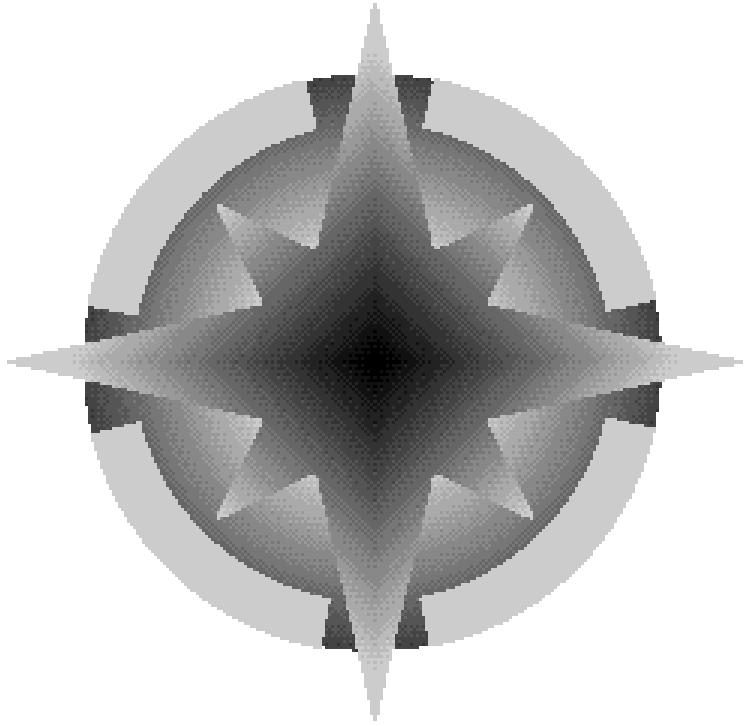
WING COMMANDER™: PROPHECY GOLD



FLIGHT MANUAL

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WING COMMANDER: PROPHECY GOLD

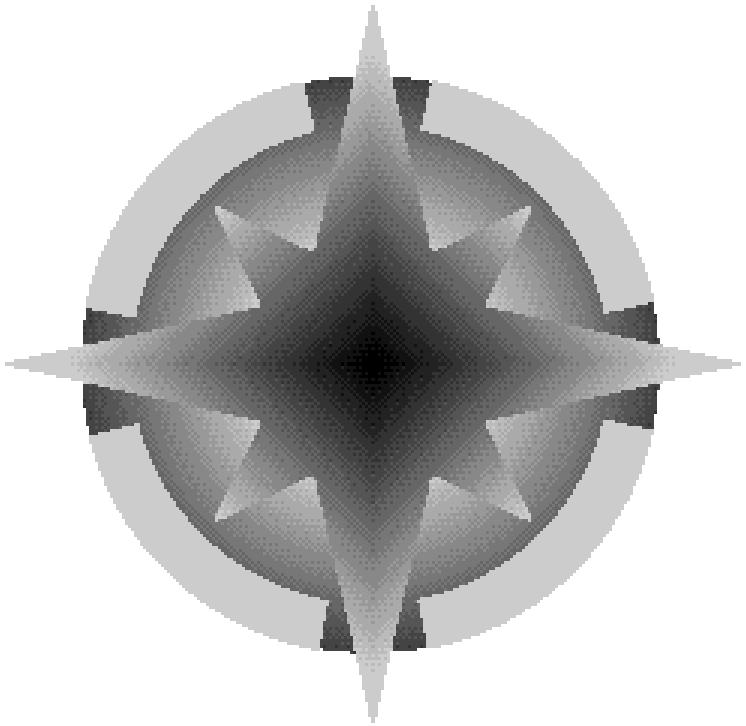
TABLE OF CONTENTS

Install Guide 5
- Requirements/Notes 6
- **Installation** 8
- Quick Install 8
- Pre-Installation Procedures 8
- README File 9
- System and Hard Disk Requirements 9
- **Installation/Launcher Screen** 10
- **Installation Details** 11
- Wing Commander: Prophecy 11
- Wing Commander: Secret Ops 13
- Set/Calibrate Control Type 14
- **Uninstalling and Re-Installing** 16
  - METHOD 1 (Recommended) 16
  - METHOD 2 16
- **DirectX™** 16
- Direct 3D™ 17
- **3Dfx Glide®** 18
- 3Dfx Drivers 18
- **Sound and Graphics Preferences** 19
- **Troubleshooting** 19
- Hardware 19
- Sound 20
- Joystick 20
- DirectX™ 21
- Error Messages 22
- Other Common Questions 23

Play Guide 24
- **Getting Started** 25
- **Starting Play** 26
- Escape Menu 26
- **Saving, Loading and Exiting** 27
- **On Board the TCS Midway/Cerberus** 28

Talking to Characters (Midway only) 28
Rec Room (Midway only) 29
Simulator (Midway only) 29
Tactical Database (Midway only) 30
Killboard 31
To Ready Room (Midway only) 31
Ready Room/Operations Room 32
Save Current Game 33
Load Previous Game 33
Flight History Terminal 33
Enter Briefing Room/Fly Mission 33
To Rec Room (Midway only) 33
View Killboard (Cerberus only) 33
Exit Game (Cerberus only) 33
Briefing Room 33
Integrated Combat Information System (ICIS) 33
Flight Deck (Midway only) 34
Debriefing Screen 34
In the Cockpit 35
Viewscreen 35
Communicating 39
Wingman Hotkeys 39
Manoeuvring 40
Combat 42
Targeting 42
Defensive Measures 43
Views 44
Landing 45
Options 46
Audio & Video 46
Special Effects 48
Gameplay 49
NAV Map 50
History 52
Credits 129
WING COMMANDER: SECRET OPS 129
WING COMMANDER PROPHECY CREDITS 129
Warranty & Returns 134

WING COMMANDER: PROPHECY GOLD



INSTALL GUIDE

Welcome to Wing Commander™: Prophecy Gold. This guide contains installation instructions for people who are about to play the game for the first time. If you experience any difficulty, please consult Troubleshooting, p. 19.

Requirements/Notes

This game was tested fully with Intel-based processors. Other processors may not be compatible.

Wing Commander: Prophecy Gold requires 32-bit Windows® 95/Windows® 98 CD-ROM drivers for proper operation. To confirm that these drivers are resident on your system, right-click on My Computer, then left-click on Properties. If your system does not have the requisite drivers, a message will be displayed. You are most likely to experience problems if you have real-mode drivers in use on your system. Contact your computer manufacturer for further information on obtaining the necessary CD-ROM drivers.

Other Devices. Wing Commander: Prophecy Gold supports the most popular joysticks, throttle controls and rudder pedals.

Standard System

- Pentium® 166MHz
- Windows 95/Windows 98 and DirectX™ 6.0
- 32MB RAM
- DirectX 6.0-compatible 2MB PCI or AGP video card that supports 16-bit colour
- 200MB free hard drive space (Prophecy only) or 150MB (Secret Ops only)
- 350MB free hard drive space to install both simultaneously
- DirectX 6.0-compatible sound card
- Joystick

WING COMMANDER: PROPHECY GOLD

Hardware-Accelerated System

- Pentium® 133MHz
- Windows 95/Windows 98 and DirectX 6.0
- 32MB RAM
- 4MB PCI/AGP/3Dfx™ DirectX 6.0-compatible or Direct3D™ supported video card*
- DirectX 6.0-compatible or Direct3D™ 3Dfx card with Glide® version 2.43 or later installed
- 200MB free hard drive space (Prophecy only) or 150MB (Secret Ops only)
- 350MB free hard drive space to install both simultaneously
- DirectX 6.0-compatible sound card
- Joystick

* Please note that Direct3D requires 4MB of video RAM. Supported Direct3D video chipsets include:

ATI® Rage Pro

Intel® i740

Matrox Mystique™

Permedia™ 2

Rendition® 2200

Riva 128™

INSTALLATION

This section describes how to install Wing Commander: Prophecy Gold. If you are re-installing Wing Commander: Prophecy Gold, first remove the old programs with the Add/Remove Programs wizard. See Uninstalling and Re-Installing, p. 16.

Quick Install

1. Turn on your computer and wait for Windows 95/Windows 98 to load.
2. For useful prep suggestions, see Pre-Installation Procedures, below.
3. Insert the appropriate Wing Commander: Prophecy Gold CD into the CD-ROM Drive. CD #1 installs Prophecy, while CD # 4 installs Secret Ops.

   An autorun launcher should appear automatically. If not, left-click on Start\Run and type in D:\SETUP.EXE (where D: is your CD-ROM drive). Left-click OK.
4. Click continue on the System Requirement screen.
5. Left click install from the menu. Follow the on-screen instructions. For more information, see Installation Details: Prophecy on p. 11 or Installation Details: Secret Ops on p. 13.

Pre-Installation Procedures

Before installing any piece of software, it is critical that your hard drive be in proper working order. Windows 95/98 provides SCANDISK and DEFRAG to do this.

First, you should run SCANDISK.

1. Left-click on the Start button.
2. With the mouse, highlight Programs on the menu that appears.
3. Select Accessories (usually at the top).
4. Select System Tools.
5. Left-click on ScanDisk.
6. In the ScanDisk dialog box, choose Standard, and make sure there is a check mark in the Automatically Fix Errors box. Select the hard drive to which you are installing Wing Commander: Prophecy Gold (i.e., if you are installing to drive C:, highlight C:) Once everything is correct, left-click Start to scan the drive.

WING COMMANDER: PROPHECY GOLD

Next, run DEFRAG.

1. Left-click on the Start button.
2. With the mouse, highlight Programs on the menu that appears.
3. Select Accessories (usually at the top).
4. Select System Tools.
5. Left-click on Disk Defragmenter.
6. Select the drive to which you are installing and left-click OK.

* Now, you're ready to start installation.

README File

Refer to the Wing Commander: Prophecy Gold README file for a variety of useful information, manufacturer web sites and last-minute changes in the game.

- Insert the Wing Commander: Prophecy Gold CD #1 (for Prophecy) or CD #4 (for Secret Ops) into your CD-ROM drive.
- If the game isn't installed, click CONTINUE on the System Requirement screen.
- When the Launcher appears, click the VIEW README FILE button.

System and Hard Disk Requirements

Insert the Wing Commander: Prophecy Gold CD #1 (for Prophecy) or CD #4 (for Secret Ops) into your CD-ROM drive. The first installation screen for both games displays minimum and recommended system and the hard disk requirements.

- To quit, hit ABORT.
- To continue and then install, hit CONTINUE.

After installation, system and hard disk requirements are available in the README file (see above).

INSTALLATION/LAUNCHER SCREEN

After you insert CD #1 or CD #4 and hit CONTINUE, an installation/launcher screen appears. This screen differs slightly between the two games, but most options are similar. Some options in these screens are not available until after you've installed the game.

INSTALL — Run the installation program (Prophecy on CD #1, or Secret Ops on CD #4). This does not appear if the game is currently installed.

PLAY — Play Wing Commander: Prophecy or Secret Ops (available only after you install the game).

UNINSTALL — Uninstall Wing Commander: Prophecy or Special Ops and its accompanying files.

VIEW README FILE — Display the game's "read me" file, with important last minute information about installation and game play.

CALIBRATE JOYSTICK — Run the Windows 95/Windows 98 joystick calibration routine.

LINK TO WEB SITE — Visit the Wing Commander Prophecy WWW site or Secret Ops WWW site. Requires an installed web browser and an active Internet connection.

INSTALLDIRECTX V. 6.0 — (Wing Commander: Prophecy only) Install DirectX drivers on your system (required to play both Prophecy and Secret Ops).

Wing Commander: Prophecy Gold works with DirectX version 6, a copy of which is on CD #1 and #4. If you have problems, or would like more information, see DirectX, p. 15.

- If you have DirectX version 6 or higher, do not install DirectX.
- If you have any version previous to version 6, select install directx.
- For some hardware devices, you may need to obtain drivers directly from the manufacturer in addition to installing DirectX 6. See Troubleshooting: DirectX (p. 21).

SELECT VIDEO CARD — Attempts to select the best video card for your system. This option is available only after the game has been successfully installed. Selecting this button will produce a menu of all the video modes supported by your system, with the best choice highlighted. If you do not wish to use the game's selected hardware, you may select a different choice by clicking on it in the list. You may click on ok to select the current choice, or on cancel to exit this option.

SOFTWARE — The software selection instructs Wing Commander: Prophecy Gold to use the system's CPU for graphics tasks.

3DFX GLIDE — Users with a 3Dfx card should select this option. This selection will offload many processor-intensive tasks to your 3D accelerator, and give you additional visual effects not found in the software version.

For additional information on video card selections, see Direct3D (p. 16) and 3Dfx Glide (p. 17).

QUIT — Close the installation/launcher program.

INSTALLATION DETAILS

Wing Commander: Prophecy and Wing Commander: Secret Ops each have their own installation programs. The details for each program are outlined in this section.

Wing Commander: Prophecy

1-4. Follow Steps 1-4 (but not 5) under Quick Install (p. 4). At this point, an onscreen menu displays the options described in Installation/Launcher Screen (p. 7).

5. Left-click on INSTALL.

6. Select an install size.

MINIMUM INSTALL — (uses less disk space; but the game may run slowly on certain systems).

MEDIUM INSTALL — (uses more disk space; less risk of slow play).

FULL INSTALL — (uses the most disk space; gives the most rapid game play).

If you do not have sufficient drive space for the option you select, you will receive a message telling you so when you attempt to install the game. Wing Commander: Prophecy requires a minimum of 150MB hard drive space free, and Secret Ops requires at least 140MB.

7. If you do not have a "games" directory somewhere on your system, the default is
   C:\PROGRAMFILES\ORIGIN SYSTEMS\PROPHECY.

   To change the target drive and/or folder, left-click the CHANGE DIRECTORY box. When the "Change the Install Directory" window opens, type in a new path. If the directory does not yet exist, the install program will create it for you:

   "DRIVE LETTER": \"FOLDER NAME"

   Or, double-click on the drives and directories in the list box to select the ones you wish.

   Left-click OK to accept, or CANCEL to abort.

Desktop Shortcut

8. You'll see a checkbox labelled "Create a Desktop Icon" which can add a Wing Commander Prophecy shortcut icon to your desktop. Click on the box to toggle between a check and no check. Check the box to create the shortcut, or uncheck it to bypass this step.
9. Left-click INSTALL to proceed. CANCEL aborts the installation.

   If there are errors in the installation, the program will tell you now.
10. Click on INSTALL DIRECTX 6.0 if necessary (see p. 16). (The install program will let you know if this is necessary.) If you installed DirectX, you must restart your system before playing the game.

You've finished installing the game — congratulations! You can start play in any of these ways: double-left-click the Wing Commander: Prophecy shortcut on your desktop (if you chose to add one), click PLAY on the Launcher or select PROPHECY through the Start/Programs menu.

Wing Commander: Secret Ops

1-4. Follow Steps 1-4 (but not 5) under Quick Install (p. 4). At this point, an onscreen menu displays the options described in Installation/Launcher Screen (p. 7):

5. Left-click on INSTALL. If you do not have sufficient drive space, you will receive a message telling you so.
6. If you do not have a "games" directory somewhere on your system, the default is
   C:PROGRAMFILES\ORIGIN SYSTEMS\SECRET OPS.

   To change the target drive and/or folder, left-click the CHANGE DIRECTORY box. When the "Change the Install Directory" window opens, type in a new path. If the directory does not yet exist, the install program will create it for you:

   "DRIVE LETTER":\"FOLDER NAME"

   Or, double-click on the drives and directories in the list box to select the ones you wish.

   Left-click OK to accept, or CANCEL to abort.

Desktop Shortcut

7. You'll see a checkbox labelled "Create a Desktop Icon" which can add a Wing Commander: Secret Ops shortcut icon to your desktop. Click on the box to toggle between a check and no check. Check the box to create the shortcut, or uncheck it to bypass this step.
8. Left-click INSTALL to proceed. CANCEL aborts the installation.

   If there are errors in the installation, the program will tell you now.

   If you typed in a new target directory, left-click YES when prompted to create that directory.

You've finished installing the game — congratulations! To start playing Wing Commander Prophecy, Secret Ops, double-left-click and select Start\Programs\Origin Systems\WC Secret Ops\Wing Commander Secret Ops. From the Autorun menu that appears, left-click PLAY.

You can start play in any one of three ways — double-left-click the Wing Commander: Secret Ops shortcut on your desktop (if you chose to add one), left-click PLAY on the Launcher or select SECRET OPS through the Start/Programs menu.

Set/Calibrate Control Type

This game uses the native Windows 95/Windows 98 joystick calibration routine. If your joystick is not calibrated or set up in Windows 95/Windows 98, do so before starting the game.

Note: Before calibrating, make sure a joystick is plugged into an active port. If your joystick has a turbo or auto-fire button, disable it. Centre the trim knobs or wheels, and place throttles or other accessories in the "neutral" or "off" position.

If you have a programmable joystick, calibrate it before you program it. Some devices can only be programmed in DOS. Consult your joystick's documentation.

There is a CALIBRATE JOYSTICK button on the Wing Commander: Prophecy and Secret Ops launcher screens. You may also calibrate your joystick from Windows 95/Windows 98 as follows:

1. Left-click the Windows 95/Windows 98 START button.
2. Highlight Settings, then left-click Control Panel.
3. Double-left-click on GAME CONTROLLERS. This displays the Game Controllers screen, with the GENERAL tab selected.
   - To change your joystick, or if there is no joystick listed, select ADD. (If none are listed, your joystick may be disconnected, or your gameport configured incorrectly.)
   - Select the description recommended by your joystick manufacturer for Windows 95/Windows 98. If it's not listed, choose ADD OTHER and follow the onscreen instructions. (You can only have one joystick in this list — if more appear, delete the unused ones.) Left-click OK when you're finished.
   - Next, highlight your joystick type, then select PROPERTIES. If the status column reads "not connected", you can't select PROPERTIES.
   - If you have multiple controllers listed and can't view PROPERTIES for the one you wish to use, delete the unused one(s) with the REMOVE button.
   - If you have rudder pedals and want to use them, put a check mark in the Rudder Pedals box.
4. Left-click CALIBRATE.

WING COMMANDER: PROPHECY GOLD

5. Follow the instructions in the dialog box. When finished, left-click FINISH.
   - First centre your joystick and press any joystick button.
   - Next, move the joystick around in a circle a few times, pushing it as far as it will go in all directions. Press any joystick button when you're through.

     Note: If the cross in the box moves, but you can't centre it or move it all the way to the edge, proceed anyway. Test the calibration when you get to Step 6. Sometimes the joystick will calibrate even if it doesn't look correct on the calibration screen. If you're still not calibrated, repeat the calibration, making sure your trim knobs are centred. If this doesn't help, choose a different joystick in Step 3.
   - Only if you have a throttle device — Move the throttle back and forth. Watch the red bar on the screen — if it doesn't move, repeat the calibration routine. Otherwise, press any joystick button to move on. Test the joystick when you get to Step 6 to see if Windows 95/Windows 98 recognises your throttle's range of motion.
   - Only if you have rudder pedals — Push one pedal and then the other, noting the red bars onscreen. Use a joystick button to proceed.
   - Only if you have a POV hat — To capture the hat directions, push the hat in the direction marked by the bright red arrow on screen and press ENTER.
6. Left-click the test tab. Go through the routines above, making sure Windows 95/Windows 98 recognises the full range of motion for all controls.
7. If you're satisfied with the calibration, left-click APPLY, then OK.

If You Can't Calibrate

Check the list of joysticks in Step 3, and try another type. Look for the exact name of your joystick first — if you can't find that, try options most similar to your joystick until you find one that works.

If you still can't calibrate, then the joystick driver may be incompatible with Windows 95, or not installed correctly. Check your joystick documentation, or contact the manufacturer for installation and compatibility information.

UNINSTALLING AND RE-INSTALLING

If you're re-installing Wing Commander: Prophecy or Secret Ops, remove the old program using one of the two methods listed below. Simply deleting the game folder won't work.

METHOD 1 (Recommended)

1. Insert Wing Commander: Prophecy Gold CD #1 (Prophecy) or CD #4 (Secret Ops) into the CD-ROM drive. The Launcher screen should appear. If not, left-click on Start\Run and type in D:\SETUP.EXE (where D: is your CD-ROM drive). Left-click OK.
2. Left click UNINSTALL.

You can re-install Wing Commander: Prophecy or Secret Ops using the install instructions beginning on p. 9.

METHOD 2

1. Go to the Control Panel. (Left-click the Windows 95/Windows 98 Start button. Highlight Settings, then left-click Control Panel.)
2. Double-click on the ADD/REMOVE PROGRAM icon.
3. Highlight Wing Commander: Prophecy or Secret Ops on the list near the bottom of the window.
4. Left-click the ADD/REMOVE button. Follow the on-screen instructions.

DIRECTX

DirectX is a set of game drivers designed to provide hardware compatibility and a better game interface under Windows 95/Windows 98. At this time, some hardware manufacturers do not support DirectX. If any of your hardware devices are not working properly with DirectX, please check with these device manufacturers about obtaining updated drivers that fully support Windows 95/98 and DirectX. (See Troubleshooting: DirectX (p. 21) for more information on DirectX problems.)

