PlayStation

NTSC U/C

PlayStation 2

WING COMMANDER III

Heart of the Tiger™



ORIGIN

TEEN

AGES 13+

SLUS-00019

10110

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult with your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulaions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the use manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For more information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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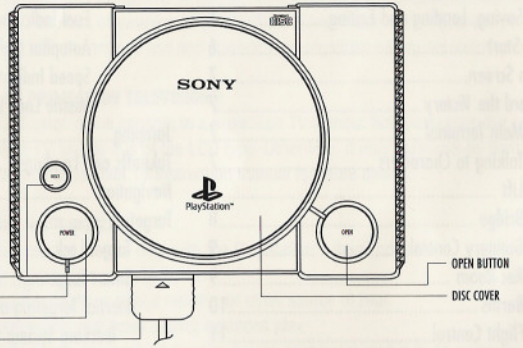
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Starting Play

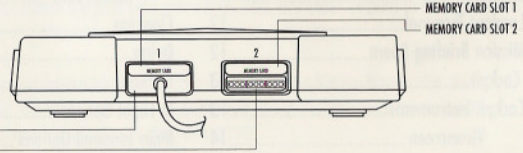
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Wing Commander III* Disc #1 and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

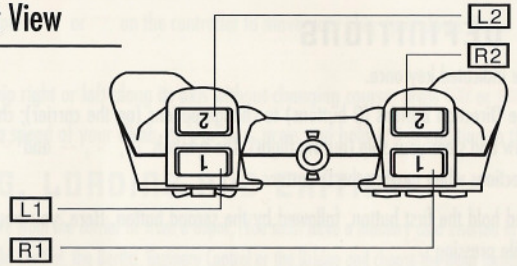


Front View

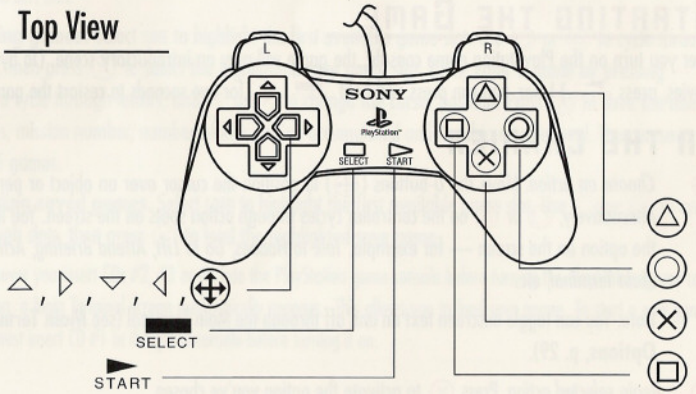


The Controller

Front View



Top View



You use the PlayStation controller to move your cursor and fly your ship. The following diagrams show the controls on the PlayStation controller. Please see the reference card for a complete listing of all commands.

SYMBOL DEFINITIONS

□ Press the indicated key once.

⊕ Move the Direction Buttons (D-buttons) to change options (on the carrier); change the nav map view and steer your ship (during flight). The symbols ▷, ◁, △ and ▽ indicate specific directions when moving the D-buttons.

⊗△ Press and hold the first button, followed by the second button. Here, you would hold down ⊗ while pressing △.

STARTING THE GAME

After you turn on the PlayStation game console, the game will play an introductory scene. (To bypass movies, press START.) Later, you can press and hold SELECT START for two seconds to restart the game.

ON THE CARRIER

⊕ *Choose an action.* Move the D-buttons (⊕) to position the cursor over an object or person. Alternatively, ○ or △ on the controller cycles through action spots on the screen. You'll see the option on the screen — for example, *Talk to Hobbes, Go to Lift, Attend Briefing, Activate Main Terminal,* etc.

Note: You can toggle onscreen text on and off through the Main Terminal (see **Main Terminal Options**, p. 29).

⊗ *Begin selected action.* Press ⊗ to activate the option you've chosen.

MANEUVERING YOUR SHIP

During flight, press △ or ▽ on the controller to move your ship up or down. Press ▷ or ◁ to bank right or left.

To roll your ship right or left along its axis without changing course, press L2 or R2.

To increase the speed of your climb, dive or turn, press and hold R1 in addition to the normal button.

SAVING, LOADING AND EXITING

You can only save from the carrier or from a depot. (You must have a memory card inserted in one of the memory slots.) Go to Flight Control, the Berths, Gunnery Control or the Bridge and choose the Main Terminal (see p. 7). Then, choose DUTY LOGS.

Saving games. Select SAVE to highlight the first available game slot. Use ○ or △ to cycle through slots, then press ⊗ to select the highlighted save game slot. Next, enter a name by pressing △ or ▽ to cycle through letters, and ◁ or ▷ to change the cursor position. Press ⊗ to save the name, series, mission number, number of kills you've accumulated and the ship morale level. You can save up to 15 games.

Loading saved games. Select LOAD to highlight the first available game slot. Use ○ or △ to cycle through slots, then press ⊗ to load the highlighted save game.

Whenever you insert CDs #2, #3 or #4 into the PlayStation game console before turning the PlayStation game console on, a Main Terminal screen automatically appears. This allows you to load save games. To start a new game, you must insert CD #1 in the game console before turning it on.

Quick Start

When the game begins, you're on the Flight Deck. Move the cursor around on the screen. When text appears and/or the cursor changes shape, press ⊗ to perform that action. Move the cursor up/down (△, ▽) to choose responses during conversations. To go directly into a mission, select "Attend BRIEFING" on the Flight Level. However, we recommend that you follow these steps before entering your first mission:

1. **Go to FLIGHT CONTROL.**
2. **Talk to HOBBES** (move the cursor over him and press ⊗).
3. **Go to LIFT.**
4. **Go to LIVING LEVEL** (choose the green box) and watch the scene between Cobra and Hobbes.
5. **Talk to VAGABOND.**
6. **Go to LIFT.**
7. **Go to BRIDGE LEVEL** (choose the red box).
8. **Talk to MANIAC.**
9. **Go to GUNNERY CONTROL.**
10. **Talk to FLINT.**
11. **Go to LIFT.**
12. **Go to FLIGHT LEVEL** (choose the yellow box).
13. **Attend BRIEFING.** Then, you'll brief the pilots and choose a wingman. Hobbes is your only choice now. Later, you can select anyone you've talked to that is still alive.
14. **Talk to RACHEL** about ship loadouts.
15. **Fly MISSION** to enter the launch bay and take off. Increase the throttle (press △), or press L1 L2 R1 R2 for an auto-take-off. (Refer to pp. 13-27 for cockpit instrumentation.)

Option Screen

Open the option screen by pressing START during spaceflight. For a complete list of options, see **In-Flight Options**, p. 28.

Onboard the Victory

Main Terminal

Main Terminals are present on each level. When you click on a terminal for the first time, you must enter your callsign. To enter your name, press △ or ▽ to cycle through the letters of the alphabet. Then, press ◁ or ▷ to move to the next letter slot. (You can enter up to 10 characters.) When you're finished, press ⊗. Each time after this, selecting a terminal console displays a close-up of the computer, with a menu onscreen. Move the cursor over the option you want, then press ⊗. To cancel the screen, choose LOGOFF.

