Upgrades:

None. It's a box with engines and fighters. What's to upgrade?

HP: 90000; Speed: 100; Logistics Footprint: [Carrier] x1, [Capital Ship] x2; Construction Cost: 2000 RU; Construction Time: 75 seconds

Rufus' Suggestions: It's not shiny, I'll grant you that, but once its Longbow squadron wrecks the shiny carrier on the other side, you'll enjoy it. A battlegroup like the *Victory*'s is a good option to work with many situations. A micro-management guru might want to coordinate actions with the escort ships, but in this case, I would seriously advise you to keep a handful of frigates around. More AAA, missiles, recon and, if everything else fails, more targets for enemy bombers.

Beyond that, one of my usual tactics is to move the CV towards a mining field ASAP to improve the economy through its production capabilities. Keep in mind, though, that you will need to build a refinery transport *in situ*, but having a logistic node away from you can be useful, especially when jump buoys become available. Last thing, think strategically with the carrier. It offers a large strategic mobility and allows you to strike from unexpected angles, unlike most capital ships.

Lexington-class Fleet Carrier



3D model and textures: Wing Commander Saga team

Now we're talking! This monster of a Fleet Carrier gives one hell of a punch to large fleets and is usually the tip of the spear for the Confederation's largest offensives. As such, it comes with extra engineering facilities and can support on its own entire fleets. A large investment that justifies itself in the largest of battlefields, where being able to support deep thrusts in enemy territory with strategic pauses is a must.

Weaponry: Eleven (14) Laser Turrets, Three (3) Medium Range Image Recognition Turrets

The *Lexington* should be in the middle of a fleet, with massive strike craft squadrons running CAP. If its weaponry comes to bear, someone messed up somewhere. But the mess is going to be painful for whoever comes close.

Special Equipment: The *Lexington* comes with some advanced support systems, doubling the self-repair rate of nearby (5 km) friendly ships, doubling the mining speed, unload and capacity of mining shuttles within 10 km, coordinating friendly weapons within 5 km to give them a 20 % bonus to accuracy and having itself twice the speed for construction operations.

Specific Upgrades:

Advanced Factories: The first ship of the class came with nano-engineered factories to build its own fighters deep behind Kilrathi lines. These can be installed on-board, increasing the construction speed by an additional 150%! Yes, you read that well. No, there is no typo. Yes, on top to its standard bonus construction speed. You can guess who is going to field the biggest wings.

Assisted Repair Crews: The factories can also churn out spare parts at lightning speed, making field repairs and old-school maintenance something from the past. You thought the previous upgrade was crazy? Well, this one increases the repair speed for docked ships by 300%. You land, you take off, it's as simple as that.

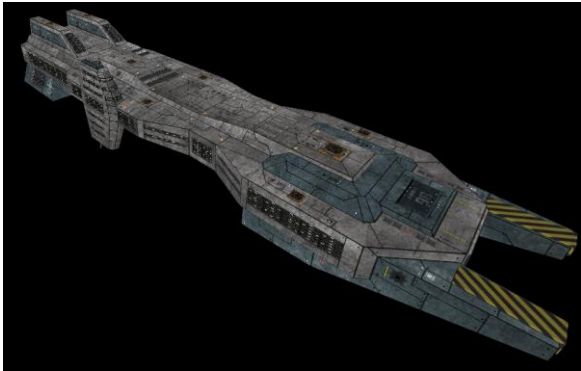
HP: 200000; Speed: 80; Logistics Footprint: [Carrier] x1, [Capital Ship] x4; Construction Cost: 3800 RU; Construction Time: 110 seconds

Rufus' Suggestions: Another of the precious force multipliers. Get one of these and defend it against threats and you can buy the victory out by hilariously outproducing the enemy. With some balls, you can send it into the fray to laugh as the accuracy bonus makes your fleet even more dangerous.

Amateurs talk tactics.

Professionals talk logistics.

Jutland-class Strike Carrier



3D model and textures: Wing Commander Saga team

Some people think carriers should stay away of the fight. These people should stay away from a *Jutland*. Designed as a spiritual successor to the *Bengal* class, it can stand its ground against most capital ships and win the day while sending fighters and bombers to overwhelm and destroy most targets.

Weaponry: Eleven (11) Laser Turrets, Two (2) Medium Range Image Recognition Turrets, Two (2) Anti Matter Turrets, Four (4) Short Range Torpedo Launchers

Almost as powerful as a fast cruiser in terms of heavy armament, more in light armament, it will eat alive most destroyers in a one-vs-one situation. Don't go thinking it can brawl with cruisers and get away with it in one piece, though: it's a carrier, not a battleship.

Specific Upgrades:

Strike Carrier Torpedoes: The very nasty surprise for a capital ship trying to come in close.

Advanced Training: Gunners on a carrier are usually expected to face less combat than their destroyers or cruisers colleagues, but getting them on an advanced training course can get them up to the level when the *Jutland* starts self-identifying as a howling ball of pain thrown at the Kilrathi, with 15 % more accuracy from the ball to the pain.

Automated Targeting Systems: In a perfect display of bureaucratic "optimization", it was found, after the expensive training, that replacing the gunners altogether by automated systems was even better for the ship's accuracy, increasing it by an additional 25 %.