If you're having problems with an earlier version of DirectX, try uninstalling the older version and installing version 6 (included on the game CD).

- Insert the Wing Commander: Prophecy Gold CD #1 or #4 into your CD-ROM drive.
- When the Launcher appears, click the INSTALL DIRECTX V. 6.0 button.

DirectX is a Microsoft product. Please note that unsupported or outdated DirectX drivers may cause your computer to lock up or crash. You will need to contact Microsoft for DirectX support.

WING COMMANDER: PROPHECY GOLD

Direct 3D™

Microsoft provides game developers a standard way of handling all video 3D chipsets under DirectX. This standard is known as Direct 3D. Since Direct3D is in it's infancy, video card manufacturers release driver updates at regular intervals. Due to the nature of Direct 3D, only a certain number of cards are supported.

Direct 3D support requires 4MB of video RAM. The following chipsets are currently supported via Direct 3D:

ATI Rage Pro

Intel® i740

Matrox Mystique

Permedia 2

Rendition 2200

Riva 128

IMPORTANT: for the best and most reliable performance, you should obtain the newest drivers for your particular video card. Contact your video card manufacturer for information on obtaining the latest drivers. Should you experience unusual video problems, it is likely that your video card drivers need updating. See http://www.wingcommanderprophecy.com for the latest updates on Direct 3D.

3DFX™ GLIDE

If you have a 3Dfx card, Wing Commander: Prophecy and Secret Ops require Glide to run properly. Glide is a set of drivers developed by 3Dfx Interactive, designed to provide hardware compatibility between your 3Dfx card and the game. The following 3Dfx cards have been fully tested with Wing Commander: Prophecy and Secret Ops.

Canopus Pure3D II

Deltron Flash 3D

Diamond Monster 3D

Orchid Righteous 3D

Intergraph Intense™ 3D Voodoo™

3Dfx Drivers

If you experience problems related to video, and you have a 3Dfx card, you may need to update your Glide drivers. Follow these instructions to begin the updating process.

1. Insert Wing Commander: Prophecy Gold CD #1 into your CD-ROM drive.
2. Double-click on My Computer.
3. Right click on your CD-ROM drive.
4. Left-click EXPLORE.
5. Double-click the 3Dfx folder.
6. Double-click the Voodoo folder then double-click the file named RKVG.EXE for Voodoo 1 (glide 2.46) or double-click the Voodoo2 folder then double-click RKV2.EXE for Voodoo 2 (Glide 2.53).
7. Follow the onscreen instructions.

If you encounter difficulties, see the README file.

WING COMMANDER: PROPHECY GOLD

SOUND AND GRAPHICS PREFERENCES

You adjust graphics and sound with the graphics and sound options in the OPTION menu. Lowering graphic detail can speed up the game.

Press ESC during game play to open the OPTION menu. See the Flight Manual, p. 47, for information on audio options.

If you ever change sound or video cards, you need to install your new card's Windows 95/Windows 98 drivers, as well as new DirectX drivers for that hardware. You will need to obtain them from the device manufacturer.

TROUBLESHOOTING

Hardware

Q: How do I make sure my computer is configured correctly?

A: Wing Commander: Prophecy Gold is a Windows 95/98-native product. This means that it uses your existing Windows 95/Windows 98 software and drivers to communicate with your hardware. If any hardware devices are not configured correctly or are missing, you may experience problems when running this (or other) native software.

Follow the steps below to make sure that all your hardware is present and functioning correctly.

1. Left-click the START button.
2. Choose SETTINGS, then CONTROL PANEL.
3. Double-left-click on the SYSTEM icon in the Control Panel window.
4. In the System Properties window, left-click the DEVICE MANAGER tab.
5. The Device Manager Tab window lists the types of devices attached to your computer (i.e., CD-ROM drive, keyboard, etc.). To see the specific brand or name of a hardware device, left-click on the cross symbol to the left of it.
6. Left-click on the name of the device you wish to check, then left-click PROPERTIES.
7. Check the device status section. If the device is configured correctly, you should see "This device is working properly." If not, then you may need to reconfigure that device. Consult your hardware documentation and/or vendor for instructions.

Note: Often when there is a problem with a hardware device or its configuration, a small yellow circle with a black exclamation point will appear beside it in the device manager list. If you see such a mark, or if your Windows 95/Windows 98 setup detects duplicate or "phantom" hardware (such as multiple mice, video cards, etc.), consult your device documentation and/or contact the retailer or manufacturer of your system.

Sound

Q: I'm running the game in Windows 95/98, and my sound card is not being detected or is not being detected correctly.

A: Certain sound cards are not recognised natively/correctly by Windows 95/Windows 98. Wing Commander: Prophecy Gold uses DirectX 6. If your sound card is not DirectX certified, it may not work correctly. (To check your hardware driver certification, run DXDIAG. See DirectX, p. 21.)

Joystick

Q: I've tried to calibrate my joystick with the Windows 95/Windows 98 Game Controllers calibration screen (one of the options of the Control Panel), but it doesn't seem to work. Why?

A: Make sure you've chosen the right joystick description for your particular joystick (see Set/Calibrate Control Type, p. 12). You may need to try out a few before you find the one that works best. If you still can't calibrate, then your joystick driver may be incompatible with Windows 95, or it may not be correctly installed. Check with your joystick manufacturer for drivers that are Windows 95-compatible.

A: If the other descriptions aren't working, try calibrating your joystick as a 2-axis/2-button joystick.

WING COMMANDER: PROPHECY GOLD

DirectX

Q: When attempting to run Wing Commander: Prophecy Gold, I receive a message that says "dinput::install create dinput 1150", or a similar error message. What's wrong?

A: DirectX 6.0 may not be installed correctly. Attempt to reinstall DirectX. See DirectX on page 16 for details.

A: Your input devices may not be calibrated correctly. You may need to recalibrate your joystick. See Set/Calibrate Control Type, p. 12, for details.

Q: In the Windows 95/Windows 98 Game Controller setup screen, under "status", it says "not connected". I have checked the connection, and it is connected properly. What's wrong?

A: Sometimes, Windows 95/Windows 98 will not detect you have a joystick connected. The solution is to remove your current joystick from the game controller setup screen, then reselect and recalibrate it. See Set/Calibrate Control Type, p. 12, for information.

If you've tried the suggestions on p. 19 and you're still having problems getting the game to run correctly, here are a few more suggestions that may help you troubleshoot the problem:

Run DXDIAG. To launch this program, run DXDIAG.EXE. You can usually find this file on your hard drive under (C:\PROGRAM FILES\DIRECTX\SETUP).

This utility may detect hardware incompatibilities on your system, but isn't always accurate. It also displays DirectX version numbers for all system components.

DirectX works as a single unit, and all drivers must be the same version. If you have mixed versions, the game could have many problems. To resolve such problems, reinstall DirectX version 6 (included on CD #1 and CD #4).

Check free hard drive space on your system. Some DirectX errors can occur if you don't have at least 40MB free hard drive space (on top of the megabytes the game requires). This space is used as a temporary swap file while you're playing. Try freeing up some space and running the game again.

Reduce the number of programs you have open. Running too many applications at once can cause problems. To see how many are open, count the icons that are present on your Windows 95/Windows 98 task bar. Try closing one or more applications by right-clicking on the icon, and then selecting CLOSE.

Check your video driver. Some video cards have special utilities that run when Windows 95/Windows 98 starts — they may conflict with the game. Try disabling them. To do so, temporarily move the video utility files from your WINDOWS/START/MENU/PROGRAMS/STARTUP folder to the desktop or copy them elsewhere to your hard drive.

Error Messages

Q: When trying to start the game I receive the error "Expected VXD ver 1.2, got 1.1".

A: You do not have the current Direct 3D drivers for your Voodoo graphics based accelerator card. Download the most recent drivers from the 3Dfx web page at www.3Dfx.com Install these drivers then run the game again.

Q: When trying to run the game I receive the error "GL::loadDLL failed 2 to load".

A: The game is trying to start the 3Dfx version of the game without detecting the appropriate 3Dfx hardware. Select software from the video card selection screen on the launcher.

Q: When trying to run the game I receive the error "DD:: setDisplayMode windowed with wrong bit depthBits 16=want 24=is".

A: The game is unable to change video modes properly. You will need to change your Windows video mode to 640x480 16-bit colour.

Q: When I try to run the game I receive the error " dinput: install create dinput 1150".

A: Go to the game controller utility in the Windows Control Panel. Remove your joystick from the list of input devices and try adding it again.

Q: When I start the game I receive the following error: "DD::slam bit failed 430."

A: Direct Draw cannot initialise properly. Change your Windows video mode to 640x480 with 16-bit colour, reboot your machine, and try running the game again.

Q: When I enter Space flight in Prophecy I receive a message "Your carrier was destroyed."

A: Fly simulator mission 7. When you try to refly the campaign mission you will be able to enter Space flight.

Other Common Questions

Q: When running Wing Commander: Prophecy Gold, I have a 3Dfx card selected in the video section. When I play the game, movie video plays over the background. What's wrong?

or,

Q: That's not my problem, but I have other random video problems and a 3Dfx card. What's wrong?

A: You may need to update your 3Dfx Glide drivers. Please see the section titled 3Dfx Drivers, p. 18, for information.

Q: Can I run Wing Commander: Prophecy Gold while I have other applications open?

A: Yes, but be aware that each program you have active requires a certain amount of memory and processing time. Playing the game while you have other programs running could decrease frame rate and increase load times. If you experience lockups or random crashes, try closing all other applications while you're playing the game.

Also, please note that you cannot task-switch (ALT-TAB) between applications while the game is running — use CTRL-ESC instead if you need to go to the Desktop.

Q: I've re-installed the game, and I can't get it to work properly.

A: You must remove Wing Commander: Prophecy or Secret Ops from your system, using Launcher's uninstall program, before re-installing in order for the game to install properly. (See Uninstalling and Re-Installing, p. 16.)

Q: When I try to start the game, the screen flashes momentarily and then I return to the desktop.

A: Reboot your computer and try running the game again.

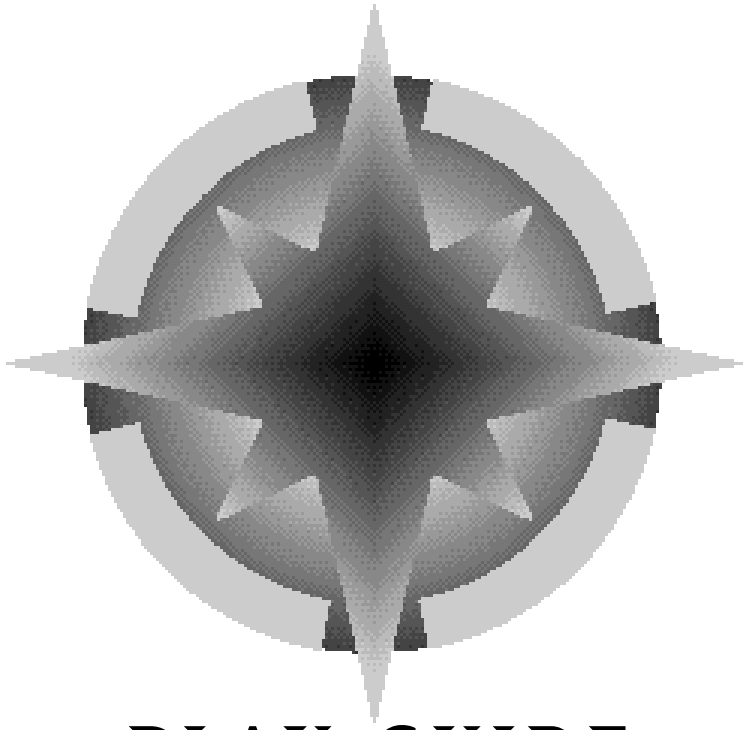
Q: When communications play, my ship moves to the left or right without my touching the joystick.

A: Bring up the Game Controllers utility in the Windows control panel. Click on the Advanced tab at the top of the window. Uncheck the box next to "Poll with interrupts enabled."

Q: I'm playing Wing Commander: Prophecy Gold. In spaceflight, textures on ships are not being drawn and some objects have white polygons.

A: You could be running in Direct 3D and only have 2MB of video memory. Run the software version of the game or upgrade to a 4MB+ Direct 3D supported card.

WING COMMANDER: PROPHECY GOLD



PLAY GUIDE

GETTING STARTED

Welcome to Wing Commander: Prophecy Gold. Your CD-ROM contains the original Wing Commander: Prophecy game, as well as the Secret Ops missions. This playguide describes both games, noting differences between them as necessary.

To install the game, insert the CD and follow the prompts onscreen. If you have difficulty installing, see the Install Guide, p. 1.

Once the game is installed, you can begin play by left-clicking on a desktop shortcut, selecting either PROPHECY or SECRET OPS from the Start " Programs menu, or from the Launcher.

You can move about the carrier and fly your ship using the joystick, mouse or keyboard. To select the input device you wish to use during spaceflight, go to the Options menu (press Esc, then choose OPTIONS MENU), click on GAMEPLAY and then on your chosen interface device.

You may use your left mouse button (), joystick trigger or Enter to "click on" a selection.

STARTING PLAY

The first time you play Wing Commander: Prophecy Gold, you will be taken directly into gameplay. Thereafter, each time you enter the game you will be taken to the point of your last save (manual or automatic). If you wish to continue from a different game, or an earlier point in the current game, use the Load or History terminals (see p. 28).

Escape Menu

You can access this menu at any time during play by hitting Esc (if you're in a menu screen or movie, Esc will close it out, and you'll have to press Esc again to open the Escape Menu).

Return to Game. Return to play.

Options Menu. View and modify the game options (see p. 47).

Show Keys. Display the game's basic key commands.

Change Pilot. Change to a previously created pilot. Only saved games made with that pilot will be available from the load terminal. (Available only from gameflow ESC menu.)

Restart Mission. Restart the current mission (available only from the spaceflight ESC menu).

End Simulation. Exits simulator mission and returns you to the simulator menu. (not available in Secret Ops).

New Game. Start a new game. (Allows players to create a new pilot.)

Quit to Windows. Quit the game and return to Windows™.

SAVING, LOADING AND EXITING

Note: The Midway has a Ready Room, while the Cerberus has an Operations Room. Since their functions are nearly identical, both rooms are collectively referred to as the Ready/Operations Room in this manual.

You save your game by clicking on the Save Terminal in the Ready/Operations Room. You can also load a game from the Ready/Operations Room. Click on the spots indicated on p. 33 to Save or Load. Your game will automatically save itself every time you complete a mission.

Saving allows you to create or overwrite a named save game. To save with a new name, click on the Edit box in the lower left corner. Give your saved game a short name and press Enter. To write over a previous save, click on any slot and click SAVE. This will overwrite the game after confirmation.

Loading allows you to load a named saved game. You may delete games only from the Load menu. Click on an occupied game slot, then click LOAD. To delete a game, click on the game's slot, then click DELETE. This will remove the game after confirmation.

History. The Flight History Terminal in the Ready Room (Midway) or Operations Room (Cerberus) allows you to load previous automatic saves. The Flight History Terminal contains the automatic saves for each mission you have completed during the current game (if you have flown certain missions more than once, only the highest score will be saved). To load a game from the History menu, click on the mission you want to start with, then click LOAD.

Exiting. Press Esc, QUIT TO WINDOWS, YES to exit the game.

ON BOARD THE TCS MIDWAY/CERBERUS

In Wing Commander: Prophecy Gold, you are 2nd Lt. Lance Casey, rookie fighter pilot for the Terran Confederation Space Force. Almost all of the interactive action of the game takes place either on board the megacarrier TCS Midway or the cruiser TCS Cerberus, on your home base, or in the cockpit of your fighter spacecraft.

All your actions on board the Midway are accomplished by clicking on "hot spots" in the rooms where you can pass your time between missions — the Rec Room, Ready Room, Briefing Room and Flight Deck (Briefing Room and Flight Deck do not have "hot spots"). Onboard the Cerberus, all action takes place in the Operations Room.

On both vessels, when you pass your cursor over a "hot spot" a message describing the spot's function appears. You can cycle through all of a room's "hot spots" with Tab, a right-click, or joystick button #2.

Talking to Characters (Midway only)

Note: Wing Commander: Prophecy has movie segments in which you interact with other crew members. Secret Ops, however, does not. This means that you'll have conversations aboard the TCS Midway, but not aboard the TCS Cerberus.

You communicate with the other characters in the game via pre-recorded "movie" segments. Some of these movies contain information essential to understanding the plot. You will see them at the appropriate time without having to take any particular action. Others are elective. Although not absolutely necessary, these optional conversations include a great deal of important and useful information, and it is strongly recommended that you talk to anybody you can, whenever you get a chance.

When ever an optional conversation with another character or characters is available, you will see them standing or sitting in the Rec Room. When you pass your cursor over them, they will animate and you'll see a message telling you that person wishes to talk. Click on the person to begin the conversation movie.

You can cancel any movie at any time with Esc.

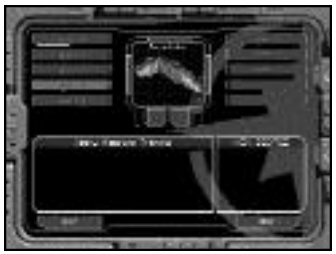
Rec Room (Midway only)

The Rec Room is the spiritual center of Pilot Country on board the Midway. It's where off-duty pilots go to eat (a bit), drink (a lot) and hang out with others of their own kind (although sometimes a non-pilot will wander in, too).

Simulator (Midway only)

This is where a pilot can go to hone his skills without risking his neck (and without risking losing the game). If you can successfully complete all the missions in the simulator, you'll be more than ready to face the challenges that the first part of the game proper will throw at you.

When you enter the simulator you will be given a menu from which to select your mission and ship. When you click on any of the numbered missions, a summary will appear in the Simulation Detail window explaining the nature of the simulation.



Once you decide on a mission, you can select a ship by clicking through available choices in the Ship Selection window with the left and right arrow buttons.

Once you've selected your mission and your ship, click on BEGIN to begin the simulation.

Click on EXIT to return to the Rec Room.

Tactical Database (Midway only)

This important reference work shows 3-D views and stats on every Confed fighter and cap ship in the game, including speed, maneuverability, defenses, weapons and more.

The arrow buttons below the image toggle you backwards or forwards through the available images. The bar between the arrows displays the name of the object currently being viewed.

The image itself is a 3-D, color, rotating image with adjustable light sourcing. The view of the object can be adjusted along three axes, and each view axis can be increased, decreased or locked for steady rotation. Click on the convex dot above the image to zoom out. Click on the concave dot below the image to zoom in.

turns the image to the right or left.

turns the image up or down.

rotates the image along an imaginary line extending from nose to tail.

The next four options are only available on 3-D accelerated systems.

The light console can be used to change the color of the lighting on the object.

The bottom light button allows you to change the color of the direct lighting.

The top light button allows you to change the level of the ambient lighting.

The boxed light icon in the upper left corner lets you move the light to the foreground or background.

The Red, Green and Blue slides allow you to adjust the intensity of those colors in the lighting.

The Ship Statistics window displays the stats for the currently selected ship as an overlay on top of the image. If you see the scroll arrow, click on it to see more text.

The EXIT button returns you to the Rec Room.

Killboard

Note: On the Cerberus, the Killboard is located in the Operations Room, and only one squadron is available.

This shows the current kills for each pilot in all squadrons on board the Midway, and for the single squadron on the Cerberus. Only kills made since assignment to the carrier are counted.

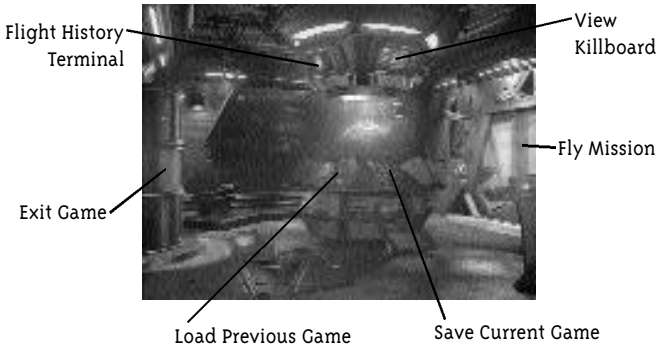
You can view pilots by squadron (Midway only – click on the squadron icons) or view the entire ship's complement (click on the Confed logo). If all the pilots being viewed can't fit on one screen, click on the scroll button in the lower right corner. Use the EXIT KILLBOARD button to return to the game.

To Ready Room (Midway only)

Click on this door to go to the Ready Room.

Ready Room/Operations Room

Those portions of a pilot's working hours that are not spent in the cockpit are spent in the Ready Room (TCS Midway) or Operations Room (TCS Cerberus).



Save Current Game

Load Previous Game

Flight History Terminal

The three previous options are described on p. 28.

Enter Briefing Room/Fly Mission

Click on this door to go to the Briefing Room and begin your next mission.

To Rec Room (Midway only)

Click on this door to return to the Rec Room.

View Killboard (Cerberus only)

On the Midway, the Killboard option is located in the Rec Room. See p. 30 for details.

Exit Game (Cerberus only)

Quit the game and return to Windows.