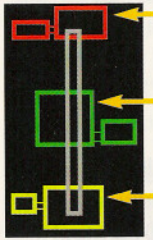
For a complete description of Main Terminal options, see p. 29.

Talking to Characters

To talk with someone you meet, move the cursor over that person and press ⊗. Sometimes, the game pauses and displays two choices. Use △ or ▽ to choose an answer, then press ⊗. Certain responses raise individual or group morale, and others lower it. Morale, in turn, affects the plot.

LIFT

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



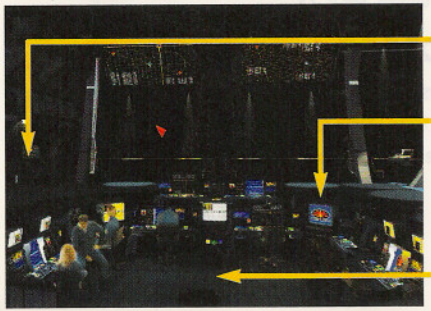
Go to BRIDGE LEVEL
(Bridge, Gunnery Control)

Go to LIVING LEVEL
(Rec Room w/Killboard, News Terminal, Berths w/Locker)

Go to FLIGHT LEVEL
(Flight Deck, Flight Control w/Simulator, Loadout Terminal, Briefing)

BRIDGE

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



Go to GUNNERY CONTROL

Activate MAIN TERMINAL

Go to LIFT

GUNNERY CONTROL

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

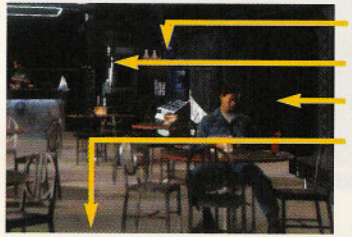


Activate MAIN TERMINAL

Go to BRIDGE

REC ROOM

The Rec Room lounge is a common hangout for off-duty crew members. Here, you can discuss strategies with other pilots, access the barracks, check the Killboard or watch the news.



Look at KILLBOARD

Activate NEWS TERMINAL

Go to BERTHS

Go to LIFT

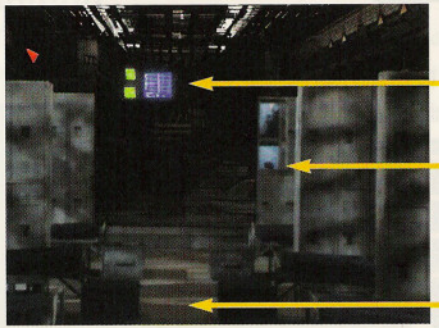
Talk to characters (those present change during the game)

News Terminal. The News Terminal in the Rec Room broadcasts news briefings throughout the game to keep you informed about the progress of the war. You can use the News Terminal only at certain times, and the newscasts change as the game progresses.

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

BERTHS

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



Activate MAIN TERMINAL

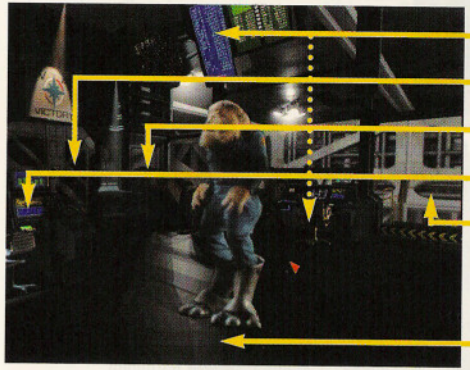
Look in LOCKER

(it will be open when available)

Go to REC ROOM

FLIGHT CONTROL

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



Activate MAIN TERMINAL

Attend BRIEFING

Run SIMULATOR

Activate LOADOUT TERMINAL

Go to FLIGHT DECK
or Fly MISSION
(text switches once you attend the briefing)

Go to LIFT

SIMULATOR

You can use the simulator to brush up on your flying skills. Move the cursor over the chair and press ⊗ to display the simulator screen. Press the buttons (using the controller) to configure and start the mission.



ARROWS Select mission. ***RUN*** Begin simulation. ***RETURN*** Exit simulator.

LOADOUT TERMINAL



Rachel will select weapons for your first mission. Later, you can pick ships and specify weapon loadouts by activating the Loadout Terminal in Flight Control. To click buttons, move the cursor over the button and press ⊗.

PREVIOUS, NEXT Cycle through ship types and specs.

PROCEED Close terminal screen and load ship.

Select the missile rack or top arrows to switch hardpoints (hardpoints are slots for missiles). The number of hardpoints varies between ships. The missile slots available on each hardpoint are indicated by text — "loaded: 1/2" means 1 of 2 hardpoint slots is occupied. Light hardpoints can only carry Heat-Seeking and Dumbfire missiles; heavy hardpoints can carry anything (including mines). Some ships have locked hardpoints (outlined in red) that cannot be changed.

Choose the bottom arrows to cycle through missile types and mines.

⊕ or ⊖ adds or removes one missile of the selected type at the current hardpoint.

MISSION BRIEFING ROOM

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

IN THE COCKPIT

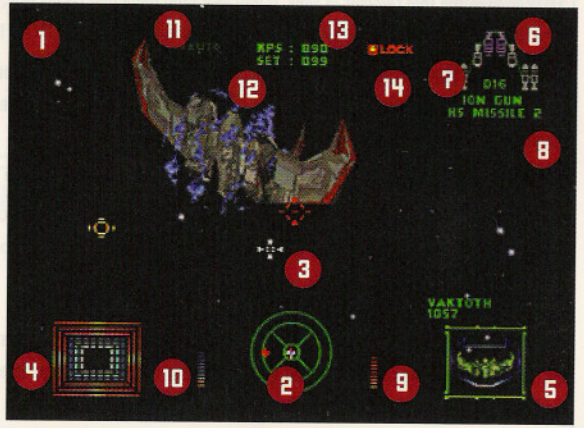
When you enter a mission, your ship is in the launch bay. You'll see space directly ahead of you through the front viewscreen of the cockpit and an instrument panel in front of you. All five fighters you fly feature the same instruments, even though gauge positions and screens vary between ships.

To pause spaceflight, open the Option screen by pressing START. Press again to resume flight.

COCKPIT INSTRUMENTS

1. Viewscreen
2. Radar Display
3. Gunsight
4. Left VDU
5. Right VDU
6. Weapon VDU
7. Active Gun(s)
8. Active Missile
9. Gun Power Indicator
10. Fuel Indicator
11. Autopilot Light
12. Set Speed
13. Current Speed
14. Missile Lock Light

Arrow Cockpit



1. VIEWSCREEN

The front viewscreen provides a clear view directly ahead of you, with a virtual cockpit displayed at all times. The red cross hairs in the middle of the screen are your gunsight (3) and show where your ship's guns are aimed. Yellow cross hairs appear on the screen when your locked target is not in front of you. To bring the enemy into view, steer toward the yellow cross hairs — they indicate the targeted ship's position.

When other ships come in view, your computer automatically targets the closest. Red brackets appear around a targeted enemy ship, and a friendly targeted ship gets blue brackets. Green brackets appear around all airborne missiles. Yellow brackets appear around turrets on targeted capital ships.