HP: 170000; Speed: 125; Logistics Footprint: [Carrier] x1, [Capital Ship] x4; Construction Cost: 3500 RU; Construction Time: 90 seconds

Rufus' Suggestions: The hell? The carrier is fighting back?! It's pretty glorious to see the *Jutland* wrecking frigate after frigate with impunity, but that's not a reason to endanger it recklessly. Think of it more like the centerpiece of a heavy raiding group, far enough that no ship should be useless in a fight. Also, its firepower make sacrificing its escorts more survivable if everything goes to hell, as unlike lightly-armed carriers, it can still punch its way through various opponents. Once again, though, its worst enemy is probably the players themselves, thinking they can charge gloriously against better-armed ships.

Don't be that player.

Confederation-class Dreadnought



3D model and textures: Wing Commander Saga team

Oh. Yes. Sorry, let me reformulate that. OH! HELL! YES!

This is what you usually think when this baby enters the fight. The most impressive ship of the line in the Confederation arsenal, its namesake dreadnought is a battlegroup of its own, terrifying its opponents just before it wrecks them with massive firepower, in addition of being a good heavy carrier on its own.

Weaponry: Twelve (12) Laser Turrets, Two (2) Medium Range Image Recognition Turrets, Eight (8) Anti Matter Turrets, Eight (8) Short Range Torpedo Launchers, one (1) Phase Transit Cannon.

First you thought "Oh crap.", then you thought "I want one!". This is perfectly normal. Two heavy cruisers in one ship do that to people. If it exists and isn't a compensation tool for some lonely Space Marshall or Crown Prince, then it will get demolished by the *Confederation* in a stand-up fight.

Specific Upgrades:

Confederation Torpedoes: Eight torpedoes at once. Heh heh. Ouch.

Hardened Structure: A dreadnought should definitely live up to its name, and reinforcing its hull will help it do so, in this case by increasing its durability by 25 %.

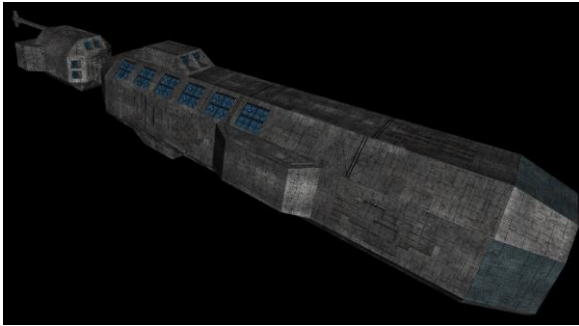
Damage Control Training: Advanced procedures and equipment are available in a very large ship where other capital ships could not support them. Thinking the *Confederation* like a mini-starbase allowed dramatic improvements of in-field repairs, in this case quadrupling the repair rate.

HP: 200000; Speed: 100; Logistics Footprint: [Carrier] x1, [Capital Ship] x6; Construction Cost: 8000 RU; Construction Time: 200 seconds

Rufus' Suggestions: Admiral Adama approves of this ship. Darth Vader approves of this ship. Admiral Tolwyn sobs every night over losing this ship and hugs his Limited Edition *Concordia* plush toy.

It's a beast, it will project crazy amounts of firepower on the enemy and its armament is definitely oriented towards ship-to-ship direct combat. The enemy should well concentrate most of its firepower on it or be destroyed whenever the ship turns itself towards a new target. This means protecting the dreadnought and supporting it by many screens and other capital ships. Of course, this also means it is one hell of a juicy target for a large bomber strike. It has big runways in addition to its big guns, so remember to get this CAP up and running.

Behemoth-class Dreadnought



3D model and textures: Wing Commander Saga team

Tolwyn seriously needs to get laid.

I mean, the hell? The guy just commissioned his very own personal Death Star!

Weaponry: ~~One (1) Supercond...~~ The One Gun.

First you thought "Oh crap.", then you thought "Oh crap." again. This is perfectly normal. You know the compensation tools I was talking about before? This is definitely one. The One Gun will kill anything it hits in one shot from across the map, and I mean it. Good thing, though, because its rate of fire is appalling. But if the guy on the other side of the map also wanted to compensate for something...

Specific Upgrades:

Hull Reinforcement: Sooooo, that superweapon is kinda, sorta, not absolutely finished, so it has a few weak points. Nominally? From the front of the ship to its rear. Which might make it a problem if someone happened to notice the ship taking half the map and firing a supermassive death ray and decided to send a single squad of bombers to take it out. For a "small" fee (read: enough resources to field several endgame fleets), it could be possible to multiply its durability by 25, making it slightly less likely to die an infamous death. Your choice.

HP: 25000; Speed: 50; Logistics Footprint: [Superweapon] x1, [Capital Ship] x8; Construction Cost: 40000 RU; Construction Time: 300 seconds

Rufus' Suggestions: The Emperor approves of this ship.

It's way too expensive, it's way too fragile, it's way too slow, it's way too big. But all of these matter not when you see a Kilrathi superdreadnought and say "lolnope" before using your finger of death on it right as it jumps in and cause a massive detonation inside the enemy base. Expect a revenge strike soon enough, though, with Luke Clawwalker and his Paktahn squadron firing a few non-proton torpedoes in your big gun.

Or, you know, you could build a proper fleet and hope no superdreadnought gets built?