Briefing Room

On the Midway, This is where you receive your mission briefings. There's nothing to click in the Briefing Room, and once your briefing is over, you'll be automatically launched into your next mission.Sometimes you'll receive a movie briefing on the Midway, or a Comm screen briefing. On the Cerberus, all briefings are given through the ICIS computer.

Important: If you're on the Midway, make sure you've talked to everyone you want to talk to before you enter the Briefing Room.

Integrated Combat Information System (ICIS)

Your mission briefing information comes from the ICIS computer. At any time during the briefing, you can click REPLAY to review the briefing, or click FLY to enter spaceflight.

Flight Deck (Midway only)

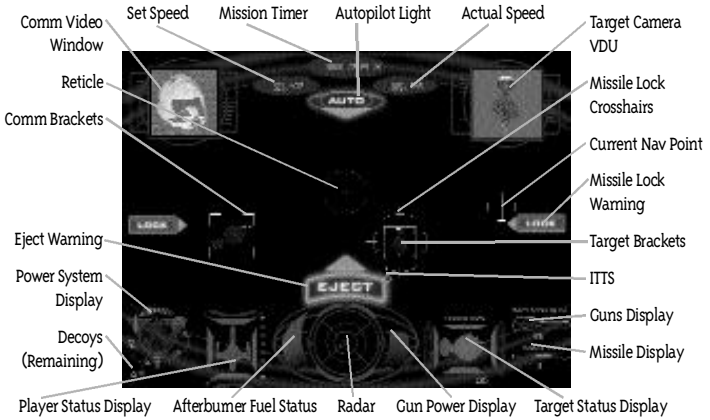
Whenever you complete a mission and return to the carrier on the Midway, you will find yourself on the Flight Deck. Usually you will be greeted (not always in a friendly fashion) by Rachel or another crew member who will comment on your success in the previous mission then, as per ship standard operating procedure, you will check your stats before returning to pilot country.

Your game will automatically save itself each time you complete a mission.

Debriefing Screen

When you land after a mission, you'll see a debriefing screen that gives you feedback on your mission performance. After you left-click on EXIT, you'll return to the Operations Room.

IN THE COCKPIT



Viewscreen

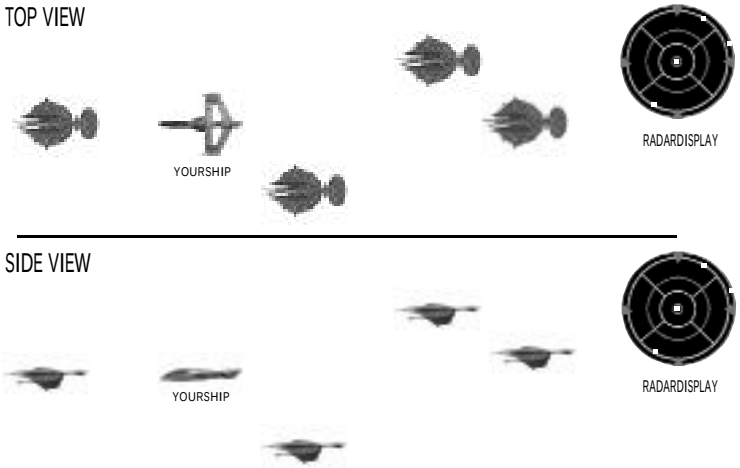
This is where the action is. In addition to viewing the area immediately ahead of you, all essential data is displayed on a series of heads-up readouts.

Comm Video Window	This inset displays the image of anyone you're in communications with.
Target Cam Window	This inset displays a close-up of the object you currently have targeted.
Target/Comm Brackets	This box centers on the object you currently have targeted. The brackets will be the same color as the object's radar dot (see p.37). Ships that are communicating with you have white brackets.
ITTS	This computerized sight (the "Inertial Targeting & Tracking System") shows the optimal aiming point to hit an enemy given its current speed and trajectory.

Radar	This is a 2-D projection of the 3-D battlefield, showing everything in the area in relationship to your ship. An object at the center of the radar screen is directly in front of you, while one at the extreme edge is to your rear.

On the radar display objects appear as colored dots. The object you currently have targeted is a larger dot.

Enemies are red	Missiles and mines are yellow
Friendlies are blue	Enemy capital ships are orange
Ejected pilots are purple	Friendly capital ships are light blue
Neutral objects are gray	Nav points are white



Current Nav Point	This white cross indicates your next nav point.
Gun Power Display	This semi-circular graph shows how much power you have left for your guns. The shorter the arc, the less power remaining.
Afterburner Fuel Status	This semi-circular graph shows how much afterburner fuel you have remaining. The shorter the arc, the less fuel remaining.
Player Status Display	This shows a graphical representation of damage to your ship's shields, armor and systems. As shields decrease they get thinner.
Target Status Display	This shows a graphical representation of damage to your target, the target's name and its distance.
Missile Display	This displays the type of missile you currently have selected to fire.
Guns Display	This displays the guns you currently have selected to fire.
Set Speed	This displays the cruising speed that you have selected for your fighter.
Actual Speed	This displays the speed at which you are actually moving at the moment. This can differ from your Set Speed due to maneuvers, temporary acceleration or combat damage.
Mission Time	This is a digital display of the time elapsed since the start of your current mission.
Missile Lock Warning	The viewscreen displays the word "LOCK" whenever a missile has you locked as its target.

Eject Warning	This advisory appears only when your ship is so badly damaged that it is unlikely to survive another hit. You are advised to use Ctrl E to eject.
Power System Display	Hold down P to view or adjust. This triangular display allows you to allocate power between weapons, engines and shields. You can move the dot around the display using your control device. The closer to any point of the triangle the dot gets, the more power is allocated to that system, with proportionally less being allocated to the other systems. Use your joystick trigger, left mouse button or Enter key to re-center the allocation while pressing P.
Damage Display	Press D to view. It shows the relative damage levels of the main ship systems as a percentage. The display will vanish a few seconds after activation.
Adjust Shields	Hold down S to view or adjust. This allows you to allocate extra shield power to the front or back (proportionately decreasing the power to the opposite end). To allocate the shields, move the pointer between the back and front of the display with your input device. Use your joystick trigger, left mouse button or Spacebar key to re-center the allocation while pressing S.
Nav Map	Ctrl N replaces your viewscreen with the NAV map for your current mission, showing your objectives and planned NAV points. Esc to exit. For Nav Map commands, see p. 51.
Mission Objectives	Ctrl O displays a summary of your current mission objectives. Esc to exit.

Communicating

You can send several different messages to your wingmen and opponents. Wingmen will respond to orders with either an acknowledgment or a refusal.

C activates your Communications System. You will be presented with a numbered list of available communications. Press the number of the message you wish to send.

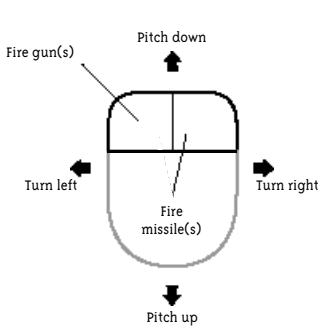
Hitting Ctrl M will bring up a Mission Communications Log screen, displaying all comms you've received and sent during the current mission. Use the arrows to scroll through messages, and EXIT or Esc to exit.

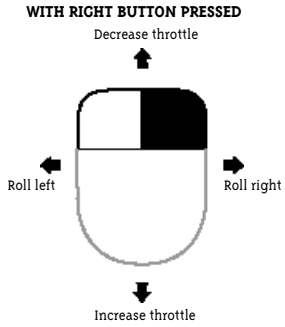
Wingman Hotkeys

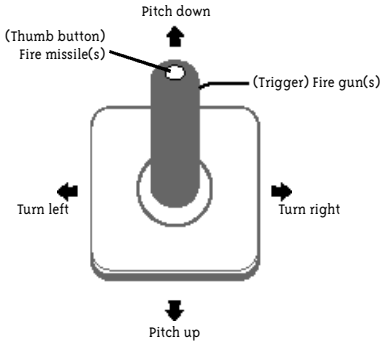
"Break and attack!"	Alt B	Authorizes your wingmen to break formation and engage the enemy at will.
"Attack my target!"	Alt A	Orders your wingmen to break off their current action and attack the ship you currently have targeted.
"Request status."	Alt D	Your wingmen will reply with a report on their current status.
"Form on my wing."	Alt F	Orders your wingmen to break off their attack and return to formation.
"Help me out here!"	Alt H	Request assistance from friendly craft. If available, a wingman or other Confed ship will come to your aid.
Taunt	Alt T	Broadcasts a random taunt to the enemy.
Maintain Radio Silence	Alt M	Your wingmen will not broadcast any status reports or taunts.
Lift Radio Silence	Alt L	Your wingmen will resume normal communications.

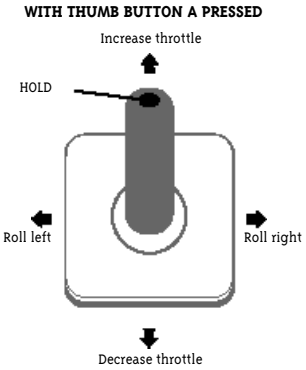
Maneuvering

Your joystick, mouse or arrow keys control your ship's pitch and rotation. If you have rudder pedals, they may be used to roll left or right, and if you have a throttle device, it can be used to accelerate or decelerate.









Q (or numeric keypad /)	will cause your ship to roll left. With the mouse, right-click-and-hold and move it left to roll left.
W (or numeric keypad *)	will cause your ship to roll right. With the mouse, right-click-and-hold and move it right to roll right.
- _ (or numeric keypad -)	Decreases your speed when held. With the mouse, right-click-and-hold and pull it back to decelerate.
+ = (or numeric keypad +)	Increases your speed when held. With the mouse, right-click-and-hold and push it forward to accelerate.
\	Accelerates you rapidly to your maximum speed.
Backspace	Decelerates you rapidly to **zero speed**.
Tab	Engages your afterburners when held. Afterburners dramatically increase your speed, but drain your afterburner fuel reserves rapidly. Therefore they should only be used in combat, when absolutely necessary.
~	Toggles afterburners on or off.
Caps Lock	Engages your autoslide. As long as Caps Lock is held, you will continue along your current vector at your current speed, and your directional controls will turn the nose of your ship in any direction you wish, without actually changing direction. This option is extremely useful for "fly by" attacks. Not all Confed ships are capable of performing an autoslide.
B	Engages solid-rocket boosters. Found only on the Wasp class of fighter/interceptors, these boosters are one-shot items that dramatically increase your speed until they're exhausted, at which time they are automatically discarded.

Combat

Spacebar, joystick trigger or left mouse button to Fire Guns.

G — Cycle Through Guns and select the one you wish to fire.

Ctrl G — Synchronize Guns so they all fire at the same moment.

F — Select Full Guns (all energy guns will fire at each trigger pull).

Enter — Fire Missiles, or use joystick button #3, or both mouse buttons simultaneously.

M — Cycle Through Missiles and select the one you wish to fire.

Targeting

In combat it is not sufficient to simply fire at the enemy whenever he happens to cross your sights. Your fighter is equipped with a sophisticated targeting system to allow you to acquire, lock on and destroy the enemy.

Ctrl T — Smart Targeting toggles on or off. When smart targeting is on, you cannot acquire a friendly unit as a target as long as there are enemies in sensor range. Smart targeting defaults to On.

U — Target the Nearest Enemy.

T — Cycle Through Available Targets. This option will target each enemy vessel in range in turn.

Y — Match your Target's Speed. This allows you to automatically keep an effective distance when in pursuit of a fleeing enemy.

I — Targets the object currently under the target reticle.

L — Locks onto target.

Your primary asset in gun combat is your ITTS (Inertial Targeting & Tracking System), a computerized system that tells you how far and in which direction to "lead" a target, given the target's current speed and heading. In firing at a moving target, always try to line up your cross hairs with the ITTS point, not the target itself.

Capital Ships. Cap ship components can be individually targeted. Targetable components include turrets, shield emitters, bridges and engines. Bridges and engines cannot be destroyed until their corresponding shield emitter (if any) is destroyed. Shield emitters can be destroyed with guns or unguided missiles. Torpedoes must be used to destroy bridges or engines, therefore, only bombers (available in both games) or torpedo-equipped fighters (available only in Secret Ops) can destroy cap ships.

R — Cycle through the ship's components. This allows you to target individual components of the ship.

When you target a capital ship component, the target VDV text description changes colors depending on the status of the component. Green text means that the component is undamaged; yellow text means it is marginally damaged; and red text indicates critical damage. If the text is blue then the component is protected by a shield and the ship's shield emitters must be destroyed before the component can take damage.

Defensive Measures

E — Drops a decoy which has a chance to confuse incoming enemy missiles. The more decoys you deploy, the better your chance to avoid a missile, but your fighter carries only a finite number of decoys.

Ctrl E — Will eject you from the cockpit. Once you eject, the battle is over for you, but you are much more likely to live to fight another day. Of course, Confed takes a dim view of pilots who eject from an undamaged or lightly damaged ship.

Views

Using the 12 function keys, you can view the battle from a number of different angles and perspectives.

Turrets. If you're flying a ship with a rear- or side-mounted turret, switching to rear or side view (as appropriate) will allow you to take active control of that turret. You can aim and fire it just as you can your nose guns. While you're in a turret view, the joystick, mouse and keyboard control the turret's movement, while the keypad arrow keys can be used to control the ship's flight.

F1 Forward View	The default view, looking out over the nose of your fighter. This key can be used to return to the forward view from one of the other views. Also, this key toggles your front view from a view with gauges and cockpit superstructure visible to a view of open space with no cockpit or gauges.
F2 Left View	This view looks out to the left of your craft.
F3 Right View	This view looks out to the right of your craft.
F4 Rear View	This view looks out to the rear of your craft.
Ctrl F4	Toggles your upper right VDU to a rear view display.
F5 Chase Cam	This view deploys a camera that follows your craft at a fixed distance.
F6 Object Cam	This will display any targetable object in viewing range, friendly or enemy. You can cycle through all available objects by repeated pressing of the key. While holding Shift, you can rotate around the object being viewed in 360 degrees with your mouse, joystick or arrow keys (depending on the device you have selected).
F7 Ship POV Cam	This projects a forward-looking view from the perspective of any ship in range, friendly or enemy. Repeatedly pressing this key lets you cycle through all available ships.
F8 Missile Cam	This key toggles the missile cam on and off. If it's on, whenever you fire a missile you will follow your missile in its flight. When no missile is fired, you can use the other view options normally.
Ctrl F8	Toggles your upper right VDU to a missile view display.

F9 Victim Cam	This key toggles the death cam on and off. If it's on, any time your current target is destroyed, your screen will automatically display a close-up of the explosion.
F10 Fly-By Cam	This key shows your ship in a series of fly-by views.
F11 Drop Cam	This drops a stationary camera immediately behind your ship.
F12 Target Track Cam	This view shows a ship in the foreground, in perspective with its current targeted object. You can cycle through all available objects by repeated pressing of the key.

Landing

After completing a mission (successfully or otherwise), upon return to the carrier, press A to land automatically. Alternatively, fly toward a landing bay; once you are within a certain distance, your ship will automatically be landed.

OPTIONS

The Game Options menu gives you full control over video, audio and gameplay. You access it by pressing Esc while on the carrier or during spaceflight.

There are three distinct options screens. You can access any screen from any other by clicking on the appropriate button with your pointing device (left-mouse-click, joystick trigger, or arrow keys and Enter). The option screens are:

AUDIO & VIDEO SPECIAL EFFECTS GAMEPLAY

Each screen has buttons for the following options. In some cases, two names are given and separated by a slash – for example, Movies/In-Flight Comms. The first name is the original option name for Wing Commander: Prophecy, while the second name applies to Secret Ops. No movie options are available in Secret Ops.

DEFAULT	Re-load the default settings for your system.
CANCEL	Leave without saving.
ACCEPT	Save and exit options.

Audio & Video

Volume Controls	
Music	Slide to adjust music volume.
SFX	Slide to adjust sound effects volume.
Movies/In-Flight Comms	Slide to adjust movie volume.
Gamma Correction	
Movies/In-Flight Comms	This slider bar allows you to increase or decrease visual contrast of the in-flight videos in the communications VDU.
Game	As above, but for overall visual contrast in the entire game, to provide the best possible image on your monitor.

(These options are only available for systems with 3-D accelerator cards.)

In-Flight Comms	
All	Plays all in-flight messages.
Plot-Critical	Plays only those messages that contain crucial information to complete the mission or the game.
None	No in-flight messages will be played.
Subtitles	You will see subtitle text for all in-flight communications.
Movie Options (WCP only)	
Show Movies	You will see all the game's between-mission movies, as the game progresses.
Subtitles	You will see subtitle text for all movies.
Interlaced Video	When active, increases video speed by slightly decreasing quality.
Test Movie	Plays a sample movie.

Special Effects

Standard Effects. These effects may be toggled off if you wish to widen your view and reduce visual clutter during combat (at the expense of some visual realism).

Cockpit Struts	The structural art that defines your viewscreen.
Missile Trails	The vapor trails left behind missiles.

Advanced Effects. These options are available on any system, but may require disproportionate system resources on systems without a 3-D accelerator card. Turning them off may enhance game performance at the expense of some visual realism.

Point Lights	Small light "reflections" on objects from various light sources.
Palette Flash	The whole screen lights up when you are hit. A blue flash indicates that your shields have been hit; red indicates a hit to your armor.
Super Detail Levels	Extra visual detailing.
Camera VDU	The upper right corner image in your HUD.

Accelerated Effects. These options are available only on systems with a 3-D accelerator card.

Textured Space	Adds "depth" to open space with background effects.
Lens Flares	Certain bright objects have a set of rings around them.
Fog	Hazes objects at a distance.
Coloured Light	Multiple shades of ambient light.
Translucency	Objects can be seen through light flashes.

Gameplay

Difficulty. There are five distinct levels of game difficulty in Wing Commander: Prophecy. As the difficulty level goes up, the enemy becomes smarter and more aggressive. Default difficulty level is Ace. The five levels, in ascending order of difficulty, are:

Rookie Veteran Ace Hero Nightmare

Control Type. You must pick one and only one type of primary input device for the game. However, note that there are a number of functions which can be performed only from the keyboard. These will, of course, work even if Joystick or Mouse is selected as the primary input device.

Joystick Mouse Keyboard

Other Controls. Throttle controls and rudder pedals are special peripheral input devices designed for flight simulations. If you own such devices, you may use either or both with any of the three primary input choices above.

Flight Stick Throttle Rudder Reverse Rudder* (Secret Ops only)

* The reverse rudder option switches your rudder's roll left and roll right functions.

Cockpit Options. These are special in-flight options.

Persistent Gauges	Normally, your power and shield allocation gauges, damage VDU and gun and missile displays only appear when you toggle the correct key command. This option makes them a permanent part of your cockpit readouts.
Auto Camera Switching	This option will automatically switch you back from an external view to your forward cockpit view if something dangerous happens (i.e., you take damage, or are acquired as a missile target).
Invulnerability	This cheat makes it impossible for your ship to take damage.

NAV MAP

Your in-flight NAV map allows you to determine which of your mission's designated NAV points you will visit, and in what order. Each mission has a default mission plan which you will follow unless you modify it.

To change your mission plan, open your NAV map from spaceflight with Ctrl N, press N to cycle through available NAV points (or P to cycle through in reverse order). You can right-click on a NAV point to select it as your next autopilot location.

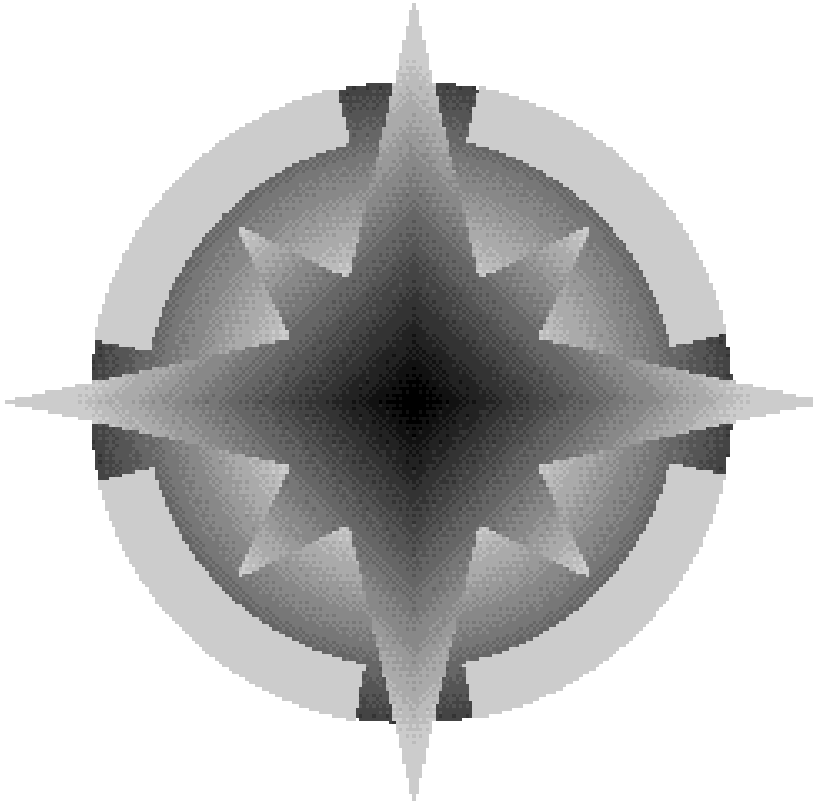
Since your NAV map represents three-dimensional space, you may change your perspective with the keypad arrow keys or zoom in or out with [and] .