A profile of the bracketed ship appears in the monitor on the right side of the cockpit (the Right VDU [5]) as long as the ship remains in view. If you lock onto the target (press L1 △), the profile remains in the Right VDU until you destroy the ship or release the lock. Press L1 ⊗ to switch targets.

Rear camera view. Pressing SELECT R2 shows the view out of the back of your ship. On the Longbow and Thunderbolt, you can use normal gun controls to fire the tailgun while in this view. (The ship remains on course.)

Chase camera view. Pressing SELECT R2 again displays a chase plane view from behind your ship.

External object view. Pressing SELECT R2 again gives you an external view of your ship. Use L1 ⊕ to pan around the ship. To return to the virtual cockpit view, press SELECT R2 once more.

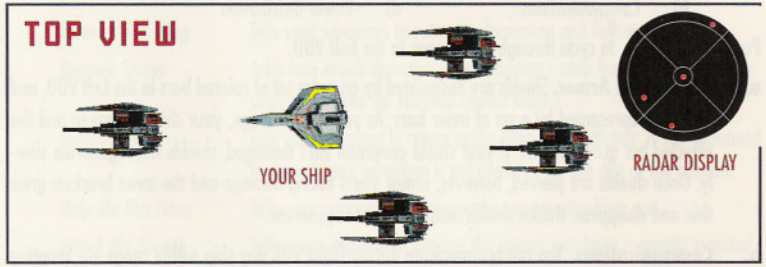
2. RADAR DISPLAY

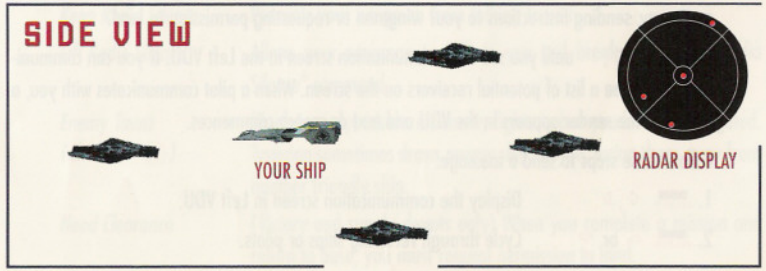
The radar display is divided into six sections, and each ship detected appears as a colored dot. The outer ring shows the position of ships behind you; the center circle shows ships ahead of you; and the four middle quadrants represent ship positions alongside, above or below you.

Dots are color-coded, and your current target appears as a cross of the appropriate color.

- Enemy fighter
- Friendly fighter
- Enemy capital ship
- Friendly capital ship
- Missile (friendly or enemy)
- ⊕ Currently selected nav point

Tactical Tip: To bring an enemy target into view, find a red or orange dot on the radar. Then, maneuver your ship and center the dot in the innermost circle of your radar display. This brings the target directly in front of you and into view.





3. GUNSIGHT

For information on the Gunsight, see **Viewscreen** (1).

4. LEFT VDU

The Left Video Display Unit (VDU) displays one of four different screens:

a) Shields and armor
b) Communications
c) Damage
d) Power distribution

Press SELECT ◁ , ▷ to cycle through the screens in the Left VDU.

a. Shields and Armor. Shields are designated by an outer set of colored bars in the Left VDU, and armor is represented by a set of inner bars. As you take damage, your shields weaken and the affected bar grows thinner. If your shield generator isn't damaged, shields will regenerate slowly. Once shields are pierced, however, armor starts taking damage and the inner brackets grow thin and disappear. Unlike shields, armor cannot regenerate.

b. Communications. You can communicate during flight with any ship within range — taunting an enemy, sending instructions to your wingman or requesting permission to land.

Press SELECT ◁ , ▷ until you see the communication screen in the Left VDU. If you can communicate, you'll see a list of potential receivers on the screen. When a pilot communicates with you, a profile of the sender appears in the VDU and text or speech commences.

Follow these steps to send a message:

1. SELECT ◁ , ▷ — Display the communication screen in Left VDU.
2. SELECT △ or ▽ — Cycle through receiving ships or pilots.
3. SELECT L1 — Accept highlighted receiver or pilot.
4. SELECT △ or ▽ — Cycle through available messages.
5. SELECT L1 — Accept highlighted message and send it.

Wingman Orders

During flight, you can send these orders or other messages.

Break and Attack (also SELECT △)	Tells your wingman to break formation and engage enemy ships.
Form on My Wing	Tells your wingman to return to formation and follow you.
Request Status	Asks how much damage your wingman's ship has taken. (This message also works for friendly capital ships.)
Return to Base	Tells your wingman to return to the *Victory* immediately. If the command is obeyed, your wingman is not available for the rest of the mission.
Help Me Out Here	Tells your wingman to engage the enemy attacking you.
Attack My Target	Tells your wingman to engage the enemy you have currently targeted.
Keep Radio Silence	Prevents your wingman from talking to you.
Lift Radio Silence	Allows your wingman to talk to you and breaks the "Keep Radio Silence" command.
Enemy Taunt (also SELECT ◯)	(Enemies only) Insults an enemy fighter when you have one targeted. Taunting sometimes draws enemy ships to you, luring them away from another friendly ship.
Need Clearance	(*Victory* and supply depots only) When you complete a mission and return to base, you must request permission to land.

c. **Damage.** Press SELECT ◁, ▷ until you see a ship profile in the Left VDU. The color of panels on the ship profile varies as follows:

Yellow – System is damaged *Red* – System is destroyed

d. **Power Distribution.** Each ship can store a certain amount of power to operate engines, shields, guns and the damage repair system. You can adjust the amount of power allocated to each of the ship's four power points — Engines, Weapons, Shields and Damage Repair. Distributing more power to one point decreases power allocated to the other three points.

Press SELECT ◁, ▷ until you see the power distribution screen. Press SELECT △, ▽ to cycle through and select one of the four systems. Pressing SELECT R1 R2 sets the current system's power to 100%, while SELECT L1 L2 resets all power systems to 25% each. SELECT L1 decreases the current system in 5% increments, SELECT R1 increases it in 5% increments. Whenever you decrease (or increase) the allocation to one system, other systems receive more (or less) allotted power.

The more power you allocate to Damage Repair, the faster systems are repaired.

If you set engine power to less than 25%, your maximum speed decreases.

Display/cycle through power systems	SELECT △, ▽
Reset all systems to 25%	SELECT L1 L2
Increase current system to 100%, all others to 0%	SELECT R1 R2
Reduce current system by 5%	SELECT L1
Increase current system by 5%	SELECT R1

5. RIGHT VDU

When you have a ship targeted, the Right VDU identifies the ship type, its range and its shield strength.

a. **Target I.D.** When enemy ships come into view, your onboard computer targets the closest ship. You know a ship is targeted when brackets appear around it and a cross appears on your radar (see **Targeting** on p. 24). Red brackets indicate enemy ships, blue brackets denote friendlies. (When Smart Targeting is on, you can only target enemy ships during a battle. See **Smart Targeting**, p.25.)

Text above the Right VDU identifies the ship type and tells how far away it is in klicks.

b. **Target Profile.** Once a ship is identified, its profile appears in the Right VDU. Thin blue lines indicate shield strength. These lines turn red and eventually disappear when you diminish your enemy's shields. When the targeted ship takes armor damage, sections of the profile flash red.