You may focus in on your current NAV point with Z, for a close-up view of every targetable object in the area. C centers your view on your currently selected target, T cycles through available targets. Press Enter to target an object or Spacebar to view it.

When you target an object in the NAV map, you'll see lines radiating out from it. Red lines connect the object with the ships which currently have it targeted; a white line indicates the ship that it is currently targeting. A blue line connects an object with the ship or ships it is currently protecting.

S will toggle the background starfield on or off, G toggles the map grid.

Esc exits the NAV map.



HISTORY

TCS Midway ICIS

Personal communications / written

0842 2681.023

Good Morning, Commodore Blair.

You have two pieces of unopened mail.

1. Waypoint! From: Waypoint! Editors

2. *CLASSIFIED* From: *CLASSIFIED*

You have requested access to a classified document. Please enter your security authorization and personal code.

Sec. Auth. XXXXXXXXXXXX

Pers. Code. XXXXXXXXX

Commodore Blair, you are authorized to view this TOP SECRET document. Do you wish to continue at this time?

Decrypting.....

From the desk of: JAMES TAGGAR T

2681.022

Terran Confederation Senator General (ret.) TCSF

The Residence Dumfuirlin Scotland Earth

Laddie:

Got this yesterday from Kevin at TCIA, and he said I could send it along to you. It will be out through regular channels in a day or so, but not until after the censors have had a pass at it. This version is the raw stuff — the one where the intelligence boys admit what they *don't* know. You're cleared for this information in any form, of course, but please be discreet about having it. And for God's sake don't tell Maniac anything you don't have to. (Even in the present crisis, I still chuckle to think of you and he back on the same ship after all these years.)

But back to business. The implications of this report are, frankly, terrifying. They're going to try to pin this on Kilrathi insurgents, of course, but I imagine you'll find that possibility as absurd as I do. I don't want to be a panic-monger, and I'd never say this to another soul in the galaxy save yourself, but I fear that we may be facing something that will make the Kilrathi look like a pack of rock-throwing baboons (with all due respect to our dear feline allies). It's the ungodly *efficiency* of this thing that has me so infernally scared.

I'd ask how your research is progressing, except I rather doubt you'll have time to take it much farther. They're talking about taking me out of mothballs for this crisis, and if they can find a place for a fat old fossil like myself, I'm sure they'll find a place for you as well, and probably sooner rather than later. They're going to have you in command of a fleet yet, my lad.

I was delighted to receive your letter about your arrival aboard the Midway, and I apologize for only replying under such ominous circumstances. The Midway sounds like a first-class vessel, and I'm more certain than ever that I did the right thing in squeezing those dolts on the appropriations committee until they authorized the funds to get her built. I'm afraid we're going to need ships of her caliber far sooner than we ever anticipated.

I was also happy to hear that you and Chief Coriolis are getting along so well after all your unpleasantness following the war. Please give her my warmest regards.

On another personal note, I recently caught word that Iceman's son will soon be posted to the Midway - his first shipboard tour. Even though you're not on the command roster, I'm sure you'll whip him into shape just as his father and I did for you (and if you don't, Marshall certainly will). He's a good, fiery lad, the kind I fear we're going to need in days to come. I wonder how many like him will be left a year from now?

Take care, my friend, the clouds are gathering.