6. WEAPON VDU

Missile and gun icons display in the upper right-hand corner of the cockpit at all times. The active gun(s) and active missile (7 and 8) show up as colored icons, while inactive guns and missiles are gray or grayish-green.

Guns are multi-fire blasters that draw energy from your ship. Missiles are single-shot, self-powered munitions. Different ships have different guns and missiles available.

Note: The Excalibur has an "autotracking" feature. When you have a target in view, your guns automatically aim at that target.

To change the active gun, press L1 ◯; to change the active missile, press L1 □. Pressing these keys (L1 ◯ or L1 □) multiple times cycles through available guns or missiles. Text in the Weapon VDU changes to reflect the new active gun and missile.

If you're flying a ship with two or more guns, you can prepare all of them at once by pressing L1 L2 ◯. Firing all your guns at once quickly runs down gun power.

L1 □ cycles through missile types.

L1 L2 □ arms all hardpoints and lets you fire all your missiles at once (called a full salvo). See the relevant note in **Missile Lock**, p. 26.

Action	Controller
Change gun	L1 ◯
Change missile type	L1 □
Prepare full guns	L1 L2 ◯
Prepare full missile salvo	L1 L2 □
Fire active gun(s)	◯
Fire missile	□

7. 8. ACTIVE GUN, ACTIVE MISSILE

For information on these items, see **Weapon VDU** (6).

9. GUN POWER INDICATOR

Tick marks in this gauge indicate the power level of your ship's active guns (location and color vary between cockpits). If you use guns frequently, the power level diminishes and the bar shortens. The more guns you fire at once, the faster you drain gun power. If you have no gun power left, your guns won't fire until some power is regenerated. Guns recover power gradually if your generator isn't too damaged, and the bar grows longer as power is replenished.

10. FUEL INDICATOR

Tick marks in this bar show how much afterburner fuel you have, and they disappear as your tank empties. Using afterburners may help you get out of a dangerous situation or zero in on the enemy, but they burn fuel ferociously. If you run out of fuel, you'll coast on reserves at the ship's maximum cruising speed (which varies between ships).

11. AUTOPILOT LIGHT

The autopilot light (AUTO) is on the instrument panel, although its position varies between ship types. It remains dim if enemy fighters are present, but glows when it is safe to autopilot to the next nav point.

You can autopilot (press L1 L2 R1 R2) to the next nav point as long as no enemies or hazards are nearby. If you are able to autopilot, the autopilot light glows. If you try to autopilot when it isn't possible, you'll see "Autopilot not allowed" or "Enemies near."

Autopilot	L1 L2 R1 R2

12. 13. SPEED INDICATORS

Ships have two numerical speed indicators. Set speed (12) indicates the speed in klicks per second (kps) that your ship tries to maintain on its own (comparable to the cruise control in a car). It changes if you accelerate or decelerate. The current speed (13) shows how fast your ship is moving in klicks per second. It changes when you accelerate or decelerate, turn sharply or use your afterburners.

When you are trying to tail a targeted ship, it's useful to press △ ⓧ. This automatically adjusts your speed to match that of the targeted ship.

Action	Controller
Accelerate	△
Decelerate	⊗
Full throttle	L1 L2 △
Cut speed to zero	L1 L2 ⊗
Match speed of target	△ ⊗
Apply afterburners	L2 R2

14. MISSILE LOCK LIGHT

Once an enemy has locked a missile onto your ship, this light glows. (If that missile is in front of you, a green box will appear around it.) When this happens, you can release decoys to distract missiles that are chasing you. (In the Weapon VDU (6), decoys show up as "D," followed by a number.) Once your missile lock light glows, press R1 R2 to release a decoy, then afterburn away. Note that you have a finite number of decoys (all of which are identical).

Release decoy	R1 R2

JUMPING

The Excalibur has a jump engine that lets you travel through jump points. This feature will be activated automatically when necessary.

TAKEOFFS AND LANDINGS

You can press L1 L2 R1 R2 for an automatic takeoff, or take off manually. For a manual launch, press △ to increase throttle speed. Steer straight ahead to exit the launch bay. When you've cleared the launch bay, press L1 L2 R1 R2 to autopilot to the first nav point.

Before landing, you must obtain permission (described below). Then, you can land automatically by pressing L1 L2 R1 R2, or attempt a manual landing.

To obtain permission:

1. Bring the *Victory* into view.
2. Press SELECT ◁ or ▷ to display receivers.
3. Use SELECT △ or ▽ to highlight the *Victory*.
4. Press SELECT L1 to accept the *Victory* as the receiver.
5. Press SELECT △ or ▽ to highlight "Need Clearance."
6. Press SELECT L1 to send the message.

To land manually:

1. Maneuver so that your ship faces the launch bay.
2. Slow down below 100 kps and glide into the launch bay.
3. Once you've passed halfway through the hull, you've landed.

Note: If you try to land manually without permission, you can't do anything besides fly through the launch bay.

Navigation

During flight, you have access to a navigational map. To display the map and temporarily pause play, press SELECT L2. The currently selected navigational point appears as a white sphere. Completed nav points are blue, uncompleted ones are red.

Text in the blue box describes the mission name and nav point objective, and gives notes for the current nav point. Whenever you select a different nav point (by pressing ○ or □), this text changes. Use ✣ to rotate the map.

Open or close nav map (toggle)	SELECT L2
Select next or previous nav point	○ or □
Zoom in and out, respectively	△ and ✕
Cycle through targets in area	△

Note: Friendly ships are designated by blue circles, enemy ships by red circles. Your ship is enlarged and red.

Targeting

Your ship's targeting system automatically targets the closest ship and places red (enemy) or blue (friendly) brackets around it. As long as a ship is targeted, the Right VDU (p. 19) displays a profile of that ship. Text above the Right VDU describes the targeted ship type. You must have a ship targeted before you can fire Heat-Seeking, Image-Recognition, Friend-or-Foe or Leech missiles, or torpedoes.

To cycle through multiple targets in your viewscreen, press L1 ✕ repeatedly. (You can only target one ship at a time.) As you switch targets, the brackets shift to another ship in your viewscreen.

To match the speed of a targeted ship, press △ ✕.

When you target a capital ship, your ship places a yellow box around the closest turret gun location (in addition to the red targeting brackets around the ship). Press SELECT □ to target another turret.

Cycle through visible targets	L1 ✕
Match target speed	△ ✕
Cycle through turrets	SELECT □

Target Lock

Once you have a targeted ship in view, "lock" onto it by pressing L1 △. This activates a shot-targeting system (I.T.T.S.) and gains a permanent target lock on a ship. A locked target is framed by a solid box instead of brackets. Once you do this, the lock remains active even if the ship moves out of view. To unlock a ship, press L1 △ again.

A locked ship appears as a large cross on the radar. When you have a ship locked, L1 ✕ cycles through all ships (whether they are in view or not) and switches the lock to the new targeted ship.

Lock/unlock targeted ship	L1 △

Smart Targeting

During battle, it's more efficient to only cycle through enemy targets. If you want to turn off Smart Targeting, press SELECT ✕. This instructs your targeting computer to target both enemy ships and friendly ships.

Disengage/engage Smart Targeting (on by default)	SELECT ✕

Inertial Targeting and Tracking System (I.T.T.S.)

All fighters employ the I.T.T.S., a system that calculates how much you must lead your target in order to maximize your chance of a hit. When you lock onto a targeted ship, the I.T.T.S. places diamond-shaped green cross hairs near the targeted ship whenever it's in sight. It takes into account the enemy's current direction and speed and automatically computes the necessary "lead" needed. If you line your gunsight up on the diamond instead of the targeted ship, your shots are more likely to hit the target.

Missile Lock

Depending on what ship you're flying, you have access to certain missiles. Most have their own locking mechanisms. Dumbfire and Friend-or-Foe missiles are an exception. (See pp. 55-58 for specific missile information.)

If you have a missile selected that requires a lock and a targeted ship comes into view, red cross hairs appear outside the targeting brackets. They move toward the center of the brackets. Keep the target in view. Once you move within range for the selected missile type, the red missile-lock cross hairs turn green. When the brackets have closed in on the target, you'll hear a missile lock tone. This means you can fire your HS, IR or Leech missile, or torpedo.

Missiles remain locked until fired or until the targeted ship moves out of view.

If an enemy has fired a missile at your ship, the missile lock light (14) in your cockpit glows. See **Missile Lock Light** (p. 22) to learn how to use decoys.

Note: If you fire a full salvo (press L1 L2 ◻ to arm all missiles), you'll get a tone when the first missile type has a lock. (Note that the DF and FF can be fired immediately.) Keep in mind, however, that you have to wait long enough for all missile types to lock for all of them to fire. When you fire, only the missile types that have acquired a lock at that point will fire.

Cloaking

Later in the game, the experimental Excalibur fighter is equipped with a defensive cloaking mechanism that makes it invisible to other ships for a short period of time. To activate cloaking, press L1 R2 and hold them for one second. Once you cloak, your ship temporarily disappears from view and from your enemy's radar screen.

When you're cloaked, your view turns to light blue.

Also while cloaked, you cannot fire missiles or normal guns. Any enemy missiles that are already locked onto your ship will remain locked until you're completely cloaked. After you're invisible, enemy missiles cannot initiate or maintain a lock on your ship.

Note: You can cloak only once during the entire game, in one specific mission.

Dying

If you sustain severe damage in flight and die, a plaque displays:

REPLAY MISSION	Return to the cockpit and take off again with the same ship/loadout.
FUNERAL	View death scene, then return to saved game screen.

Ejecting

To avoid dying when your ship sustains severe damage, you can eject. Ejecting will emit a rescue signal, and you'll be picked up by a friendly ship (in most cases). Eisen, however, will give you a stern reprimand for wasting your fighter.

Eject	L1 L2 R1 R2 SELECT START

In-Flight Options

To access in-flight options, press START. This displays a checkbox screen. To activate an option, move the cursor over its box and press ⊗.

GAMEPLAY — Turn in-flight COLLISIONS on/off, and/or make your ship INVULNERABLE to damage (when on, you can't die). ARCADE-STYLE CONTROLS reverses up/down on keypad controller.

AUDIO — Turn MUSIC, SPEECH, SOUNDFX, and capital ship RUMBLE on/off during spaceflight. Note: SOUNDFX has to be on in order for you to hear RUMBLE.

SKILL LEVEL — Adjust the enemy skill level. Choose between ROOKIE, VETERAN, ACE, HARD, CRAZY or NIGHTMARE.

DEFAULT — Reset all options to their default settings.

EXIT — Exit the Option screen and resume spaceflight.



Main Terminal Options

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

DUTY LOGS — Save/load games (see p. 5).
Note: make sure you have inserted a memory card before you try to save/load a game.

CONTROLS — Adjust music and sound. (Changes are included in saved games.)

NEWS — Lets you view newscasts (plays new ones when they're available).

LOGOFF — Return to the normal game screen.



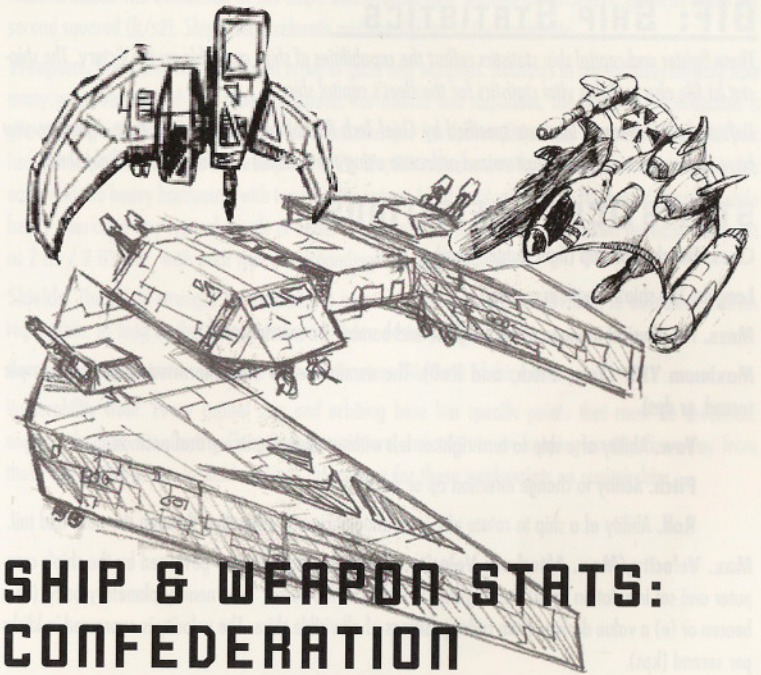
CONTROLS MENU

Sound

MUSIC	Toggle music ON/OFF.
SOUND FX	Toggle sound effects ON/OFF.
MUSIC VOLUME	Increase/decrease music volume. Click the arrows to adjust volume from 1 (low) to 10 (high).
SOUND VOLUME	Increase/decrease sound volume. Click the arrows to adjust volume from 1 (low) to 10 (high).

Miscellaneous

TRANSITIONS	Toggle transitions between scenes, such as the elevator, ON/OFF. Default is OFF.
STARS	Toggle star animations in windows ON/OFF.
DESCRIPTIONS	Toggle text prompts ON/OFF.



SHIP & WEAPON STATS: CONFEDERATION AND KILRATHI

GIF: Ship Statistics

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 weapon loadouts 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 klicks per second (kps).

Acceleration. The evaluation of the ship's acceleration rate, without afterburners, given in klicks per second squared (k/s2). 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 missile and torpedoes, the number of hardpoints is given, along with the maximum number of missiles per hardpoint. Ships may have both light ("L") or heavy hardpoints ("H"). As an example, 2 x 2L, 2 x 2H indicates two light hardpoints with two missiles each, and two heavy hardpoints with two missiles apiece. Light hardpoints carry HS and DF missiles, while heavy ones carry any type of missile or mine. The default missile loadouts are shown for each hardpoint as 2 HS / 2 HS, 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, 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.