Paladin

```
There is a classified attachment to this message.

Do you wish to view it now, Commodore?

Decrypting.......
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TOP SECRET

COMPARTMENTALIZED ACCESS G1-3, I1 & 2, X1, 3, 7

NEED-TO-KNOW / DO NOT REPRODUCE

CI SERIAL #TG1A

CLASSIFIED

REPORT ON UNIDENTIFIED MILITARY THREAT

COMPILED FROM TERRAN CONFEDERATION INTELLIGENCE ASSETS

This is a PRELIMINARY REPORT. All data and analyses are based on *unprocessed* primary sources. Conclusions and recommendations should be regarded as HIGHLY TENTATIVE.

This information current as of **0730 hours 2681.021**

PRECIS

At 2025 hours 2681.018, in the Kilrah asteroid belt near Kilrah Prime, unknown forces initiated an apparent military strike on the Copernicus-Class planetological research vessel TCS *Devereaux*, destroying it. Between that time and 0345 hours 2681.019, two colonies, four intelligence outposts and a research station have also apparently been destroyed within the Kilrah system. All efforts at relief have resulted in the destruction of the vessels involved, and of seven attempts to infiltrate the area with intelligence-gathering resources between .019 and .020, only one has reestablished contact.

Early and unofficial reports estimate that all military and civilian personnel in the stricken areas are either killed or missing. On that basis the estimated casualty count stands at:

23,763 Kilrathi
2,988 Human (446 Confed military, 311 Confed admin/diplo, 2,231 civilian)
41 Firekkan

TIMELINE

2681.018

1441	Confed Astronomical Station K-105 picks up unidentified energy surge near Kilrah Prime. Surge is identified as an equipment malfunction or the reflection of a solar flare.
2022	TOBYdrones from the *Devereaux* destroyed while exploring Kilrah Prime.
2025	*Devereaux* destroyed.

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2215 (est)	Sivarist monastic outpost on asteroid K-14G destroyed.
2351	Astronomical Station K-105 destroyed. Fighters scrambled from Surveillance Outposts Bravo and Delta to recon and respond.

2681.019

0022	Recon group from Outposts Bravo and Delta jump to site of K-105. They have not reestablished contact.
0144	Kilrathi colony on Kilrah 6 attacked.
0158	Last known signal from Kilrah 6.
0215 (est.)	Previously unknown Kilrathi smuggler / insurgent base on Kilrah 7.4 destroyed.
0330-0338	Surveillance Outposts Alpha, Bravo, Charlie, Delta attacked.
0415 (est.)	All Surveillance Outposts presumed destroyed. Kilrah system presumed fully in enemy control.
1700	First of seven recon missions dispatched into Kilrah systems from Tal'q Naval Station. It does not return as scheduled, all contact lost.
1900	Tal'q sends FLASH message to Terra, goes to full alert status.
2132	Major Leeward Washington discovers remains of smuggler 's base on Kilrah 7.4 during the 7th recon attempt from Tal'q.
2310	Major Washington completes recon of Kilrah 7.4, returns to Tal'q with photos and possible enemy artifact. His is the only recon mission of seven to return as scheduled, others presumed lost. Recon missions terminated pending analysis of known data.
2345	Strike group, lead by Corvette TCS *Brack*, dispatched from Tal'q to Kilrah 6.

2681.020

0337	Last transmission from TCS *Brack.*
0730	Initial TCIAreport on incident compiled and dispatched.

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INTELLIGENCE SOURCES

Information above compiled from the following sources:

Telemetry logs of Confed Bases and ships as recorded by central processing, Tal'q Naval Station.

Routine civilian and military subspace traffic.

Fragmentary SOS message sent during Kilrah 6 attack.

Report of Major Leeward Washington, TCSF, and recordings taken by him of secret installation at Kilrah 7.4.

ANALYSIS OF TELEMETRY AND AUTOMATED SUBSPACE TRAFFIC

With the exception of the previously unknown Kilrathi insurgent base, all of the ships, stations and settlements destroyed in the enemy attack were hooked into the Confed Subspace Data Network. These facilities all sent regular data packets to the nearest subspace hub, in this case located at the Tal'q Naval Station.

Automated subspace data was sent at regular intervals ranging from twice a day (in the case of the Sivarist enclave in the Kilrah belt) to every five minutes (from the *Brack* while on Alert status). The cessation of these transmissions allows analysts to bracket the time of attack for the lost facilities.

Telemetric transmissions always include a "ping" recognition signal identifying the source and time of the transmission. In addition, telemetric packets regularly include personal mail, news and announcements and official logs and reports. In military and scientific ships and outposts, the bulk of a typical telemetric packet's bandwidth usually consists of the automated logs of sensor and system data.

The most remarkable thing about the telemetry of the facilities in question, right up to the time of their destruction, is that there is no sign that an attack — or anything unusual — is going on at all. Of course, the later data includes a good deal of speculation about the fate of those facilities already destroyed, and a record of security procedures being activated and followed, but little first-hand evidence of enemy incursion right up to cessation of transmission.

WING COMMANDER: PROPHECY GOLD

It must be emphasized that a full analysis of the millions of zettabytes of automated telemetric data received from the action area during the event window is a major endeavor that will take several days, at a minimum, to complete. However, the broad and superficial analysis of the available data that has been currently conducted reveals only one potentially anomalous event.

About six hours before the first known enemy attack (on the *Devereaux*) the K-105 observatory recorded a puzzling energy surge within the Kilrah belt. The surge was a tightly focused pulse of energy .165 of a second in duration. It measured at 47,000 dG in intensity, and crossed the subspace spectrum from mk 1772 down to mk 3500 (the lower limit of the K105 detection equipment).The surge fit the profile of no known subspace energy source. The event occurred at 018.1441.26, and at 1502 was manually flagged as a probable false reading by technicians at the observatory, according to the K105 sensor logs.

It is important at this juncture to emphasize that there is absolutely no hard evidence whatsoever linking the 1441 event with the subsequent attacks. However, the possibility does suggest itself that this surge marked the entry of the presumed enemy into the Kilrah system, perhaps via some previously unknown ultra-low-band jumpgate technology.

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TRANSCRIPT OF KILRAH 6 MESSAGE

… monitor buoys (not?) responding, extensive damage to the … ground forces not … (bunker?) … (can't) receive so just listen. Confed forces cut out completely … (civilian?) losses at 100 percent, property destruction total … building gone, just a big hole in the (ceiling?) … will attempt visual … (Delay of approximately 40 seconds, speaker presumably away from console). Saw it … huge. Nothing else alive out there. (Colony?) flattened. Nothing moving (outside?) … just … overhead. Never seen anything … (not?) Kilrathi. Don't know … (report?) but will keep talking. What else … [Message ends.]

ANALYSIS OF KILRAH 6 MESSAGE

The voice in the message is apparently that of a female human in her 20s or 30s. Although it is unconfirmable, it seems likely the speaker is Coretta Tokagawa, 25, a technician at the Kilrah 6 Colony Communications Center, based on colony personnel records and evidence within the message itself. It seems certain that the physical point of origin for the message was the K6CCC, as that is the only facility on the planet's surface with facilities for a subspace voice transmission. The transmission faded in and out of clarity, and was punctuated frequently by static bursts of three to fifteen seconds in duration. The message was a direct broadcast signal, not part of a scheduled telemetric packet.

The fluctuations and interruptions in the transmission are consistent with a scenario where orbital relays are destroyed and only the ground-based transmitter remains, possibly with superficial damage. Static may indicate a high level of surface radiation, perhaps as the aftermath of an orbital bombardment.

SigInt is presently looking into how this single transmission could have gotten through to Tal'q when no other attack produced any emergency traffic whatsoever. No conclusions have been reached based on technical analysis, however the message itself seems to have been sent between the actual battle for Kilrah 6, when the defense forces and most of the colony were destroyed, and a final clean up sweep of the area. Perhaps the hypothetical enemy jamming or blocking ability was disrupted immediately after the battle, either through combat damage to enemy systems, or through sentient error.

WING COMMANDER: PROPHECY GOLD

The most probable events surrounding the message's transmission seem to be as follows (***note:*** *the following two paragraphs contain deductive and speculative analysis, which cannot be independently confirmed*):

Immediately after the battle, the speaker (presumably Ms. Tokagawa) was in the K6CCC central processing room, where she had either been on duty or taken shelter during the attack. Taking stock of the situation, she determined that all planetary and intra-system communications were down, but that the primary subspace transmitter was still operable (unsurprising, since the transmitter, its power source and geo-resonant antenna were all located immediately beneath the central processing room). She took it upon herself to report the situation to the best of her ability. The source and accuracy of her estimates of casualties and property damage is not known. Perhaps it is based on communications traffic during the battle, or perhaps she simply extrapolated from the destruction in her immediate area.

Like most of the Kilrah 6 colony, the K6CCC is constructed mostly underground, and the ceiling of the central processing room was approximately 11 meters below street level. The message seems to indicate that this ceiling had been laid open to the sky by the force of the attack. The speaker seems to have used this gap to visually survey the immediate area, observing total destruction and a large object, apparently airborne and presumably of enemy origin. The speaker seems to be of the opinion that the object does not appear to be of Kilrathi origin (however, due to signal quality, there is also room for the exact opposite conclusion, that the message states that the object is Kilrathi in origin). The speaker appears to be attempting to order her thoughts as the message ends. It is unknown whether the end of the message was due to renewed enemy assault, the restoration of enemy jamming measures, or simple cumulative equipment failure.

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REPORT OF MAJOR WASHINGTON

My squadron (Second Long-Range Patrol Squadron, "Hugyn," 71st air-defense battalion, Tal'q) scrambled when the base got the alert at 1900, and in the briefing we were told that First Squadron had already lost five recon pilots and we were taking over the duty. Lt. (Katrina) Shea volunteered for the first pass, and left just before 2000. When she didn't report back, I pulled rank on a couple of other volunteer pilots to get the 2100 attempt. I left at 2058 in an Excalibur refitted for trans-system surveillance. I wasn't carrying any armament except lasers — if I spotted trouble my orders were to bug out and report, not fight.

The plan was to make a series of jumps towards Kilrah. On my first jump, into the inner Oort Cloud of the system, I was too far out to see anything. My first in-system jump took me about 5 million kilometers outside the orbit of the 7th and outer planet of the system, a small gas giant with a minimal ring and 6 significant satellites. I was still too far away from the Kilrah belt to pick up anything, and since 7 was on my side of the sun (about 9.3 million kilometers from my position) I decided to give it a scan. I picked up enough complex alloys for a small fleet on the spectrograph, and high and localized hard radiation. Accuracy was rated at 35% for the spectrograph and 60% for the radiation count, so I decided to move in at 2120.

I found another in-system jump point to within about 200,000 kilometers of the planet, and began an elliptical trans-polar orbit. By 2132 I pinpointed the source of my reading as 7.4, a dead rock moon about 21 kilometers in diameter. I went all-stop except for sensors. There were no active signals anywhere in the spectrum, and background radiation was starting to fade, so I started to move in cloaked. I had visual with .4 by 2140. When I reached 200 kilometers out from 7.4 (optimum sensor range for my package) I went all-stop again. At that point I determined that my spectrographics weren't from a fleet, but from an enclosed base on the moon. Previously, the base had been concealed by about five meters of rock, but the rock had been scoured off, exposing the upper bays and corridors to my spectrograph.

Still with nothing on the bio-sensors and no active EM, I came in low and slow for my first pass. I estimate about 250,000 square meters of working and living space in the levels of the base exposed to view. The main area was a hangar space about 100 x 60 x 25 meters, that had been laid open to space. I could see the remains of at least two cargo shuttles, and enough miscellaneous wreckage to account for several more. I couldn't see how the hangar had accessed the surface before the attack,

since the top of the space was completely gone. Structural analysis indicated a base capable of supporting a couple of hundred Kilrathi without crowding. If this was a smuggling base, it was a major hub, probably keeping the whole former inner sphere of Kilrah supplied with black market goods. I did a full-spectrum scan, and took a few dozen pictures. I didn't see any bodies.

I pulled up about 1000 kilometers and did a close orbit sweep, which came up with four objects that hadn't hit the ground yet. Three of the fragments turned out to be the remains of two old Dralthi, one in two pieces. I saw plenty of shot-up Dralthi during the war, and the damage on these two looked like any other energy weapon attack. I did notice one thing. The more-or-less intact Dralthi had a cockpit that was ruptured, but not destroyed. However the pilot was not in the ship. I got within three meters of the seat with my camera, and took some pictures. Through the viewfinder, I could clearly see that the restraints had been unfastened, not damaged. Although it's possible that the pilot may have loosened the straps and left the cockpit himself, for some reason, my personal opinion, based on the intact Dralthi and the general lack of remains after the attack, is that the dead Kilrathi — and maybe living ones too — were gathered up by the enemy after the attack.

The fourth object was smaller than the others, and I probably wouldn't have noticed it at all except the computer was reading it as anomalous — the analysis routines wouldn't even guess what is was or even what it was made of. It was about 2 meters, by 1 meter, by about 25 centimeters. It definitely looked manufactured — the undamaged portions of the surface were smooth, and had a definite odd sheen, sort of like a fish's scales or the inside of a seashell. Color was dark, almost black, with a bit of purple. While I couldn't make a positive ID, I was very sure that it wasn't Confed or Kilrathi, and it wasn't natural, so under the circumstances it seemed pretty likely to be a chunk of an alien ship. I took a few pictures and did a full passive scan, then I tractored it and secured it with a waldo.

My orders were to bug out as soon as I collected any useful intelligence, and I figured this qualified, so I took one more medium-range sweep and left the same way I'd come in. I left the area at 2207, and arrived back at the base by 2310.

(Note: Preliminary analysis of the images and data collected by Maj. Washington confirm his account. At this time, analysis has nothing significant to add. A full report is pending.)

REPORT ON ARTIFACT FOUND AT KILRAH 7.4

Object is an irregular slab of hard substance, 1.88 meters long at its longest point, 1.33 meters wide at its widest point, and 28 cm thick. Object describes a slight convex curve of approximately 3 degrees. Composition appears to be primarily silicon with other trace elements in a crystalline matrix. Color is dark, with a red or purple tint, surface is glossy and displays a moire or “shimmer” effect under direct light. Two contiguous sides of the object are jagged and slightly twisted, suggesting that the object is part of a larger structure, and was blown or ripped off in combat or some sort of accident. Slight smudges and scores on the object are consistent with the effects of Kilrathi lasers.

The crystalline structure is quite unusual, and will take some time to analyze fully. However, the object appears to be composed of a complex polymer chain. Overall, the substance is about 1.8 times as hard as Confed fighter hull metal, but slightly more brittle.

The concave side of the object displays one large and three small depressions. The large depression consists of a central cavity about half a centimeter in depth, and about 22 x 19 centimeters across. From the central cavity, three radial channels branch off within an arc of about 60 degrees. These channels are equal in depth to the central cavity, and vary in width from 3.1 to 1.2 centimeters, ranging from 27 to 34 centimeters in length. The three smaller depressions are arranged in a shallow curved line about 35 centimeters from the large cavity. They are slightly shallower than the central cavity, circular, about 3 centimeters in diameter. On viewing these depressions the observer is forcefully struck with the impression that they represent a “hand-print” (or “claw print”) with one of the appendages representing an opposable “thumb.” Likewise, the smaller depressions suggest three “finger-tip” sized “buttons.” Exerting pressure on these cavities has no discernible mechanical effect, and indeed the entire object seems completely solid.

It is possible, however (though still unconfirmed) that the depressions do represent controls or switches of some kind. The crystalline structure of the object bears microscopic irregularities which seem to represent some sort of “channel” through the object, and it is possible that these “channels” may represent circuits for the conduction of electricity or some other form of energy. If so, bringing the appropriate appendage into contact with the depressions may initiate actions or transmit information throughout the structure from which the object was detached.

If this hypo-thesis proves correct, in effect the artifact’s creators have managed to incorporate the circuitry of complex machinery into the superstructure of the machine itself, greatly reducing the number of parts, and allowing for extensive redundancy of systems.

In conclusion, the artifact appears to be a fragment of a larger structure or device, possibly a ship. It’s composition and construction conform to the standards of no known race, either past or present, however it appears to be the work of an advanced tool-using culture with a knowledge of physics, chemistry and engineering which, in most cases, seems to rival or exceed our own.

THE ENEMY: PRELIMINARY DATA

Current data about the nature of the enemy is as follows.

1. They entered our space at Kilrah, presumably through a gate or singularity of unknown nature.
2. They have systematically destroyed all structures and vessels found in the Kilrah system.
3. Their tactics are efficient, thorough and brutal. Evidence suggests all sentients under their attack are either killed or taken prisoner.
4. The degree and speed of destruction suggests a force equivalent to a major Confed strike force consisting of multiple battleships and fighters.
5. They have been able to jam subspace communications during their attacks, completely cutting their targets out of communication.
6. They appear to be establishing a sphere of control with Kilrah at the center.

There are two possible scenarios to explain the enemy’s identity at this point.

Either:

A. The enemy is an extremely well-armed and organized fleet of Kilrathi insurgents. Or,

B. The enemy is a fleet from a previously unknown starfaring race.

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The first hypothesis carries the weight of Occam's Razor behind it. It is almost axiomatic that several of the most significant groups of outlaw Kilrathi would wish to retake their home system. The apparent destruction of several Kilrathi communities (including the secret armed base at 7.4), while puzzling, is not greatly inconsistent with the Kilrathi character, particularly in light of the recent resurgence in ancient clan rivalries.

What is both puzzling and troubling is the question of where the Kilrathi (assuming they are Kilrathi) may have got the previously unknown jamming technologies and formidable destructive potential inherent in the presumed and confirmed attacks, as well as a the possibility of a previously unknown jump technology. The anomalous artifact from Kilrah 7.4 is also disconcerting. We are led inexorably towards a third scenario.

C. The enemy represents an alliance between the Kilrathi and some previously unknown alien race.

If an unknown race is, in fact, involved in the attacks, that raises further questions.

As to their biology, the only data available is the "hand print" on the artifact recovered at Kilrah 7.4. If this is indeed what the shape represents, and not some sort of writing or art, the impression is of a remarkably flexible tool-using appendage, larger than a human hand and possibly even stronger than a Kilrathi claw. The hypothetical appendage, while possessing the approximate functionality of a human hand, conforms to the morphology of no known alien species.

Nothing can be stated about their psychology, except that the thoroughness and efficiency of the attacks suggests a remarkable degree of organization and cooperation. Machine intelligence, or some sort of hive-mind, would not be inconsistent with current data.

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WING COMMANDER: PROPHECY GOLD

STRATEGICANALYSIS

The military situation suggested by the current crisis is indisputably grim for Confed, but there is absolutely no evidence at this time which could be reasonably construed to suggest that the situation is hopeless.

While the enemy attacks thus far have been overwhelming and daunting in their efficiency and completeness, their targets have been largely unarmed and isolated. The only actual military victory that can be claimed by the enemy at this time is the destruction of the *Brack* and its escorts, a group consisting of one small capital ship and less than a dozen tactical fighters.

The ominous elements of the enemy's success so far cannot be ignored, however. They consist of:

- The enemy's apparent ability to emerge from an access point of unknown origin without warning and (at least at the time) undetected.
- The enemy's ability to completely seal off their targets from all communications prior to and for the duration of the attacks.
- The speed and destructive thoroughness of the attacks themselves.

Of these three points, the third is actually the least alarming. A confed carrier group attacking from a convenient jump point could have destroyed any of the targets so far attacked with equal dispatch using conventional naval weaponry. In destructive potential, the enemy has shown itself to be Confed's equal, but has not yet demonstrated that it is our master.

The enemy's communications-blocking technology does seem to represent a significant strategic advantage (although it's effectiveness has been blunted now that the initial element of surprise is lost). However, the advantage thereby is no greater than, for example, the Kilrathi's development of cloaking technology during that conflict.

Strategically, the significant questions are as follows:

1. Will closing off the access point at Kilrah effectively halt enemy operations, or can a similar access be established elsewhere? Or perhaps the attack originated from an undiscovered staging point already within the Confed sphere?
2. Does the force so far encountered represent a large, state-of-the-art strike force, or does the enemy have even more devastating forces staged in reserve?

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If the enemy's entry point to our space can be sealed, and if the current force represents the apex of their military science, then Confed probably faces a brutal but winnable conflict should the enemy persist in an aggressive posture. Of course, if the enemy force consists primarily or entirely of Kilrathi insurgents, it is highly likely that they have already extended their conventional warfare assets to the maximum, and our primary fear then becomes pirate strikes and guerrilla actions staged from the retaken Kilrah system.

However, if the enemy can access our space from multiple and unpredictable points, or if they have significantly more destructive forces and weapons in reserve, it is possible that we face a conflict that is unwinnable through conventional military action.

Although it's far from certain, logic dictates that the more optimistic scenario is the more likely — that access points into our space are not easy nor economical to establish, and that the current force, while probably not the entirely of the enemy naval capacity, is not a trivial or non-representative sample of their military capabilities.

Our assets, even in the most extreme scenario against a completely-unknown enemy, are our extensive knowledge of Kilrathi and Confed space, our numbers, and our unrestricted lines of supply. If we combine these with creative but prudent strategy, we may well be able to contain and defeat the enemy.

Strategic Recommendations. Intel recommends that naval operations pursue a near-term strategy of maximum defensive readiness combined with limited offensive feints and probes to test the enemy capabilities. Since the enemy's effectiveness against smaller forces was demonstrated against the *Brack*, it is recommended that initial sorties include at least one carrier or megacarrier, and a proportional escort of cap-ships. Since the enemy's effectiveness against static targets is established, it is recommended that all spaceworthy battleships be kept in space and dispersed, returning to base only for the minimum times required.

In the absence of further data, our initial long-term goal should be to capture and seal the hypothetical enemy access point at Kilrah.

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NONHUMAN HISTORICALANALYSIS

The purpose of this report is to consider the possibility that the enemy is some race other than the Kilrathi, and to examine the history of the Kilrathi and other nonhuman races for clues as to the identity of this hypothetical mystery race.

The alien threat conforms to nothing previously encountered by humanity, except perhaps the most hysterical manifestations of the 20th century "UFO" hysteria, or ancient myths of vengeful gods or monsters descending from heaven and raining destruction.

Likewise a superficial examination of Firekkan history shows contact with nothing similar, nor does the Double-Helix civilization (unsurprising, since the Double-Helix has very little concept of history in the human sense). Pre-space cultures like the Mopokes also offer no useful perspective, at least on initial analysis.

Investigation of any possible link between the current enemy and such putatively-extinct civilizations as the ancient Steltek or the comparatively recent Hari will be an ongoing process. So far there is no evidence to link the current threat with any such civilization known.

Given the enemy's emergence at the former site of planet Kilrah, in the current Kilrah asteroid belt, it seems obvious that Kilrathi history must bear the first and most intense scrutiny for any pertinent hints. Two possibilities immediately suggest themselves.

The first is the Mantu, an alien race that came into conflict with the Kilrathi approximately two Terran centuries before the Kilrathi first encountered humanity. The Mantu conflict ended in a standoff, and as far as can be discerned no Mantu ship has tried to cross or enter Kilrathi space since that time.

In the 250-odd years since the Mantu conflict, the Kilrathi have aggrandized, vilified and generally mythologized their former foe (a similar process is now occurring towards Confed — it seems to be an intrinsic Kilrathi trait to deify/demonize those enemies which cannot be defeated). However, the Mantu war is a historical conflict which left contemporary records, and these have been examined by Terran historians since the surrender.

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Once the propaganda and legend are stripped away, the Mantu seem to have been an insular, somewhat paranoid race of explorers and prospectors who reacted with extreme prejudice to Kilrathi aggression. Significantly, there is no suggestion in the historical record that the initial aggressor in the conflict was the Mantu. Probably the Kilrathi assaulted non-military Mantu vessels in much the same way that they did at the beginning of the Terran conflict.

The Kilrathi fear of the Mantu's return is well documented, but may well be merely a paranoid, atavistic response to an enemy left alive and at large (another well-documented trait of Kilrathi psychology). There is nothing substantial in the historical record to suggest any explicit promises of vengeance from the Mantu civilization against the Kilrathi.

Futhermore, there is nothing in the current enemy's tactics or technology that corresponds to anything specific in the historical record of the Mantu. If the enemy is the Mantu they have completely changed their *modus operandi* in the last 250 years.

That being said, it must be admitted that the enemy's known level of technology could well have been achieved by the Mantu in the last two centuries, and they remain a suspect, or at least a primary line of inquiry. The possibility of an alliance between some Kilrathi faction and their ancient Mantu enemies seems preposterous on the face of it, but given the massive recent upheavals in Kilrathi society, it cannot be ignored.

The second possibility from Kilrathi history is far more ancient and more nebulous, dating back approximately four millennia, to the dawn of Kilrathi civilization and the Cult of Sivar.

Kilrathi myth holds that in ancient times, warrior-gods descended from the stars and challenged the warriors of Kilrah to battle. But when the Kilrathi army assembled, the gods scorned the force, pronouncing the Kilrathi unworthy of their attention. The gods left, promising to return and battle the Kilrathi when they became worthy.

This myth is the source of the famous "Prophecy of Sivar" (which many xenohistorians believe predates its reported authoress, the prophetess Kt'lan, and even the historical prophet Sivar himself, by several centuries), which formed a philosophic cornerstone of Kilrathi culture.

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The Prophecy and its surrounding myth have been explicitly used by religious propagandists throughout Kilrathi history to justify the race's militaristic and expansionist tendencies. All battles, including the Mantu, Hari and Terran conflicts, have been seen by the Cult of Sivar as preparation for the final challenge of the star gods. Specifically, the prophecy states that if the Kilrathi ever faltered in their path of conquest, the gods would return and destroy both the Kilrathi remnant and their conquerors (a horrific prediction to the Kilrathi, who view the death of a blood-foe by another's hand as among the gravest of dishonors). The Cult of Sivar viewed Kilrathi history as heading towards one of only two possible outcomes. The first, Tr'thrak, is a sort of Ragnarok — a glorious final battle against the star gods where the Kilrathi would find either final victory or eternal honor in death. The second, Kn'thrack, or "void," would occur if the Kilrathi were defeated by unworthy opponents and the star gods returned to annihilate the race without honor.

In human history the pattern of pre-historic military conflict being recorded as mythology for posterity is well established. Examples include the Mayan Quetzlcoatl myth, the Egyption tales of Horus, Osiris and Set, and the Hebrew legends of the Nephilim, or "giants in the earth." Kilrathi Sivarist doctrine has always been explicit regarding the possibility that the star-gods of the ancient myth are physical beings come to wage war with great magic (advanced technology?), but who could be faced and perhaps conquered by a sufficiently prepared and resolute warrior-race.

If the current enemy is indeed the ancient race of "star gods" who (accidentally or on purpose) set the pattern of Kilrathi civilization in motion thousands of years ago, then we can only hope that their progress in the intervening millennia has been far slower than ours.

ADDENDA: As of 2681.020 0715, as this document was being prepared for distribution, Confed Intelligence Central Processing assigned the code name "Nephilim" to the current threat, until such time as a more precise appellation is possible.

END OFDOCUMENT

CLASSIFIED

Commodore Blair, you have left a classified document open and inactive for 5 minutes.

PLEASE INPUT IN THE NEXT 30 SECONDS OR THIS DOCUMENT WILL CLOSE

Closing ... Recrypting ...

You have one piece of unopened mail.

Commodore Blair, this session has been inactive for 20 minutes. Do you wish to continue? This session will close in five minutes unless you input.

This session will close in four minutes unless you input.

This session will close in three minutes unless you input.

This session will close in two minutes unless you input.

This session will close in one minute unless you input.

Thank you Commodore Blair.

You have one piece of unopened mail.

1. Waypoint! From: Waypoint! Editors

The document you have requested is an unclassified, official operating document of the TCS Midway. Authorized Personnel only.

WAYPOINT!

The official shipboard newsletter of the pilots and flight crews of the TCS Midway

Vol. 1,Number 1 First Quarter, 2681

Published whenever we get around to it

Welcome to the first issue of Waypoint!, the official newsletter of the TCS Midway Space Forces. We're sorry this took so long to get out — especially since the Marines have had their newsletter going for a few months now. We hope it will be worth the wait.

In order for this publication to be "official" (which means Fleet HQ pays for it, and we don't) we have to make it a "resource for tactical and technical training" in addition to just being a newsletter. One of the ways this is done on other ships is to prepare a packet of basic indoctrination and familiarization materials that can be integrated with the newsletter part and given to newbies. One of the reasons this first issue took so long was assembling that info, and since this is the first issue, we all get it! Thrilling, huh? Seriously, some of this info is pretty basic stuff, but some of it's pretty interesting, and it's all stuff you should know, so pay attention!

The Waypoint! staff wishes to thank Maj. Todd Marshall for his ... enthusiastic help in providing us with news and info for this first issue. Next issue, we'll have even more news and commentary.

Also, if you have a personal ad or announcement for the next issue, just mail it to WAYPOINT! We'll print anything we can get past the censors and the CAG! — The Waypoint! Editorial Staff

P.S. This is a personal message to the CAG. Yes ma'am, we know that "waypoint" is no longer an official navigational designation, but Navpoint! didn't seem to have much to do with the TCS Midway.

FROM THE CAPTAIN'S DESK

The entire crew of the Midway — naval, marine and space forces — has been hand-picked to test a completely new concept in capital ship design philosophy. We are all honored to serve on the maiden cruise of the first Confed megacarrier! More than twice the size of any wartime-era cap ship, the Midway is designed both for the longer cruises and more diversified missions of peacetime, and to be a virtual floating naval base in a time of military emergency.

Ours is the first of 10 planned ships in the Midway class. The next ship in the class, the Mistral Sea, is set to launch in the next 100 days. Within five years, all 10 Midway-class megacarriers will be in space and fully operational. As the first crew in our class, it behooves us to also be the best crew in our class!

We've faced a number of challenges in the short time we've all been shipmates together, and I'm not just talking about the Valgard incident. We're a large crew on a new ship trying to come together as a team. That's always a tough process. Fortunately both the ship and the crew are the best that Confed has to offer, and therefore we've been able to meet all our challenges to date, and will continue to do so into the future.

— Capt. Daniel Wilford, TCS Midway, Commanding

FROM THE CAG'S DESK

It's good to see the launch of Waypoint! It means that the Space Forces of the Midway are finally moving past the initial chaos of organizing a new unit, and beginning to function as a team. I've served on ships where shipboard pubs were useful, efficient channels of communication between the various

WING COMMANDER: PROPHECY GOLD

W A Y P O I N T !

ranks and divisions of the ship, and I've seen newsletters that were channels for whining, complaining and general morale busting, and I've also seen newsletters which did not one damn thing either positive or negative. I hope the Waypoint! will turn out to be the first kind.

I'm not one to turn down a bully pulpit when it's offered to me, so now that the warm wishes are out of the way there's something I want to be put out loud and clear to all Space Forces personnel on this vessel. I'm talking about crewmen — and even worse, pilots — who talk about "peacetime service" like it was some kind of vacation. Now I have been in combat, and I do not like being shot at, and I am just as glad as anybody on this ship that, as far as I know, there is nobody out there planning to shoot at me right at this moment. But I am here to tell you that in my group there is no such thing as "peacetime service." Because war is not something you get an early warning about. When the Kilrathi started the war, they didn't write an invitation first, and when the Border Worlds conflict broke out nobody wrote training time into the schedule. War is not simply an event, it is a process that begins in peacetime.

As I write this, it's been 58 days since we took out the pirates in the Valgard system. We won that fight, but we lost two good pilots in what should have been a clean operation. By way of comparison, Col. Dekker's men on the ground faced a much tougher fight than we did, but came out with no casualties at all. I'm not pointing fingers at anybody except myself for the loss of those men, but they died because we did not yet have our act completely together as a unit. I'm here to say that the next time we go into combat (and there will be a next time — the galaxy is still a dangerous place with or without the Kilrathi empire) we will have our act together, and the reason we will have our act together is because this group is going to stay at a wartime level of readiness at all times. This is the attitude which will keep you alive in the next conflict, whether that conflict is against a handfull of pirates and smugglers, or against a full-scale invasion fleet.

WAYPOINT!

— Commander Patricia Drake, Commander Air Group

NEWS JOURNAL

Compiled from the *Armed Forces Subspace Newswire*

Pirates Executed at Valgard

Thirty-six Kilrathi convicted of piracy, murder, extortion and malicious disorder were executed 2681.014 at Valgard.Included in the mass execution was the pirate's leader, Krahtagh N'Ryllis, AKA "Bloodeye." The executions were carried out at 0700 at the Valgard Military Prison complex. The prisoners were executed as a group, by flash incineration.

The Kilrathi Provisional Counsel protested the executions. Although the Kilrathi did not dispute either the guilt of the accused nor the appropriateness of the sentence, they argued that the pirates should have been turned over to their own people for execution by traditional methods.

Sector Governor Stella Lee issued the following statement in response to the Kilrathi protest."While the government of this sector appreciates the eagerness of the Kilrathi to assist in the process of justice, we strongly feel that it is important that these bloody murderers should meet their well-deserved fate at the hand of those they so brutally victimized. Therefore, we must respectfully refuse Kilrathi assistance in the execution of this sentence."

N'Ryllis and his followers, the so-called "Demon's Eye Pack," terrorized colonists and disrupted space traffic in Epsilon Sector for almost five months last year, until their base was taken by Confed Marines. Of the estimated 400 Kilrathi living in the pirate base, at least 300 were killed and the rest taken prisoner. Fifty-four females, children and slaves were released into Kilrathi custody, while Bloodeye and 35 followers were charged in a high-profile trial that resulted in capital convictions for all the accused.

WAYPOINT!

Senate Debates "Peace Dividend"

Negotiations continue on the 2682 Confed budget,and the issue of greatest contention continues to be military spending.

The Federationist majority, lead by Senator James Taggart,continues to push for gradual expansion of the military budget,to maintain current operational levels and expand research and development programs. However, the Populist Party, lead by Senator Gaston Diego, is pushing for a 35% rollback of all military spending — a reduction of about 1.7 trillion credits — with 10% to be diverted to humanitarian programs, and the remaining 25% to tax relief.

In vigorous debate on the Senate floor on 2681.016,Sen.Diego vigorously attacked the spending policies of the Confed armed forces, and a pet project of Sen. Taggart's in particular. "Now I look at this so-called megacarrier that we're spending so much on, and I ask myself what, exactly are we defending against?"Diego said."My Uncle Eddy used to keep a blaster by his bed in case he was attacked by little blue aliens in the night.After they spent most of their life savings on wall repairs, my Aunt Lori had him locked up. I'm wondering if we're not throwing our money after imaginary threats? And I wonder if we're going to come to our senses, or end up like Uncle Eddy."

Taggart's response was less poetic. "Talk of a 'peace dividend'is, at best, redundant. Military expenditures are already down 45% from their wartime peak.And far from being wasteful, the megacarrier program is the most economical plan available. Over half of our war-era fleet is obsolete and failing,and if we tried to replace the old ships with ships of the same type, it would cost almost twice as much as the entire megacarrier program to provide the same level of defense," Taggart said.

"When the Kilrathi started the war more than half a century ago, we were unready and underequipped, because we thought we could count on a time of peace. The cost of our misjudgement was an unthinkable toll in lives and property. The Confederation owes it to itself — to its people — to make a solemn vow to never be so taken again," Taggart said.

The Senate is expected to vote on the final appropriations bill no later than 2681.030.

WAYPOINT!

SHIP'S NEWS

Postings and Promotions

Jean "Stiletto" Talvert has received a brevet promotion to acting first lieutenant, in conjunction with her assignment as commander of the Diamondback Squadron. Congratulations, Stiletto, we're confident you'll get that "acting" flag off your new rank real soon now.

Major Todd "Maniac" Marshall reached a career milestone on 2681.011, when he shot down two armed smugglers during a routine sweep of the Hawkins system. The smuggler's marked Marshall's 2000th and 2001st confirmed kills. Marshall was already the only pilot to make Ace while assigned to the *Midway*, with his five kills during the raid on the Demon's Eye pirates. For this career benchmark the Captain has put Maniac in for a Senatorial Letter of Recognition. Although Marshall's career precedes the establishment of the Ace of Aces medal by about 25 years, if he had been accruing Ace of Aces points throughout his career, the Maniac's chest would currently be weighed down with 16 such medals, all with the full four bars. Marshall is the highest-ranked ace currently on the Space Forces flight roster, and is rated the fourteenth highest-scoring ace in Space Force history.

Two new flyboys will be reporting to the *Midway* on or before .025. They are 2LT Lance Casey and 2LT Maxwell Garrett. According to their academy records, Garrett and Casey are a couple of top guns in the making, holding numerous individual and team records for Academy simulator exercises and live-flight trials. They'll be posted to the Diamondbacks.

Newbie Pilot is Hero's Son

Waypoint! has learned that 2LT Lance Casey, one of the pilots ordered to report to *Midway* in the immediate future, is the son of Maj. Michael "Iceman" Casey, a hero of the Kilrathi War. Maj. Casey racked up 367 confirmed kills during a nine-year career, during which he also earned bronze, gold and silver stars. He was killed in action two months before the birth of his son.

In addition, Waypoint! has learned that the *Midway*'s own Commodore Christopher Blair and Maj. Todd "Maniac" Marshall were early shipmates of Maj. Casey. We asked them to tell us about the Iceman.

Comm. Christopher Blair: Michael Casey was a friend, a teacher and a true hero. I look forward to meeting his son, and I am confident that he will carry on the Casey name with the honor it deserves.

Maj. Todd Marshall: You babies probably won't believe this, but there was a time when even I, the Maniac, was a pathetic, puking newbie plebe like yourselves (only much better looking). During that time the Iceman, one of the best damn pilots I ever knew, did me the tremendous favor of kicking my worthless plebe butt until I became the paragon of military virtue you see before you today. I intend to honor the Iceman's memory by making his pathetic puking plebe son's life a literal hell until such a time as he proves himself worthy of his father's name.

W A Y P O I N T !

Hero of Kilrah Prepares to Leave Midway

To most of Confed, Commodore Christopher Blair is the eleventh greatest ace in Space Force history, and the man who holds the all-time record for Kilrathi Ace kills. More importantly, he's the hero of Kilrah — the pilot who, in a daring raid into the heart of enemy space, delivered the Temblor bomb that ended the Kilrathi empire and with it, the bloodiest war in human history.

To the officers and crew of the *Midway*, he is a constant shadowy presence, appearing out of nowhere to quiz the engine crew about reactor performance, or help a bewildered repair team fix a fouled loading line. As the Senior Operational Consultant on the team that designed the *Midway*, Blair's been a part of this ship since it was a mere blueprint on the desk of a space engineer with dreams of grandeur. Blair was there when the *Midway* was christened, and for the last 50 days he's been part of her crew, observing the final phase of her shakedown cruise. Soon he'll be leaving the *Midway*, retiring from active duty and moving to Earth, where he'll divide his time between consulting for the Navy and the Space Force, and lecturing at the SF Academy on Earth.

With characteristic modesty, Comm. Blair declined to be interviewed by the *Waypoint!*, but our own Major Todd Marshall, who's served with Blair off and on since they were in the Academy together, and who accompanied Comm. Blair on the historic Raid on Kilrah, was only too happy to tell us about his former shipmate.

Waypoint! You and Comm. Blair graduated together and served your first tour of duty together, correct?

Maniac. That's right. We served on the *Tiger's Claw*, under Paladin, who you babies know as Senator Taggart.

Waypoint! Comm. Blair wasn't always the hero he is now. At one time he was known as the "Coward of K'tithrak Mang."

Maniac. Seems kind of odd to think about that now, but yeah, he almost got cashiered out, and he spent about nine years in a purgatory assignment because of that. It was a bum rap, of course. Chris Blair might be a little slow-witted and easily confused, but I've never seen him turn chicken.

Waypoint! Tell us about the Raid on Kilrah.

W A Y P O I N T !

Maniac. Well, see, at the time we were both stationed on the old TCS *Victory*, and it was the heaviest fighting of the war, and we were running short on experienced pilots. So they decided, OK, we'll take the best guys we have left, and we'll sit the slowest pilot in the bunch on top of that bomb, while those with the real moves will fly escort and try to get him in in one piece. I was with Maverick (*Blair's wartime callsign — W!*) right up to the time we entered orbit — the last fighter left in the escort — when I had to peel off and take out a whole wing of cats. It was, I think, twelve to one, so by the time they were down to the last two or three, my ship was pretty beat up and I had to eject. Anyway, to make a long story short, somehow Blair managed to drop his bomb on target, and now he gets all the glory instead of us pilots who did the real fighting during the raid. Typical.

Waypoint! This will be Blair's second try at retirement, won't it?

Maniac. That's right. Right after the surrender, Blair tried to settle down and farm. Farmer Blair, what a joke! Lucky for him Confed reactivated his commission and sent me to deliver the orders. Maniac to the rescue again. This was right after a messy breakup, too, and man, you have never seen a sadder specimen of pilot-flesh than farmer Blair. Blair's always been emotionally fragile, especially when it comes to romance. Of course it's understandable, if you compare him physically to a real outstanding masculine specimen like myself. How can he compete?

Waypoint! This was during the Border Worlds conflict I believe. That was the last time you and Blair served together?

Maniac. Right. Funny thing there — Admiral Tolwyn always had it in for Blair, from the time he was a cadet. But Maverick had the last word. Which isn't to say that Tolwyn didn't deserve exactly what he got. Um, I'd better not say anything more about that. I think some of it's still classified. Anyway it was right after that that he transferred his commission over to the Navy and started doing R&D, which if you ask me is a much better place for somebody of Blair's limited talents.

Waypoint! Thanks for your help, Maniac!

Maniac: Hey, no problem. Always happy to set the historical record straight.

W A Y P O I N T !

WELCOME TO THE TCS MIDWAY!

The material below has been prepared by the officers of the TCS Midway, and compiled by the staff of Waypoint! to provide an introduction to the mission and operations of the TCS Midway, the Confederation's first megacarrier.

You Are Here

By Master CPO Rachel Coriolis

Let me start out by explaining things to the Newbies. Look down, see that nice solid deck under your feet? How about those charming plasteel walls that surround you and that nice bright ceiling overhead? Do you know why those are there? They're there because you are in what we in the armed forces like to call a "Capital Ship," and this ship is what keeps you and your friends and all your food, air and pin-up holozines from floating away into space. Isn't that nice?

Now for you veterans, yes this really is a cap ship, and not a luxury resort. Don't let details like the ability to walk two abreast in a corridor or the lack of that special starship stench fool you. It's just that the Midway is about twice the size of any Confed carrier before it.

Wartime-era carriers usually carried one squadron of fighters, plus the naval crew of the ship itself. Midway-class megacarriers are designed to carry their own crew, three full fighter squadrons (252 ships total), and a 1,500-man Marine Expeditionary Unit, for a total complement of up to 6000 personnel (as of this writing the Midway's not yet up to full complement, carrying two

W A Y P O I N T !

squadrons and three companies of Marines). The point of the megacarrier concept is a vessel that can deal effectively with any local crisis — ground-based, orbital or deep-space — with minimal escort, but which can also serve as the center of a strike force or carrier group in the event of actual war.

The Midway is 1,830 meters in length, with a displacement of 200,000 tonnes. It's not heavily armored for a ship of its size, but its shield generators are the equal of those found on most wartime top-security permanent installations, making the Midway a literal flying fortress. In addition to its fighters, its offensive capabilities include laser turrets and missile stations, for anti-fighter defense, plus medium ion cannon turrets for slugfests against other cap ships.