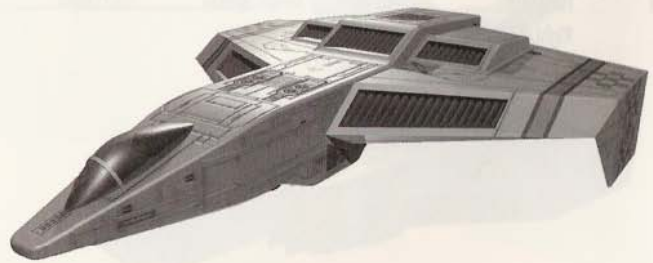
Class	Light Fighter	
Length	20 meters	
Mass	13 metric tonnes	
Max. YPR	80/90/90 dps	
Max. Velocity	520 kps	
Max. Afterburn Velocity	1400 kps	
Acceleration	250 k/s²	
Shields	200 cm equiv.	
Armor	Fore/Aft	80 cm
	Right/Left	60 cm
Weapons		Laser (2)
		Ion cannon (2)
		Missile hardpoints (4 x 2L)
		2 HS / 2 HS / 2 IR / 2 IR
		Missile decoys (16)
Jump Capable		No



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	Medium Fighter	
Length	27 meters	
Mass	14 metric tonnes	
Max. YPR	60 dps	
Max. Velocity	420 kps	
Max. Afterburn Velocity	1200 kps	
Acceleration	225 k/s²	
Shields	220 cm equiv.	
Armor	Fore/Aft	100 cm
	Right/Left	80 cm
Weapons		Neutron gun (2)
		Ion cannon (2)
		Missile hardpoints (2 x 3H)
		3 IR / 3 IR
		Missile decoys (24)
Jump Capable		No



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 scout missions.

Class .....Heavy Fighter
Length .....34 meters
Mass .....20 metric tonnes
Max. YPR .....50 dps
Max. Velocity .....380 kps
Max. Afterburn Velocity.....1000 kps
Acceleration .....200 k/s²
Shields.....250 cm equiv.
Armor Fore/Aft:.....160 cm
Right/Left: .....160 cm

Weapons .....Photon gun (2)
Plasma gun (2)
Meson blaster (2)
Laser rear (1)
Missile hardpoints (2 x 3)
3 HS / 3 HS
1 Torpedo
Missile decoys (24)
Jump Capable .....No

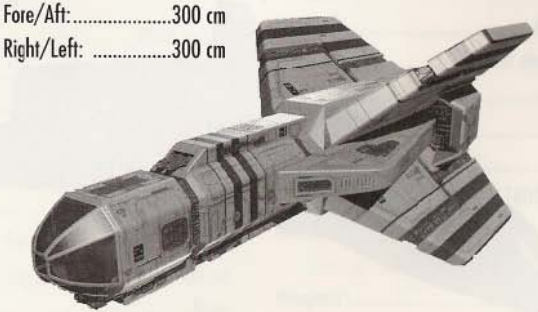


Longbow

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 clong for protection.

Class.....Torpedo Bomber
Length .....38 meters
Mass .....22 metric tonnes
Max. YPR .....30/40/30 dps
Max. Velocity .....320 kps
Max. Afterburn Velocity.....700 kps
Acceleration .....125 k/s²
Shields.....500 cm equiv.
Armor Fore/Aft:.....300 cm
Right/Left: .....300 cm

Weapons .....Plasma gun (2)
Neutron gun (2)
Laser rear (1)
Missile hardpoints (4 x 4)
4 HS / 4 HS / 4 mines / 4 mines
Torpedos (2 x 2)
Missile decoys (24)
Jump Capable .....No

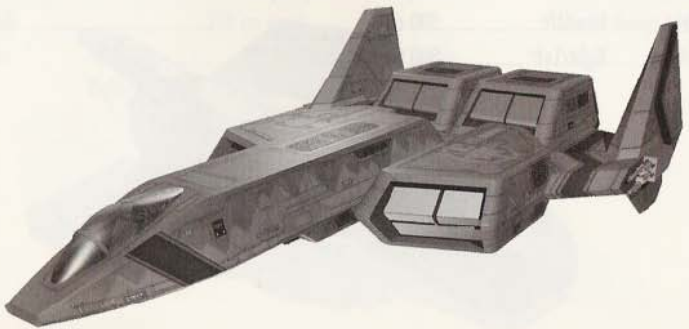


Excalibur

The Excalibur combines the offensive punch of the largest bombers with a speed and maneuverability that can almost match the Arrow. Prototypes are expected to reach the front in the next few months.

Class .....Space/Atmospheric Fighter-Bomber
Length .....32 meters
Mass .....20 metric tonnes
Max. Velocity .....500 kps
Max. Afterburner Velocity .....1650 kps
Acceleration .....250 k/s²
Max.YPR .....70/80/70 dps
Shields .....250 cm equiv.

Armor Fore/Aft: .....90 cm each
Left/Right: .....90 cm each
Weapons .....Tachyon gun (4)
Reaper Cannon (2)
Missile hardpoints (4 x 3)
3 HS / 3 HS
3 IR / 3 IR
Missile decoys (30)



CONFEDERATION CAPITAL SHIPS

Supply Depot

Length .....1425 meters
Mass .....585,000 metric tonnes
Max. YPR .....0 dps
Max. Velocity .....0 kps
Acceleration .....0 k/s²
Shields 0
Armor Fore/Aft .....10,000 cm
Right/Left .....10,000 cm
Weapons .....None

Starbase

Length .....2500 meters
Mass .....650,000 metric tonnes
Max. YPR .....5 dps
Max. Velocity .....150 kps
Acceleration .....10 k/s²
Shields .....4000 cm equiv.
Armor Fore/Aft .....1000 cm
Right/Left .....1000 cm
Weapons .....None

Cruiser

Length .....530 meters
Mass .....18,200 metric tonnes
Max. YPR .....5 dps
Max. Velocity .....150 kps
Acceleration .....10 k/s²
Shields .....3000 cm equiv.
Armor Fore/Aft .....1000 cm
Right/Left .....1000 cm
Weapons .....Laser turret (12)

Frigate

Length .....620 meters
Mass .....28,000 metric tonnes
Max. YPR .....5 dps
Max. Velocity .....180 kps
Acceleration .....10 k/s²
Shields .....1000 cm equiv.
Armor Fore/Aft .....600 cm
Right/Left .....600 cm
Weapons .....Laser turret (3)
Missile tube (2 FF)

Destroyer

Length .....490 meters
Mass .....19,000 metric tonnes
Max. YPR .....5 dps
Max. Velocity .....200 kps
Acceleration .....10 k/s²
Shields .....2000 cm equiv.
Armor Fore/Aft .....1000 cm
Right/Left .....1000 cm
Weapons .....Laser turret (9)

Transport

Length .....160 meters
Mass .....2300 metric tonnes
Max. YPR .....5 dps
Max. Velocity .....100 kps
Acceleration .....10 k/s²
Shields .....2000 cm equiv.
Armor Fore/Aft .....300 cm
Right/Left .....300 cm
Weapons .....Laser turret (2)

Light Carrier

Length .....720 meters
Mass .....28,000 metric tonnes
Max. YPR .....5 dps
Max. Velocity .....120 kps
Acceleration .....10 k/s²
Shields .....3000 cm equiv.
Armor Fore/Aft .....1000 cm
Right/Left .....1000 cm
Weapons .....Laser turret (11)