One of the major innovations of the Midway's design is that, while all the fighters in an old carrier were kept in a central hangar bay, the Midway uses a new arterial concept of fighter storage. Fighters are stored along an arterial launch corridor that runs the full length of the ship, with six launch bays leading to space. Any fighter can be launched from any bay. During the war, one gutsy Dralthi pilot with dreams of glory could simultaneously find glorious martyrdom and eliminate a carrier's whole fighter compliment with one suicide run through the hangar doors, but the Midway can keep launching and landing ships for as long as any tube remains clear.

Science Division

By Lt. Com. Aurora Finley

The "eggheads" in Science Division represent an innovation never before seen on a Confed warship. We're here to solve problems — any problems, from correcting an alkaline imbalance in an agricultural colony's soybean fields, to explaining anomalous radiation readings in the corona of a type-K star, to

W A Y P O I N T !

triangulating the probable position of a smuggler base from known contacts and intercepted communications traffic. Basically we combine the functions of a colonial scientific extension ship with those of a naval intelligence field station.

Scientific services is a multi-service office. We use Navy researchers, Marine intelligence analysts, Space Service scout pilots and engineers and techs from all services. We have a current complement of 81, working towards a planned full complement of 120. We serve under the direct command of the Captain, and I act as Chief Operations Officer.

There's no job too big or too small for the Science Division Office!

Tactical Operations

By Col. Jacob Manley

When the newsletter staff first suggested I write up a guide to the fighters of the Midway and their missions, I of course replied, "Go away, Lieutenant, I have real work to do." However, when the CAG later came forward with the same suggestion, I reconsidered my position. All I have to say is that if I have to write this, all of you had better know it if it should happen to come up in conversation (and it will).

Back during the war, fighters were designed to be as diversified as possible. Some were lighter, some were heavier, some carried torpedoes and some didn't, a few could jump, but all of them were basically expected to be able to fly against any target they were assigned — another fighter, an installation or a cap ship, in both offensive and defensive capacities.

Today, freed from the often desperate measures of wartime, we are moving towards a more specialized philosophy of ship design. Fighters are fighters,

W A Y P O I N T !

bombers are bombers and interceptors are interceptors. We don't expect one ship to be all three, at least not at the same time.

The TCS Midway is rated for three full squadrons, of which two are currently commissioned, the Black Widow (First) Squadron and the Diamondback (Second) Squadron. The Diamondbacks are the junior squadron, in charge of close-in missions, point defense and routine escorts. The Widows are the senior squadron, handling long range combat patrols, offensive operations (including bombing) and other heavy combat duties. The Diamondbacks generally use lighter craft, while the heavier hardware belongs to the Widows. When the Third Squadron is commissioned, sometime in the next 100 days, it will be the elite squadron, flying Vampires, Devastators and similar hard-core strike craft.

Remember, you can always get full specs on any fighter in the Midway's arsenal by checking the reference guide in your Integrated Combat Information System (ICIS).

The three squadrons of the TCS Midway are expected to be able to perform any of the following mission profiles:

FORCAP (Forward Combat Air Patrol), escort, recon, TARCAP (Targeted Combat Air Patrol), wild weasel (air defense suppression), strike, anti-ship, BARCAP (Barrier Combat Air Patrol, or blockade), counter-air and bombing missions against both ship targets and installations. You will note that for the purposes of these definitions fighter spacecraft are referred to by the archaic term "air" craft.

At full strength, the Midway's Space Force assets will include craft of all the following types:

W A Y P O I N T !

CONFED SHIPS

Mass. Ship's mass, in kilograms.

Max. Velocity. How fast the ship can travel without afterburning, in klicks per second (kps). Also gives the rate of Acceleration, or how quickly the ship can increase speed, in klicks per second squared (k/s^2).

Afterburner Velocity. How fast the ship can travel (in klicks per second) with afterburners active. Also gives the rate of Acceleration (in klicks per second squared).

Max Pitch. How many degrees per second the ship can nose up or down.

Max Yaw. How many degrees per second the ship can pivot sideways (move its nose left or right).

Max Roll. How many degrees per second the ship can roll (move its wingtips up or down).

Gun Power. How much power the ship's guns have available (in nanoJoules) when the gun power pool is fully charged.

Shield Power. How many units of power the ship's shields have.

Armor. How many damage points can be absorbed by the ship's front, rear, left and right panels.

Guns. Type and number of guns mounted on the ship. A parenthetical number indicates how many are carried.

Missiles. Type and number of any missiles the ship carries.

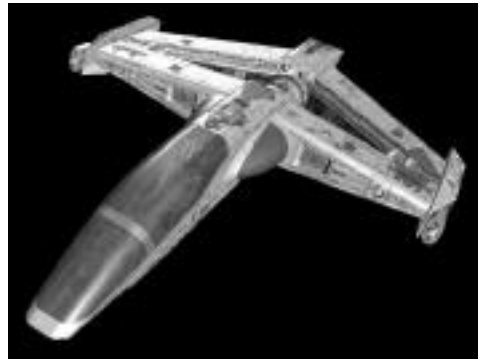
Decoys. Number of missile decoys the ship carries.

F-106A PIRANHA

Type: Scout Fighter

Squadron: Diamondbacks

Mission/Role: FORCAP, escort, recon



Statistics

Mass	12,000 kg
Max. Velocity	500 kps
Acceleration	650 k/s2
Afterburner	
Max. Velocity	1400 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	90/90/135
Shield Power	420 cm equiv.
Gun Power	280
Armor	
Front	250
Rear	200
Left	220
Right	220

Loadouts

Guns
SF (400)
Ion Cannon x 2
Laser Cannon x 1

Missiles
Image Recognition (2)
Heat Seeker (4)
Decoys 24

F/A-105A Tigershark

Type: Multi-Role Fighter

Squadrons: Diamondbacks, Black Widows

Mission/Role: TARCAP, FORCAP, BARCAP, escort, recon, light strike and light anti-ship, wild weasel

Statistics

Mass14,000 kg	
Max. Velocity	480 kps
Acceleration	560 k/s2
Afterburner	
Max. Velocity	1200 kps
Acceleration	1400 k/s2
Max Pitch/Yaw/Roll	75/75/120
Shield Power	460 cm equiv.
Gun Power	275
Armor	
Front	260
Rear	220
Left/Right	230

Loadouts

(Normal Loadout)
Guns
Laser Cannon x 2
Bullet Mass Driver x 2
Charging Mass Driver x 2
Missiles
Rocket Pod (36)
Heat Seeker (4)
Friend or Foe (2)
Image Recognition (2)
Decoys 24

(Wild Weasel Loadout)
Missiles
Rocket Pod (36)
Heat Seeker (6)
Friend or Foe (2)
Anti-Radiation (4)

F-110A Wasp

Type: Interceptor

Squadrons: Diamondbacks, Black Widows, (Proposed Third Squadron)

Mission/Role: FORCAP, sometimes BARCAP

Statistics

Mass*	12,000 (18,000)
Max. Velocity	480 kps
Acceleration*	590 (350) k/s2
Afterburner	
Max. Velocity	1400 kps
Acceleration*	1600 (870) k/s2
Max Pitch/Yaw/Roll*	80/70/120
(65/55/120)	
Booster Pod	
Max. Velocity	3000 kps
Acceleration	9000 k/s2
Max Pitch/Yaw/Roll	40/30/90
Shield Power	460 cm equiv.
Enhanced Shield Power	540 cm equiv.
Gun Power	600
Armor	
Front	260
Rear	220
Left/Right	240

* Numbers in parentheses represent statistics in the booster rocket configuration

Loadouts

(Normal Loadout)
Guns
Mass Driver x 2
Tachyon Gun x 2
Charging Mass Driver x 2
Missiles
Swarmer Pod (4)
Image Recognition (6)
Heat Seeker (2)
Decoys 36

(Enhanced Loadout)
Missiles
Swarmer Pod (6)
Enhanced Long-Range Image Rec (6)
Heat Seeker (2)

F-108A Panther

Type: Space Superiority Fighter (Class B)

Squadron: Black Widows

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some recon, wild weasel

Statistics

Mass	16,000 kg
Max. Velocity	450 kps
Acceleration	530 k/s2
Afterburner	
Max. Velocity	1300 kps
Acceleration	2200 k/s2
Max Pitch/Yaw/Roll	60/110/100
Shield Power	500 cm equiv.
Gun Power	500
Armor	
Front	280
Rear	240
Left	260
Right	260

Loadouts

(Normal Loadout)
Guns
Tachyon Gun x 2
Ion Cannon x 2
Missiles
Image Recognition (6)
Friend or Foe (6)
Decoys 36

(Wild Weasel Loadout)
Missiles
Image Recognition (2)
Anti-Radiation (6)
Rocket Pod (36)

F-109A Vampire

Type: Space Superiority Fighter (Class A)

Squadron: (Proposed Third Squadron)

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some recon, wild weasel

Statistics

Mass	17,000 kg
Max. Velocity	530 kps
Acceleration	720 k/s2
Afterburner	
Max. Velocity	1500 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	135/70/180
Shield Power	580 cm equiv.
Enhanced Shield Power	680 cm equiv.
Gun Power	500
Armor	
Front	320
Rear	320
Left	320
Right	320

Loadouts

(Normal Loadout)
Guns
Particle Cannon x 2
Tachyon Gun x 4

Missiles
Image Recognition (8)
Friend or Foe (8)
Tracker (4)
Decoys 48

(Enhanced Missile Loadout)
Enhanced Long-Range Image Rec (8)
Friend or Foe (8)
Tracker (4)

(Wild Weasel Missile Loadout)
Long-Range HARM (4)
HARM (4)
Image Recognition (4)
Long-Range Image Recognition (4)

(Enhanced WWMissile Loadout)
Enhanced Long-Range Image Rec (4)
Image Recognition (4)
HARM (4)
Enhanced Long-Range HARM (4)

TB-81A SHRIKE

Type: Torpedo Bomber (Class B)

Squadron: Black Widows

Mission/Role: Strike, anti-ship, anti-hangar, sometimes recon

Statistics

Mass	18,000 kg
Max. Velocity	360 kps
Acceleration	600 k/s2
Afterburner	
Max. Velocity	820 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	70/55/80
Shield Power	580 cm equiv.
Gun Power	300
Armor	
Front	310
Rear	340
Left	325
Righ t	325

Loadouts

(Normal Loadout)

Guns
Particle Cannon x 2
Mass Driver x 3
SF (600)
Charging Mass Driver x 3
Fighter Turret (800 DP)
Missiles
Light Torpedo (6)
Torpedo (2)
Image Recognition (4)
Rocket Pod (36)
Dumbfire (4)
Missile Mine (18)
Decoys 36

(Wild Weasel Loadout)

Missiles
HARM (10)
Image Recognition (4)
Rocket Pod (36)
Dumbfire (4)
Missile Mine (18)

TB-80A DEVASTATOR

Type: Torpedo Bomber (Class A)

Squadron: (Proposed Third Squadron)

Mission/Role: Strike, anti-ship, anti-hangar, sometimes recon

Statistics

Mass	23,000 kg
Max. Velocity	416 kps
Acceleration	280 k/s2
Afterburner	
Max. Velocity	780 kps
Acceleration	900 k/s2
Max Pitch/Yaw/Roll	55/65/90
Shield Power	900 cm equiv.
Enhanced	
Shield Power	950 cm equiv.
Gun Power	680
Armor	
Front/Rear	400
Left/Right	360

Loadouts

(Normal Loadout)
Guns
Plasma Cannon
SF (800)
Fighter Turret x 5
Missiles
Friend or Foe (6)
Image Recognition (6)
Light Torpedo (8)
Torpedo (4)
Missile Mine (36)
Decoys 48

(Enhanced BomberLoadout)
Missiles
Friend or Foe (6)
Enhanced Long Range Image Rec (6)
Enhanced Light Torpedo (8)
Enhanced Torpedo (4)
Missile Mine (36)

(Enhanced Loadout With Disk)
Same as above, except it carries an additional Targeting Disk

TCS Midway

Type: Fleet Carrier

The fleet carrier is the mainstay of the Confederation fleet. It houses battle commanders, and serves as a command-and-control center for strategic planning and a communications hub for the smaller ships serving in support of it. It's twice as large as the average battleship, and can have as many as 7000 crew on board. Its bays hold up to 250 fighters of varying classes, held in a constant state of readiness to launch at a moment's notice.

The fleet carrier has its own formidable anti-fighter defenses but is are not quick enough to defend from all attacks and therefore is guarded by fighter patrols at all times.

The TCS Midway is the first in a new class of "megacarriers." It is essentially a mobile starbase, serving the same function as several carriers and marine transports. As it is only one ship, although a huge one, it is therefore easier to defend than three or four carriers would be. More than that, it is economically more feasible to build and support one super-carrier than it would be for a number of smaller cap ships.

The Midway's defenses are the best that have been designed, reducing the need for extensive and continuous escorts. At any given time she has equipment on board for two full Marine armored brigades, should she need them. Her fighter complement includes three full flight groups, whereas smaller ships would have one apiece.

Statistics

Max. Velocity	80 kps
Acceleration	45 k/s2
Max Pitch/Yaw/Roll	5

Loadouts

Guns*
Fighter Turret x 25
Missiles
IR Turret x 6
Decoys none

W A Y P O I N T !

Weapons

The following weapons are mounted on current Confed fighters and cap ships. Note that availability may vary according to current weapon stores and expected delivery schedules.

Confed Guns

This section gives a brief overview of each gun type, as well as the following statistics:

Velocity. Speed of the projectile, in klicks per second.

Range. Maximum distance at which target can be effectively hit, in klicks.

Charge. Energy required per shot, in nanoJoules.

Damage. Number of points of damage inflicted on target per shot.

Refire Delay. Delay between shots, in seconds.

Laser Cannon

Confed's mainstream low-power, low-damage weapon that is effective at long ranges.

Velocity	4000	Damage	18
Range	5000	Refire Delay	.25
Charge	10		

Ion Cannon

Fires a bolt of highly charged ion particles at the target. This long-range gun does a moderate amount of damage with a high refire rate.

Velocity	3600	Damage	30
Range	4500	Refire Delay	.35
Charge	30		

W A Y P O I N T !

Mass Driver

This weapon uses a linear accelerator to fire projectiles of metallic mass at a target. A long-range gun, it requires less energy per shot than most blasters and has a relatively fast refire rate.

Velocity	3600	Damage	35
Range	2000	Refire Delay	.30
Charge	12		

Charging Mass Driver

Upgraded from previous versions, this weapon incorporates a "choke" setting. A thinner choke yields a higher rate of fire and uses less energy, but does less damage at shorter range. A wider choke inflicts more damage and has a longer range, but takes more energy and has a slower refire rate. The dynamics of the mass driver's adjustability are determined by the length of time you hold down the trigger.

Velocity	2200	Charge	85
Range	3600	Damage	300
Charge Time	2.5		

Tachyon Gun

More powerful than previous versions of the same gun but with a longer refire delay and a higher energy cost. It also fires one of the fastest moving "bolt" type projectiles.

Velocity	5200	Damage	70
Range	3900	Refire Delay	.45
Charge	40		

W A Y P O I N T !

Heavy Plasma Cannon

This weapon has a slow refire rate, but packs a solid punch. Primarily used against starships, it is not designed to be used against small, highly mobile targets, but will tear a fighter up if a lucky shot is scored.

Velocity	2600	Damage	460
Range	3000	Refire Delay	1.6
Charge	220		

Stormfire Mk. 2

This Gatling gun from the Benelli Corp. has a slower fire rate than its predecessor, the Mk1, but fires a higher-caliber round that explodes against a ship's hull on contact or at the extent of its range. Also, like the Border Worlds' original Stormfire weapon, it has a limited number of rounds.

Velocity	5000	Damage	21
Range	5000	Refire Delay	.10
Charge	0		

Particle Cannon

More powerful than the Mass Driver but less powerful than the Tachyon, this weapon fires excited atomic particles at its target that create small nuclear explosions on impact.

Velocity	3600	Damage	42
Range	4200	Refire Delay	.40
Charge	22		

W A Y P O I N T !

CONFED MISSILES

This section discusses all available missiles, mines and torpedoes and covers several basic statistics:

Velocity. Maximum speed missile can attain, in klicks per second.

Duration. Number of seconds missile travels before it self-destructs (unless it hits something).

Lock Range. Maximum distance from target at which missile can gain a lock.

Max Yaw. Maximum rate at which missile turns left or right in degrees per second.

Max Pitch. Maximum rate at which missile turns left or right in degrees per second.

Acceleration. How fast the missile increases speed in klicks per second squared.

Lock Time. Number of seconds the missile requires to gain a lock, once in range.

Damage. Number of points of damage the weapon delivers with a direct hit.

Refire Delay. Number of seconds of delay required between shots.

Spoof %. Base percentage chance missile will be distracted by a decoy.

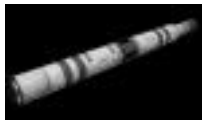
Missile Mine

Confed's internally guided submunitions. Mines are deployed backwards, and are detonated by proximity.

Velocity	150	Acceleration	500
Duration	300	Lock Time	n.a.
Lock Range	n.a.	Damage	800
Max Yaw	50	Refire Delay	1.5
Max Pitch	50	Spoof %	50

Dumbfire Missile

Confed's no-lock rocket that delivers a massive payload to its target. Excellent against slower moving hard targets like transports, corvettes and destroyers.



Velocity	3000	Acceleration	3000
Duration	5	Lock Time	n.a.
Lock Range	n.a.	Damage	800
Max Yaw	n.a.	Refire Delay	1.0
Max Pitch	n.a.	Spoof %	n.a.

Friend-or Foe-Missile

Confed's all-aspect, no-lock missile that can identify friend or foe targets and distinguish between the two, seeking out and destroying the closest enemy.

Velocity	1800	Acceleration	2500
Duration	16	Lock Time	n.a.
Lock Range	6000	Damage	280
Max Yaw	90	Refire Delay	2.0
Max Pitch	90	Spoof %	60

Image-Recognition Missile

Confed's top-of-the-line all-aspect single-warhead guided missile. Has changed very little since its inception. Once a ship type has been locked into the missile's memory, it will persistently hunt that ship down (until its propellant expires). If it misses on the first pass it will loop around and reacquire its target.

Velocity	2100	Acceleration	2800
Duration	13	Lock Time	1.0
Lock Range	8000	Damage	350
Max Yaw	80	Refire Delay	2.0
Max Pitch	90	Spoof %	35

Long-Range IRM (Variant)

Velocity	2500	Acceleration	3000
Duration	22	Lock Time	0.8
Lock Range	18,000	Damage	350
Max Yaw	120	Refire Delay	2.0
Max Pitch	120	Spoof %	30

Enhanced Long-Range IRM (Variant)

Velocity	2500	Acceleration	3200
Duration	22	Lock Time	0.75
Lock Range	18,000	Damage	520
Max Yaw	120	Refire Delay	2.0
Max Pitch	120	Spoof %	25

Heat Seeker Missile

Requires less circuitry than the image-recognition and friend-or-foe missiles and packs more of a punch. However, if this missile loses its lock it will not reacquire another target. This munition is best used when you're on the enemy's six, since his heat signature is usually strongest at the rear of his ship.

Velocity	2800	Acceleration	3200
Duration	10	Lock Time	0.8
Lock Range	8000	Damage	400
Max Yaw	160	Refire Delay	2.0
Max Pitch	140	Spoof %	50

HARM

AKA Turret-killer, this is a guided fire-and-forget missile that locks onto a radar emitting source, such as a turret or comm dish. It is an all-aspect missile carried by the bigger combat ships, usually for Wild Weasel runs.

Velocity	2000	Acceleration	1200
Duration	6	Lock Time	1.5
Lock Range	9000	Damage	600
Max Yaw	50	Refire Delay	2.0
Max Pitch	50	Spoof %	n.a.

Long-Range HARM (Variant)

A Long Range HARM missile is an appropriate weapon for attacks on enemy capital ships. It can be fired from stand-off range and is capable of weakening a cap ship's weapon or comm turrets.

Velocity	2000	Acceleration	1200
Duration	10	Lock Time	2.0
Lock Range	18,000	Damage	800
Max Yaw	70	Refire Delay	2.0
Max Pitch	70	Spoof %	n.a.

Enhanced Long-Range HARM (Variant)

As could be expected, this is the same as the Long Range HARM, only it accelerates faster and delivers more punch.

Velocity	2000	Acceleration	2200
Duration	10	Lock Time	1.5
Lock Range	18,000	Damage	1200
Max Yaw	70	Refire Delay	2.0
Max Pitch	70	Spoof %	n.a.

Light Torpedo

The light torpedo is effective against smaller starships but does not pack enough damage to bring down heavier vessels.

Velocity	1600	Acceleration	900
Duration	12	Lock Time	6.0
Lock Range	12,000	Damage	800
Max Yaw	20	Refire Delay	2.0
Max Pitch	20	Spoof %	50

W A Y P O I N T !

Enhanced Light Torpedo (Variant)

This enhanced version retains the size of the original torpedo, but has all-around statistical improvements.

Velocity	1800	Acceleration	900
Duration	16	Lock Time	5.0
Lock Range	18,000	Damage	1000
Max Yaw	30	Refire Delay	2.0
Max Pitch	30	Spoof %	40

Heavy Torpedo

This is the only fighter-mounted munition effective against major warships.

Velocity	1200	Acceleration	600
Duration	18	Lock Time	12
Lock Range	18,000	Damage	1600
Max Yaw	20	Refire Delay	5.0
Max Pitch	20	Spoof %	50

Enhanced Torpedo (Variant)

Same package as the heavy torpedo, but with better stats and bigger kick — a single enhanced torpedo can destroy a capital ship.

Velocity	1800	Acceleration	700
Duration	20	Lock Time	10
Lock Range	22,000	Damage	2000
Max Yaw	35	Refire Delay	2.0
Max Pitch	35	Spoof %	50

W A Y P O I N T !

Rocket Pod

Pods of small, fast, unguided rockets that have a fast rate of fire and come in six- or twelve-packs. Good against slow moving targets like bombers and transports, but only light damage to a starship. Each rocket does considerably less damage than a Dumbfire, but as a pod they do much more extensive damage.

Velocity	3200	Acceleration	3200
Duration	3	Lock Time	n.a.
Lock Range	n.a.	Damage	100
Max Yaw	n.a.	Refire Delay	0.35
Max Pitch	n.a.	Spoof %	n.a.

Swarmer Pod

Multiple missiles launch at once from each pod and track their target. A line-of-sight weapon (you must maintain a visual lock on target until missiles impact), primarily used for close combat/dogfighting against powerful targets. Swarmers are unaffected by decoys.

Statistics for each individual missile are as follows:

Velocity	3000	Acceleration	4100
Duration	8	Lock Time	1.0
Lock Range	5000	Damage	150
Max Yaw	80	Refire Delay	2.0
Max Pitch	80	Spoof %	n.a.

W A Y P O I N T !

Tracker

Very long-range anti-fighter missile. Excellent against fast targets trying to flee an area. This missile is really one large booster rocket with several smaller Friend-or-Foe missiles attached. You fire the weapon and hold the trigger until most of the distance to the target is covered (or the booster expires), then release it to launch smaller missiles, which use integrated tracking to pursue and eliminate any nearby enemy ships. Unlike the laser designator on the Swarmer missile, the Tracker missile operates independently of the ship that has fired it once it is released.

Statistics for each of the five Friend or Foe missiles produced by the split follow:

Velocity	1800	Acceleration	2100
Duration	16	Lock Time	n.a.
Lock Range	n.a.	Damage	280
Max Yaw	90	Refire Delay	2.0
Max Pitch	90	Spoof %	60

Confederation Targeting Disk

The disk is not a weapon in its own right, but is rather a homing beacon for powerful torpedoes launched by heavier ships. The disk itself is carried by a fast fighter, in order to get close enough to the enemy capital ship. Once in proximity, the fighter launches the disk, which (in theory) slips by the cap ship's shields and latches onto the hull.

Velocity	1000	Acceleration	600
Duration	20	Lock Time	20
Lock Range	6000	Damage	200
Max Yaw	20	Refire Delay	2.0
Max Pitch	20	Spoof %	50

WING COMMANDER: PROPHECY GOLD

SECRET OPS MANUAL ADDENDUM

CLASSIFIED

TC 4047-M OFFICIAL ORDERS

#L456875

Inter-Service Transfer Order / Commissioned Personnel

Page 1 of 1

The following officers are hereby transferred:

FROM: TCS Midway

TO: TCS Cerberus

TCSF PERSONNEL

Maj. Carl Bowen

Lt. Lance Casey

Lt. Max Garrett

Lt. Amber Elbereth

Lt. Terrence O'Hearn

Lt. Jean Talvert

TCMC PERSONNEL

Col. John Dekker

(Ref. Order 2681.65 #E8799321 re. transfer of enlisted TCMC personnel)

Administrative oversight of above personnel is transferred

FROM: Carrier Force Command, T'Lan Meth Station

TO: Inter-Service Asset Directorate, TCS Central, Kundun Complex, Terra

Intra-service command oversight for above personnel is UNCHANGED

WING COMMANDER: PROPHECY GOLD

CONFIDENTIAL: EYES ONLY

OFFICIAL TERRAN CONFEDERATION INTELLIGENCE SERVICE DOCUMENT

TCS CERBERUS

Internal Memorandum

Mission and Threat Assessment

FROM: Command

TO: All Officers

Mission: Beginning 2681.61 and continuing until such time as further orders are received, the TCS Cerberus and all personnel thereto attached shall engage in a SECURITYAND PEACEKEEPING PATROLof Courage System and environs.

This mission is classified as a Peacetime Tactical Operation. All personnel shall be eligible for combat pay and full death benefits. Cerberus shall maintain readiness level ORANGE at all times for the duration of this operation.

CLASSIFIED

THREAT ASSESSMENT

TCS intelligence and security sources indicate that the following threats are the most likely to require armed intervention in the current theater of operations.

1. Looting/Smuggling

In the weeks since the end of the engagement with the so-called "Nephilim" aliens in Kilrah System, a thriving trade in alien artifacts and technology has arisen. Numerous alien hulks and derelicts were abandoned by the aliens when their forces were sealed off at the Kilrah portal. Human scavengers have mobilized to locate and secure technology and other valuable salvage from these artifacts, and Proxima System has become the major pipeline in this black market. It is imperative that this technology be protected until it can be collected and analyzed by official Confed sources, both because of the potential for valuable military intelligence and technology to be gleaned from the alien vessels, and because of the unknown risk factor which these artifacts may present to the population at large. Already armed conflict between scavenger gangs and/or smuggler cartels has erupted over alien derelicts. Therefore, containment and control of such extralegal operations is the primary mission objective of this vessel.

2. Piracy

The curtailment of piratical operations in Confed space is a primary operational priority of this ship, and will be an ongoing component in Cerberus patrol operations. Further, as noted above, the traffic in alien salvage has already engendered an upswing in piratical conflict between would-be looters, and in the absence of strong control measures this trend can be expected to continue and eventually spread to actions against lawful mercantile traffic.

3. Alien Incursion

At the moment, military intelligence assigns a low probability of an alien incursion in the Vega and Epsilon Sectors, however all Confed fleet and intelligence assets are under standing orders to maintain high awareness of any possible evidence of a recurrence of any activity of the "Nephilim" entities in Confed space.

CLASSIFIED

4. Insurrection

At the moment, military intelligence and Confed security sources assign a low probability of armed rebellion or coordinated terrorism in Vega and Epsilon Sectors, however organized anti-Confed forces are known to be active in these sectors, and any increase in piracy or other criminal activity may serve to destabilize the situation and lead to increased civil unrest.

Officers are instructed to take into account preparedness for all of the above threat categories when planning training and patrol operations.

ADDENDA: BIOHAZARD THREAT

As this document was being prepared for distribution, command received an advisory of a possible biohazard threat in the area. Although a full report is still pending, this preliminary advisory states that there is a danger of fatal contamination through an unknown viral, fungal, bacteriological or other medium. This risk may be spread through contact (direct or indirect) with "Nephilim" alien salvage. Until further notice, class 5 NBC protocols are to be observed during any and all direct contact with:

"Nephilim" artifacts.

Known or suspected smugglers: personnel and equipment

Known or suspected pirates: personnel and equipment

The above information is TCS CONFIDENTIAL, and is not to be discussed off-ship, over non-secure communications channels, or with any non-ship personnel unless specific provision is made to do so through the Compartmentalized Information Officer.

CLASSIFIED

From the desk of: JAMES TAGGER T

Terran Confederation Senator
General (ret.)
TCSF

The Residence
Dumfuirlin
Scotland
Earth

Dear Lance,

Once again, it was a pleasure to see you in person at the ceremonies, and an equal pleasure to receive your recent card. I'm delighted to hear that you and Lt. Talvert had a pleasant and relaxing few days and that the visit with your lovely mother was enjoyable. Your vacation is well deserved, and I'm sorry it had to be so short.

I have been keeping tabs on as much of the Midway's crew as possible, and I trust we will be able to reassemble the bulk of you when it is once again time for the Midway to take her proper place on the frontier.

Specifically, Admiral Wilford looks infinitely happier after returning home on leave, but I personally suspect he's also happy to once again be Captain Wilford at the helm of the Midway. Like all of us, he's terribly anxious to get back into action, but at the same time he obviously relishes the chance to take the Midway on the "grand tour" and show her off a bit.

Commander Finley and Chief Coriolis are working together like they've been partners for years, and they are daily finding out more and more amazing (though sometimes frightening) facts about our recent enemy. I wish I could give you just a few of the specifics, but of course that's impossible in a non-secure communication.

Finally, Marshall and Commander Drake have been incredibly useful in the vital effort of increasing military preparedness to the level which is obviously necessary in light of recent events. They make an odd team, to be sure, and I can't tell you there's been no friction, but between the

two of them even the most oblivious dove in the Senate is forced to think twice about some of his assumptions. Marshall's always had a remarkable way with both the press and the brass, and as for the Commander, I'm becoming increasingly convinced that if she ever leaves the service she will find an extremely successful career in politics.

I'm pleased to hear you're keeping an open mind about the Cerberus assignment. Although it's not specifically one of my personal projects, I'm extremely excited about the Cerberus program, and I look forward to hearing your views on the ship when next me meet. Let me also add, by the way, that I have every confidence in Maj. Bowen's abilities as a squadron commander, and I'm happy to know you'll be flying with him. Spyder is not an easy man to know, but I can assure you that his friendship is far more valuable than the effort it takes to earn it. I trust you and Stiletto will continue to help him keep Maestro and Zero in line.

As to your final question, Casey, I think you know the answer. I may be a jaded and cynical old pessimist, but if there's one thing I learned from the Kilrathi, it's that an enemy will never "just go away." We dealt the aliens a significant setback at Kilrah, but it can in no way be called a decisive defeat. Yes, I'm afraid I'm quite sure that the aliens will be back, sooner rather than later, and far stronger than before. It is solely my faith in pilots like yourself and your wingmen on the Cerberus that keeps me from despair.

God go with you, Lad, and with your comrades.

Your affectionate friend,

James Taggart

CONFIDENTIAL

#S832492

RE: Inter-Service Transfer Order / Ship Briefings

Page 1 of 1

FROM: TCS Cerberus

TO: TCS Midway

Personnel transfer from the Midway to the Cerberus acknowledged (Ref. Order #E8799321). In preparation for arrival onboard the Cerberus, please forward the attached vehicle/equipment fact sheets to the transferees. The reports detail the carrier, as well as ships and weapons not currently incorporated into the Midway's fighter detachment or equipment inventory.

CLASSIFIED

WING COMMANDER: PROPHECY GOLD

OFFICIAL IFAQ: CERBERUS INFORMATION PACKET

#IFAQ188239

CONFIDENTIALMATERIAL— DELETE WITHIN 7 DAYS

RE: Inter-Service Transfer Order / Arrival Information

Page 1 of 1

FROM: TCS Cerberus / Col. Jackson Freed

TO: Lt. Lance Casey; Lt. Max Garrett; Lt. Amber Elbereth; Lt. Terrence O'Hearn; Lt. Jean Talvert

The following information concerning the TCS Cerberus is strictly confidential and therefore eyes-only material . Additional information, diagrams or schematics may be accessed only with permission of the commanding officer, and under his strict supervision.

A full orientation and briefing will be given following your arrival.

Designation: TCS Cerberus

Class: Hades-class Strike Cruiser

Statistics

Mass	**N/A**
Length	777 m
Engines	2
Max. Velocity	350 kps
Acceleration	**N/A**
Max Pitch/Yaw/Roll	**N/A**
Crew	150
Shuttles	4
Fighter Complement	30 (less with 2 Marine landing craft/unit detachments)

Loadouts

(Normal Loadout)
Guns
Mk4 Heavy Plasma Cannon x 1
Dual-Mount Tachyon Cannon x 10
Single-Mount Heavy Laser Cannon x 4
Missiles
Anti-Ship Torpedo Launchers x 6
Dual-Mount Anti-Fighter Missile Turrets x 2
Decoys none

CLASSIFIED

OFFICIAL IFAQ: ADDITIONAL CERBERUS SHIP INVENTORY

#IFAQ179536

CONFIDENTIALMATERIAL— DELETE WITHIN 7 DAYS

F-108-S "Black" Panther

Type: Space Superiority Fighter (Class B — replaces F-108B on Cerberus) / Light Torpedo Bomber

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, recon, strike

Statistics

Mass	16,000 kg
Max. Velocity	600 kps
Acceleration	530 k/s2
Afterburner	
Max. Velocity	1350 kps
Acceleration	2200 k/s2
Max Pitch/Yaw/Roll	65/115/105
Gun Power	500
Shield Power	480 cm equiv.
Armor	
Front	280
Rear	280
Left	280
Right	280

Loadouts

(Normal Loadout)
Guns
Cloudburst Cannon x 2
Chain Ion Cannon x 2
Missiles
Enhanced Long-Range Image Recognition (6)
Friend or Foe (6)
Decoys 36

(Strike Loadout)
Missiles
Enhanced Long-Range Image Recognition (4)
Enhanced Long-Range Anti-Radiation (4)
Enhanced Light Torpedo (2)
Enhanced Rocket Pods (36)

CLASSIFIED

F-109-S "Black" Vampire

Type: Space Superiority Fighter (Class A)

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, strike, some FORCAP, some recon

Statistics

Mass	17,000 kg
Max. Velocity	700 kps
Acceleration	720 k/s2
Afterburner	
Max. Velocity	1550 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	140/75/185
Gun Power	500
Shield Power	600 cm equiv.
Armor	
Fron t	350
Rear	350
Left	350
Right	350

Loadouts

(Normal Loadout)
Guns
Pulse-Particle Cannon x 2
Tachyon Gun x 4
Missiles
Enhanced Long-Range Image Recognition (8)
Friend or Foe (8)
Tracker (4)
Decoys 48

(Strike Loadout)
Enhanced Long-Range Image Recognition (6)
Friend or Foe (4)
Enhanced Light Torpedo (4)
Enhanced Rocket Pods (36)

CLASSIFIED

F-110S "Black" Wasp

Type: Interceptor/anti-bomber

Mission/Role: FORCAP, sometimes BARCAP

Statistics

Mass*	12,000
(18,000 with booster pod)	
Max. Velocity	700 kps
Acceleration*	590 (350) k/s2
Afterburner	
Max. Velocity	1450 kps
Acceleration*	1600 (870) k/s2
Max Pitch/Yaw/Roll*	80/70/120
(65/55/120)	
Booster Pod	
Max. Velocity	3000 kps
Acceleration	9000 k/s2
Max Pitch/Yaw/Roll	40/30/90
Gun Power	600
Shield Power	500 cm equiv.
Armor	
Front	260
Rear	260
Left/Right	260

Loadouts

(Normal Loadout)
Guns
Cloudburst x 2
Dust Cannon x 2
Missiles
Swarmer Pod (8)
Enhanced Long-Range Image Rec (6)
Decoys 36

CLASSIFIED

TB-81S "Black: Shrike

Type: Medium Strike / Bomber

Mission/Role: Strike, anti-ship, anti-hangar, sometimes recon

Statistics

Mass18,000 kg	
Max. Velocity	500 kps
Acceleration	600 k/s2
Afterburner	
Max. Velocity	870 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	70/60/85
Gun Power	320
Shield Power	620 cm equiv.
Armor	
Front	360
Rear	360
Left	360
Right	360

Loadouts

(Normal Loadout)
Guns
Dust Cannon x 2
Pulse-Particle x 3
Missiles
Enhanced Long-Range Image Recognition (4)
Friend-or-Foe (4)
Rocket Pod (36)
Enhanced Rocket Pod (36)
Enhanced Light Torpedo (6)
Enhanced Torpedo (2)
Decoys 36

CLASSIFIED

TB-80-S "Black" Devastator

Type: Torpedo Bomber (Class A)

Mission Role: Strike, anti-ship, anti-hangar, sometimes recon

Statistics

Mass	23,000 kg
Max. Velocity	460 kps
Acceleration	280 k/s2
Afterburner	
Max. Velocity	780 kps
Acceleration	900 k/s2
Max Pitch/Yaw/Roll	55/65/90
Gun Power	680
Shield Power	850 cm equiv.
Armor	
Front/Rear	420
Left/Right	420

Loadouts

(Normal Loadout)
Guns
Tachyon Cannon x 1
Heavy Plasma Cannon x 1
Missiles
Enhanced Long-Range Image Recognition (6)
Friend or Foe (6)
Enhanced Light Torpedo (8)
Enhanced Torpedo (4)
Enhanced Rocket Pod (2 x 36)
Decoys 48

CLASSIFIED

OFFICIAL IFAQ: ADDITIONAL CONFED SHIPS IN SERVICE

#IFAQ179238

CONFIDENTIALMATERIAL— DELETE WITHIN 7 DAYS

F-103-D Excalibur

Type: Heavy Fighter/Low-Altitude Atmospheric Fighter

Mission/Role: Strike, low-altitude CAP

Statistics

Mass	18,000 kg
Max. Velocity	650 kps
Acceleration	275 k/s2
Afterburner	
Max. Velocity	1300 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	70
Shield Power	600 cm equiv.
Armor	
Front	110
Rear	110
Left	110
Right	110
Gun Power	400

Loadouts

(Normal)
Guns
Tachyon Cannon x 4
Ion Cannon x 2
Missiles
Image Recognition (4)
Friend-or-Foe (4)
Decoys 36

CLASSIFIED

F-66-D Thunderbolt VII

Type: Torpedo bomber/Heavy Fighter

Mission/Role: Light strike, anti-ship, anti-hangar

Statistics

Mass	20,000 kg
Max. Velocity	494 kps
Acceleration	250 k/s2
Afterburner	
Max. Velocity	1000 kps
Acceleration	1200 k/s2
Max Pitch/Yaw/Roll	50/50/50
Shield Power	550 cm equiv.
Armor	
Front	120
Rear	120
Left	100
Right	100
Gun Power	400

Loadouts

(Normal Loadout)
Guns
Ion Cannon x 4
Tachyon Cannon x 2
Missiles
Light Torpedo (3)
Friend-or-Foe (3)
Rocket Pods (24)
Decoys 36

CLASSIFIED

F/A-105B Tigershark

Type: Multi-Role Fighter

Mission/Role: TARCAP, FORCAP, BARCAP, escort, recon, light strike and light anti-ship

Statistics

Mass	14,000 kg
Max. Velocity	552 kps
Acceleration	560 k/s2
Afterburner	
Max. Velocity	1200 kps
Acceleration	1400 k/s2
Max Pitch/Yaw/Roll	75/75/120
Shield Power	460 cm equiv.
Armor	
Front	260
Rear	220
Left/Right	230
Gun Power	275

Loadouts

(Normal)
Guns
Ion Cannon x 4
Missiles
Rocket Pod (36)
Heat Seeker (4)
Friend or Foe (2)
Image Recognition (2)
Decoys 24

CLASSIFIED

F-106C Piranha

Type: Scout Fighter

Mission/Role: FORCAP, escort, recon

Statistics

Mass	12,000 kg
Max. Velocity	650 kps
Acceleration	650 k/s2
Afterburner	
Max. Velocity	1400 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	90/90/135
Shield Power	420 cm equiv.
Armor	
Front	250
Rear	200
Left	220
Right	220
Gun Power	280

Loadouts

(Normal Loadout)
Guns
Ion Cannon x 3
Missiles
Image Recognition (2)
Heat Seeker (4)
Decoys 24

CLASSIFIED

F-109-B Vampire

Type: Space Superiority Fighter (Class A)

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some recon, wild weasel

Statistics

Mass	17,000 kg
Max. Velocity	610 kps
Acceleration	720 k/s2
Afterburner	
Max. Velocity	1500 kps
Acceleration	1800 k/s2
Max Pitch/Yaw/Roll	135/70/180
Gun Power	500
Shield Power	580 cm equiv.
Enhanced Shield Power	
680 cm equiv.	
Armor	
Front	320
Rear	320
Left	320
Right	320

Loadouts

(Normal Loadout)
Guns
Ion Cannon x 2
Tachyon Gun x 4
Missiles
Image Recognition (8)
Friend or Foe (8)
Tracker (4)
Decoys 48

CLASSIFIED

OFFICIAL IFAQ: ADDITIONAL CERBERUS WEAPONS INVENTORY

#IFAQ162977

CONFIDENTIALMATERIAL — DESTROYWITHIN 7 DAYS

GUNS

Chain Ion Cannon

The lightweight version of the normal ion cannon, this gun is best utilized in quick, close-in shots that require a fast refire rate. It operates on a principle similar to that of the ion cannon, but its ionic particles are sped up prior to launch via an ionic chain-reaction accelerator.

Velocity	1800	Damage	20
Range	2500	Refire Delay	.1
Charge	15		

Pulse Particle Cannon

This revamped version of the particle cannon fires four times as fast as its predecessor, and its minute nuclear particles travel nearly twice as fast. Availability is currently limited to the "Black" Shrike and Vampire variants.

Velocity	6500	Damage	30
Range	6500	Refire Delay	.1
Charge	15		

CLASSIFIED

Dust Cannon

The dust cannon operates on the same principle as a mass driver cannon, but its ammunition is generated by culling out particles from the core exhaust filter. It has increased efficiency and damage potential over the mass driver, and is nearly twice as fast as any other Confed gun. Few pilots possess enough evasive skill to maneuver out of harm's way against the dust cannon.

Velocity	10,000	Damage	40
Range	5000	Refire Delay	.05
Charge	18		

Cloudburst Cannon

Highly effective, the cloudburst cannon fires an intermittent stream of electrical discharges that are particularly damaging to a target's internal components. An internal, arcing accelerator gives this weapon a long refire delay and draws considerable power, but its shots deliver more damage than any other gun besides the plasma cannon.

Velocity	3200	Damage	100
Range	3900	Refire Delay	.45
Charge	60		

Plasma Cannon

The main weapon of the Devastator, this is the only mounted weapon that can apply severe damage to a capital ship's bridge and engines. It is six times more effective than the Cloudburst cannon, though it draws a great deal of energy and has a long refire delay.

Velocity	2600	Damage	600
Range	6000	Refire Delay	2.0
Charge	220		

CLASSIFIED

MISSILES

"Mosquito" Enhanced Rocket Pod

The enhanced rocket pod (designated "Mosquito RP") is an enhanced version of the standard-issue rocket pod that mounts a smaller variant of the friend-or-foe seeker. This gives it added functionality, although it has a decreased warhead yield and retains the same basic flight characteristics as the Dragonfly rocket pod. After launch, individual missiles have the ability to perform slight pitch and yaw adjustments.

Velocity	3200	Acceleration	3200
Duration	3.0	Lock Time	0
Lock Range	6000	Damage	80
Max Yaw	30	Refire Delay	.35
Max Pitch	30	Spoof %	50

CLASSIFIED

CONFIDENTIAL

OFFICIAL TERRAN CONFEDERATION EQUIPMENT UPDATE DOCUMENT

TCS CERBERUS

Fleet-wide Memorandum

Approved Missile Designations

FROM: TCN/TCSF Arms Commission

TO: All Officers; Weapon Crews

Update: Effective immediately, the following TCN/TCSF missile designations have been finalized by the TCN Arms Commission and are approved for general use. All future equipment deployment requests should reflect the new nomenclature.

ELRIR	Enhanced Long-Range Image-Recognition Missile	"Artemis"
ELRAR	Enhanced Long-Range Anti-Radiation Missile	"Ravager"
ELT	Enhanced Light Torpedo	"Lancer"
ET	Enhanced Torpedo	"Pike"

CLASSIFIED

Commodore, you have no unread mail in your mailbox. Do you wish to end your session at this time?

Good day, Commodore Blair.

CREDITS

WING COMMANDER: SECRET OPS

Executive Producer.....Rod Nakamoto
Project Director.....Peter Shelus
Associate Producer.....Adam Foshko
Administration.....Cindy Wallingford

Design

Lead Designer.....Cinco Barnes
Designers.....John 'Majestic' Guentzel, Reece 'Transplant' Thornton, Hal 'HellBoy' Milton
Additional Design.....Ben Potter, Chuck Lupher

Programming

Programmers .....Ala Diaz, Allen Jackson
Additional Programming.....Anthony L. Sommers

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Art Coordinator .....Weston Giunta
Artists.....Trey Hermann, William Kier, Mark Leon, Kerry Miller, Sean Murphy, David Plunkett, Elizabeth Pugh, David C. Russ, Damon Lane Waldrip
Vision Engine by Advanced Technology Group
Chief Technology Programmer.....Jeff Grills
Programmer.....Jason Hughes

Sound Department

Sound by RA/VE Group
Audio Director .....Stretch Williams
Audio Designers .Joe Basquez, Jason Cobb, Lisa Elliott, Bill Munyon, Matt Mitchell

Music

"Prophecy," "Galactic Hives," Ahead," "Tones from the Spheres," "Alien Space Junk," "Quram,"
"Ashes to Life," "Colony 328," "Darwin was Right"
All songs composed by Jean-Luc De Meyer, Dominique Lallement and Robert Wilcocks
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(P) !997 Edel America Records
All songs performed by Cobalt 60
Cobalt 60 appears courtesy of Edel America Records
Recorded at Origin, Texas, Earth, May '97
Engineered and Mixed by Robert Wilcocks

QA Team

QA Manager.....J. Allen "Blair" Brack
Maverick QA Lead.....Grant "Rogue" McDaniel
QA Testers .....Timothy "Quasimodo" Bell, Kenny "Hottman" Hott, Todd "Balls" Raffray, Rhea "Shalom" Shelley, Brandon "Arashi" Salinas, Mackey "Rastuss" Fair
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Project Translation Manager.....Christina Vollmer
Translation.....Ruth-Germann Ford, Frank Dietz
Director of Studio Services.....Kay "The Big Boss" Gilmore
Manager of Studio Services.....Richard "Zippy" Zinser
Customer Service Coordinator .Marie "Defender of the Black Lance Base" Williams

Voice Talent

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Product Manager.....Brian Allen
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Associate Publicist .....Teresa Potts
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Documentation Editor .....David Ladyman
Box Design and Documentation Layout .....Electronic Arts Creative Services

WING COMMANDER PROPHECY CREDITS

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Project and Movie Produced by.....David Downing and Mark Day
Executive Producer.....Rod Nakamoto
Administration.....Cindy Wallingford

Story Department

Movie Developed by .....Adam Foshko
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Screenplay.....David Carren and J. Larry Carroll
Additional Spaceflight Dialogue.....Rob Irving

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Alien Conceptual Design.....Syd Mead, Visual Futurist

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Lead Designer.....Billy Joe Cain
Designers.....Cinco Barnes, John Guentzel, Rob Irving, Ben Potter
Additional Design.....Chuck Lupher, Marcus Merrell, Sean Mustakas, Phil Wattenbarger

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Vision Engine by Advanced Technology Group
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Movie Player .....Martin Griffiths

Sound/Music

Sound by RA/VE Group
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Foley.....Fantasy Studios
ADR.....Larson Sound Centre
Dialog Special Effects.....Visual Music Productions
Additional Dialog Editing .....Scot Reynolds
Additional Sound Effects Editing.....Music Lane Studios Interactive
Interactive Sound Design.....Joe Basquez, Jason Cobb, Hal Milton
Interactive Music.....George Oldziey, Bill Munyon
Music Mixing.....Bill Munyon
Dialog Editing/Processing.....Jason Cobb, Mat Mitchell
Additional Dialog Recording.....Kirk Winterrowd

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"Prophecy," "Galactic Hives," "Tones from the Spheres," "Alien Space Junk," "Quarm," "Ashes to Life," "Colony 328," "Darwin was Right," "Cult of Sivar," All songs composed by Jean-Luc De Meyer, Dominique Lallement and Robert Wicocks, except for "Cult of Sivar," composed by Jean-Luc De Meyer, Dominique Lallement, Robert Wicocks and Marc Heal. All songs © 1997 Les Edition confidentielle (SABAM) and Electronic Arts Music Publishing Inc. (ASCAP) except for "Cult of Sivar," © 1997 Les Editions Confidentielle (SABAM), Polygram International Publishing, Inc. (ASCAP) and Electronic Arts Music Publishing Inc. (ASCAP).

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Performed by Cobalt 60

Cobalt 60 appears courtesy of Edel America Records

Recorded at Origin, Texas, Earth, May '97

Engineered and Mixed by Robert Wilcocks

QA Team

QA Project Leader.....J. Allen "Blair" Brack
QA Assistant Project Leader.....Grant "Rogue" McDaniel
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Hardware Assistance.....Greg "Ozone" Barwis, John "Brain" Prindle
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Customer Service Supervisor..Marie "Defender of the Black Lance Base" Williams
Director of Studio Services.....Kay "The Big Boss" Gilmore

Production Team - Los Angeles

Director.....Adam Foshko
Producers.....Mark Day and David Downing
UPM.....Mary Ann Fabian
1st Assistant Director.....Lloyd Ebb
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Production Coordinator.....James A. Capp
Script Supervisor.....Judith Saunders
Director of Photography.....Virgil Harper
Assistant Camera..... Tom Kantrud
Ultimatte Operator.....Bob Kertesz
Casting Director.....Mike Fenton & Allison Cowitt C.S.A.
Construction Coordinator.....Fernando Lau
On-Set Carpenter.....Francesco Signorini
Craft Service.....Bite Me
Caterer.....The Gourmet Chabar, Inc.
Gaffer.....Reginald F. Lake
Key Grip.....Gus Vasquez
Best Boy Grip.....Matt Siess
Dolly Grip.....Rick Petretti
Grip.....Ken Folta
Production Assistant/Driver.....Kurt Iswarenko
Office Assistant.....Kevin Schini
Stage Manager.....William Powell
Production Accountant.....Sheryl Johnson
Assistant Prod. Accountant.....Mary Chalmers
Set Construction.....Design Setters
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Assistant Makeup/Hair.....Christine Curry
Mark Hamill's Hair Stylist.....Lana Sharpe
Property Master.....Steven Schalk
Assistant Property.....Terence Morgan
Set Decorator.....Lisa Alkofer
Leadman.....Gene Bishop
On-Set Dresser.....Candi Guttierez
Set Dresser/Swing.....Carlos Anriquez
Set Dresser/Swing.....Brian McStotts
Sound Mixer.....Joseph Geisinger
Stunt Rigger.....Rudy Perez
Costume Designer.....Karen Mann
Wardrobe Supervisor.....Kristen Saints
Costumer.....Carol Quiroz
2nd Unit

2nd Unit Director.....John McLean
1st Assistant Director.....Nick Kellis
Director of Photography.....James W. Wrenn
Assistant Camera.....James Cross
Video Engineer.....John Palmer
Gaffer.....Sherman Fulton
Electrician.....Kurt Iswarenko
Key Grip.....Darrin Langer
Best Boy Grip.....Mike Green
Assistant Makeup.....Elizabeth Hoel
Sound Mixer.....Stefan Von Hase Mihalik
Boom Operator .....George Flores
Costumer.....Dana Loats

Post Production

Post Production Supervisor / AVID Editor.....Jay Mahavier
Media Lab Compression.....Jeni Day
Video On-Line and Henry FX Facility.....525 Post

The Cast

Casey.....Steven Petrarca
Maniac..... Tom Wilson
CAG Drake.....Lauren Sinclair
Maestro.....Neill Barry
Hawk.....Chris Mulkey
Stiletto.....Heather Stephens
Zero.....Adam Lazarre-White
Finley.....Mindy Hester
Wilford.....Peter Jason
Dallas.....Joel Stoffer
Anderson.....Seth Walther
Spyder.....Brad Greenquist
Dekker.....Jeremy Roberts
Rachel.....Ginger Lynn Allen
Blair.....Mark Hamill

Interactive Voice Talent

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Wing Commander: Prophecy was shot entirely at Shades of Light Studios, Burbank, California
Developed by MAVERICK Productions, ORIGIN Systems, Inc., Austin, Texas
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Derek Chester and Corey Timmons
Extra special thanks to:
All of our friends and family members that put up without us for the duration of the project. We're done! :)
In Memory of Jason Bernard

Technical Support

If, after thoroughly reviewing ALL the procedures, you are still having a problem running this software, please read the following section.

Important: Read This Section Carefully Before You Phone Us

Today's PCs run with millions of different hardware and software combinations.

The following information MUST be obtained from the manufacturer of your PC or from within your enclosed documentation BEFORE calling our technical support line:

(N.B. The following information can be obtained direct from your PC manufacturer)

The error message displayed when the problem occurred (if any).

A listing of your machine spec, including:

- CPU speed and make
- Amount of RAM
- CD-ROM speed and make
- Sound card make
- Video card make
- Network card (If any)
- Hard disk size and amount of free space
- The Operating System e.g. Windows® 95/Windows® 98,NT.
- A listing of your Autoexec.bat and Config.sys system files.
- DirectX™ driver versions (see DirectX installation notes)
- Joystick and Game card (If any)
- 3D Accelerator card (If any)

(See The Following Section Titled "How To Obtain The Information Required")

1. Your mouse driver line for the Autoexec.bat: e.g. C:\Mouse\Mouse.exe
2. Your CD-ROM driver line for the Config.sys: e.g. Device=C:\DRVSBCD.SYS /D:MSCD0001
3. All your sound card lines for both Autoexec.bat & Config.sys: e.g.

Set Blaster=A220 I5 D1 H5 P330 T6, C:\SB16\SB16SET.EXE,

Set Sound=c:\Progra~1\Creative\ctsnd

If you cannot find the above information then you will need to consult your supplier or manufacturer.

How to obtain the Information Required

Windows 95/Windows 98 Users

1. Right click on My Computer.
2. Left click on Properties.
3. The General information screen will detail how much RAM you have and the CPU make. e.g. Intel/Cyrix.

Please note: Windows 95/Windows 98 does not always detect the Cyrix chip correctly, and therefore may describe it as a 486.

1. Now click on Device Manager.
2. Click on the `+` symbol on the relevant devices i.e.

- CD-ROM
- Display adapters
- Sound, video & game controllers.
- Network Adapters

You will then be able to see the manufacturer of these devices.

1. The CPU speed can be seen if you reset your PC and look towards the top left corner of the screen. You should see a CPU clock speed eg 166 MHz. This is the processor speed that you need.

With this information you will be able to configure your machine correctly. If you have obtained this information, and are still having problems, then Electronic Arts has a Customer Service Department that is ready to help you with any problems you may encounter with the game.

Electronic Arts Customer Service has an Automated Help service on (01753) 546465, which is available, 24 hours a day, 7 days a week. This service contains Help documents (on Faxback, which are automatically sent back at the end of the call) and recorded messages that cover most common problems at present and these services are updated regularly. We also have manned lines available on the number above Monday to Thursday from 9.00 a.m. to 6.00 p.m. and 9.00 a.m. to 4.30 p.m. on Friday. Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU.

By Fax: 01753 546817

How to reach us On-Line

Internet e-mail: uk-support@ea.com

World Wide Web: http://www.ea.com

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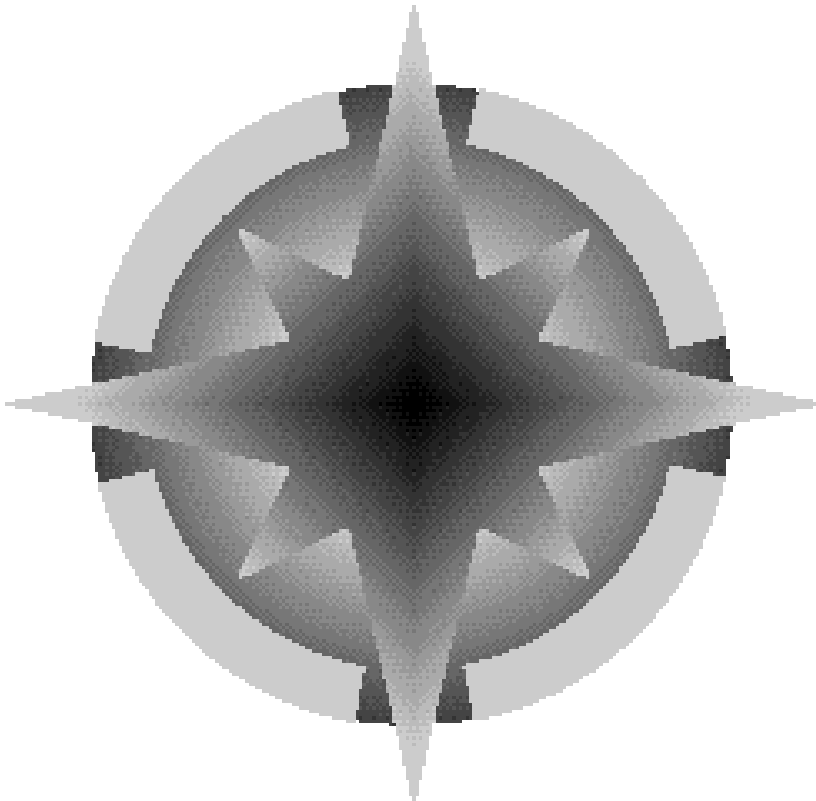
WING COMMANDER: PROPHECY GOLD