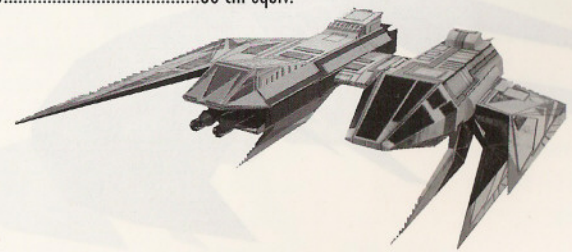
GIF: Kilrathi Ship Statistics

KILRATHI FIGHTERS

Darket

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

Class .....Light Fighter
Length .....24 meters
Mass .....12 metric tonnes
Max. YPR .....90/80/90 dps
Max. Velocity .....520 kps
Max. Afterburn Velocity .....1350 kps
Acceleration .....250 k/s²
Shields .....80 cm equiv.
Armor Fore/Aft: .....60 cm
Right/Left: .....40 cm
Weapons .....Meson blaster (2)
Missile hardpoints (1 x 2)
2 HS
Missile decoys (6)
Jump Capable .....No

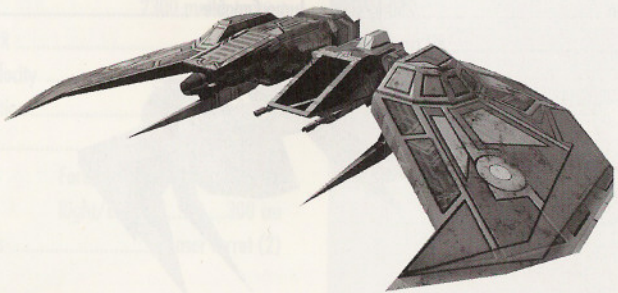


Dralthi IV

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 .....Medium Fighter
Length .....31 meters
Mass .....15 metric tonnes
Max. YPR .....55/65/55 dps
Max. Velocity .....430 kps
Max. Afterburn Velocity.....1100 kps
Acceleration .....200 k/s²
Shields.....120 cm equiv.

Armor Fore/Aft:.....80 cm
Right/Left: .....60 cm
Weapons .....Particle cannon (1)
Meson blaster (2)
Missile hardpoints (1 x 4)
4 IR
Missile decoys (6)
Jump Capable .....No

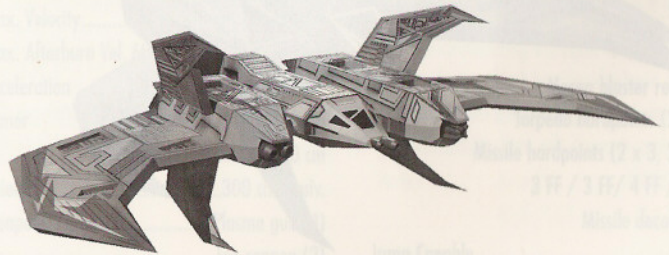


Vaktoth

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 .....50/60/50 dps
Max. Velocity .....410 kps
Max. Afterburn Velocity.....1100 kps
Acceleration .....150 k/s²
Armor Fore/Aft:.....130 cm
Right/Left: .....130 cm

Shields.....260 cm equiv.
Weapons.....Tachyon gun (1)
Plasma gun (2)
Ion cannon (2)
Meson gun rear (1)
Missile hardpoints (2 x 4)
4 HS / 4 HS
Missile decoys (8)
Jump Capable.....Yes

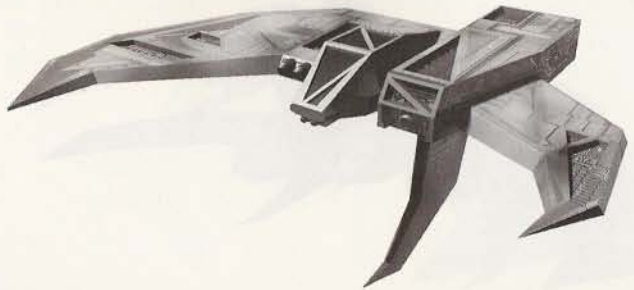


Strakha

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.

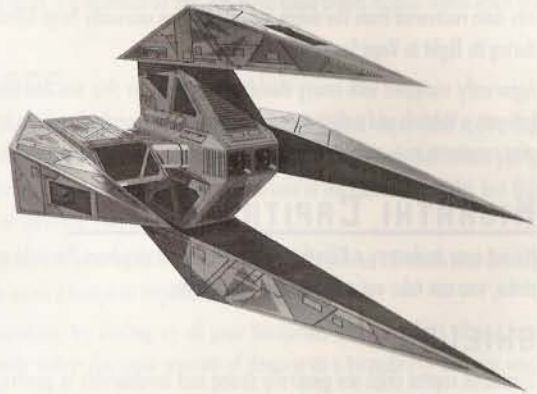
Class .....Stealth Fighter
Length .....30 meters
Mass .....16 metric tonnes
Max. YPR .....70/80/70 dps
Max. Velocity .....480 kps
Max. Afterburn Velocity.....1200 kps
Acceleration .....250 k/s²
Shields.....60 cm equiv.

Armor Fore/Aft:.....40 cm
Right/Left: .....20 cm
Weapons .....Meson gun(2)
Laser (2)
Missile hardpoints (1 x 5L)
5 HS
Missile decoys (6)
Jump Capable .....No



Paktahn

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



Class .....Bomber
Length .....37 meters
Mass.....30 metric tonnes
Max. YPR.....40/35/40 dps
Max. Velocity.....340 kps
Max. Afterburn Vel. 600 kps
Acceleration .....100 k/s²
Armor Fore/Aft:.....180/140 cm
Right/Left: .....180 cm
Shields.....300 cm equiv.
Weapons .....Plasma gun (4)
Ion cannon (2)
Meson blaster rear (1)
Torpedo hardpoints (2 x 3)
Missile hardpoints (2 x 3, 2 x 4)
3 FF / 3 FF/ 4 FF / 4 FF
Missile decoys (6)
Jump Capable .....No

Intell: Enemy Fighter Update

Codename: Sorthak

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

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

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, some fighters can carry the newly developed Leech missile. Its single-minded purpose is to drain a hole in the shields of a capital ship. Attack fighters can then take advantage of the vulnerable spot and launch missiles or torpedoes through the weak point. Unprotected by shields, the hull is highly 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	1600 meters
Mass	602,000 metric tonnes
Max. YPR	0 dps
Max. Velocity	0 kps
Acceleration	0 k/s²
Shields	None
Armor Fore/Aft	11,200 cm
Armor Right/Left	11,200 cm
Weapons	None

Starbase

Length ..... 5,200 meters
Mass ..... 722,000 metric tonnes
Max. YPR ..... 0 dps
Max. Velocity ..... 0 kps
Acceleration ..... 0 k/s²
Shields ..... 1000 cm equiv.
Armor Fore/Aft ..... 1000 cm
Right/Left ..... 1000 cm
Weapons ..... Laser turret (1)

Corvette

Length ..... 110 meters
Mass ..... 5500 metric tonnes
Max. YPR ..... 5 dps
Max. Velocity ..... 200 kps
Acceleration ..... 20 k/s²
Shields ..... 1000 cm equiv.
Armor Fore/Aft ..... 500 cm
Right/Left ..... 500 cm
Weapons ..... Laser turret (5)

Cruiser

Length ..... 550 meters
Mass ..... 23,000 metric tonnes
Max. YPR ..... 5 dps
Max. Velocity ..... 150 kps
Acceleration ..... 20 k/s²
Shields ..... 3000 cm equiv.
Armor Fore/Aft ..... 1000 cm
Right/Left ..... 1000 cm
Weapons ..... Laser turret (15)

Light Destroyer

Length ..... 450 meters
Mass ..... 17,000 metric tonnes
Max. YPR ..... 15 dps
Max. Velocity ..... 180 kps
Acceleration ..... 100 k/s²
Shields ..... 1500 cm equiv.
Armor Fore/Aft ..... 1000 cm
Right/Left ..... 1000 cm
Weapons ..... Laser turret (8)

Heavy Destroyer

Length ..... 530 meters
Mass ..... 19,000 metric tonnes
Max. YPR ..... 20 dps
Max. Velocity ..... 180 kps
Acceleration ..... 200 k/s²
Shields ..... 2000 cm equiv.
Armor Fore/Aft ..... 1000 cm
Right/Left ..... 1000 cm
Weapons ..... Laser turret (10)
Tachyon gun (3)

Transport

Length ..... 150 meters
Mass ..... 2100 metric tonnes
Max. YPR ..... 5 dps
Max. Velocity ..... 100 kps
Acceleration ..... 10 k/s²
Shields ..... 2000 cm equiv.
Armor Fore/Aft ..... 300 cm
Right/Left ..... 300 cm
Weapons ..... Laser turret (2)

Carrier

Length ..... 920 meters
Mass ..... 100,000 metric tonnes
Max. YPR ..... 5 dps
Max. Velocity ..... 100 kps
Acceleration ..... 10 k/s²
Shields ..... 2000 cm equiv.
Armor Fore/Aft ..... 1000 cm
Right/Left ..... 1000 cm
Weapons ..... Laser turret (8)

Dreadnought

Length ..... 22,000 meters
Mass ..... 290,000 metric tonnes
Max. YPR ..... 5 dps
Max. Velocity ..... 100 kps
Acceleration ..... 10 k/s²
Shields ..... 8000 cm equiv.
Armor Fore/Aft ..... 1500 cm
Right/Left ..... 1500 cm
Weapons ..... Laser turret (38)

GIF: Gun and Missile Statistics

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. I know these fighters inside and out, and I can tell you how many picoseconds difference there are in lock times for each missile on 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 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 this section, you'll find descriptions of each gun type and its associated statistics.

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

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

Range. Range of the gun (in klicks).

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

Ion Cannon

Found mainly on fighters, 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.....24 Range 4500k
Energy .....15 nJ Refire Delay .....35 sec

Laser Cannon

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 may refract and lose their effectiveness), and has no effect against shields on larger ships.

Penetration.....20 Range 5000k
Energy .....7 nJ Refire delay .....25 sec

Meson Blaster

The meson blaster is a unique, powerful gun that utilizes subatomic particles. 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.....28 Range 4500k
Energy .....8 nJ Refire delay .....40 sec

Neutron Gun

The neutron gun was specifically created as a weapon for medium and heavy fighters when the war first began. It releases energized blasts of charged neutrons, drawing more power than either the ion cannon or laser. The refire rate for this gun type is slightly slower, but the extended range of the neutron gun more than makes up for the difference.

Penetration.....40 Range 4000k
Energy .....15 nJ Refire delay .....45 sec

Particle Cannon

The particle cannon uses some of the most significant Terran energy technology. Early prototypes were developed from a similar cannon extracted from a captured Kilrathi fighter. Engineers built a comparable version capable of hurling minute nuclear particles at high speeds. Impact results in a small nuclear explosion that gives off blast, heat and radiation damage.

Penetration.....33 Range 4200k
Energy .....11 nJ Refire delay .....40 sec

Photon Cannon

When the Terrans 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 and functions best in deep-space combat.

Penetration.....26 Range 4500k
Energy .....15 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	54	Range	3000k
Energy	22 nJ	Refire delay	50 sec

Reaper Cannon

(This gun will be available when 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.

Penetration	28	Range	4500k
Energy	18 nJ	Refire delay	30 sec

Tachyon Gun

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 greatly. In several documented cases, the powerful tachyon gun has been used to attack capital ships.

Penetration	56	Range	3200k
Energy	20 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.

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

Speed. The weapon's top speed in klicks/second.

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

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

Light Hardpoint

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	3750 k/s	Duration	3 sec
Acceleration	2000 k/s²	Lock time	0 sec

Javelin Heat-Seeker (HS)

Light Hardpoint

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 dumb-fire missiles, are the most common missiles carried on fighters.

Penetration	400	Maneuverability	15 dps
Speed	2500 k/s	Duration	10 sec
Acceleration	1600 k/s^2	Lock time	2 sec

Leech

Light/Heavy Hardpoint

TCN weapon engineers developed the Leech missile in order to allow smaller fighters to attack capital ships if necessary. The Leech is not an explosive; rather, it is a sophisticated electronic weapon system capable of disrupting a target's power. It temporarily drains power from ships.

Penetration	None	Maneuverability	11 dps
Speed	1000 k/s	Duration	10 sec
Acceleration	1000 k/s^2	Lock time	6 sec

Pilum Friend-or-Foe (FF)

Light/Heavy Hardpoint

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. (However, you cannot fire one unless an enemy ship is targeted.) 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	15 dps
Speed	1500 k/s	Duration	20 sec
Acceleration	1600 k/s^2	Lock time	0 sec

Spiculum Image-Recognition (IR)

Light/Heavy Hardpoint

The Spiculum image-recognition (IR) missile uses computer imaging to identify and "memorize" a targeted ship. Once the IR is launched, electronic and visual signatures specific to that target are copied to the missile's AI program. The IR is extremely difficult to evade and poses no danger to friendly ships.

Penetration	350	Maneuverability	15 dps
Speed	2000 k/s	Duration	15 sec
Acceleration	1200 k/s^2	Lock time	1 sec

Mine

Light/Heavy Hardpoint

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	20 k/s	Duration	30 min
Acceleration	200 k/s^2	Lock time	0 sec

Torpedo

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. Its lock time is longer than that of any other missile, but the torpedo is the only fighter weapon that can easily destroy carriers.

Penetration	8000	Maneuverability	10 dps
Speed	1000 k/s	Duration	14 sec
Acceleration	400 k/s²	Lock time	12 sec

CAPITAL SHIP WEAPONS

Capital ships, including the *Victory* and its 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 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.

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

Laser Turret

Capital ships are especially vulnerable to concentrated fighter attacks. For this reason, laser turret guns were mounted to provide point-defense for particular ship surfaces. This weapon can 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).

Penetration	60	Range	3000k
Energy	15 nJ	Refire delay	2 sec

CapShip (CS) Missile

This huge, lockable missile carries a powerful anti-matter warhead capable of taking out other capital ships and tactical planetary targets. The CapShip missile is found mostly on the launch racks of older ships.

Penetration	60,000	Maneuverability	20 dps
Speed	1000 k/s	Duration	120 sec
Acceleration	400 k/s²	Lock time	5.0 sec

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Lt. Ted "Radio" Rollins ..... Courtney Gains
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