manual

USER MANUAL

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INTRODUCTION

Welcome to a world of space battles and political intrigue. Here, the spirit of knighthood competes with the lust for profit, danger lurks behind every corner, and sometimes, everything depends on a single choice. Welcome to a world where only a true STAR WOLF can survive.

It is 2232. Nearly seven years have passed since the time of the first Star Wolves. Unable to withstand the military onslaught of the Empire, the once-powerful transgalactic corporations were forced to fall back to the far frontiers of the explored space, where the ruling hand of the Empire had no influence. There, they formed the Independent Corporations Union. They dream of the day when they will be able to return to their former power and influence.

The study of the hundreds of suddenly-frozen Berserk ships, and the capture of Alien ships served as a springboard for the rapid development of new technologies. A relative calm befell the world, broken only by the occasional attack of disorganized and apolitical pirate groups.

The Imperial Forces continue to wage war on the Aliens, but Humankind has not yet managed to establish contact with them. Pushed back into one of the few remaining unexplored sectors, and posing fierce resistance, the Aliens continue to pursue their unknown goals.

But war is a lucrative business, and soon the fragile truce will be broken. The use of fully autonomous mercenary squads will resume, and this means that the famed Star Wolves team will return to this dangerous but lucrative business. The entire galaxy is open to you. Are you ready to dive into this maelstrom of high-risk decisions and breathtaking adventures?

SETUP

1. Insert “Star Wolves 2” disk into your DVD-ROM drive. The setup menu will open automatically. If for some reason “DVD autoplay” option is switched off on your computer, run the «setup» program manually using Windows Explorer.

2. Left click on the **INSTALL** button of the setup menu.

3. Follow the instructions on the screen until setup is complete.

4. To delete the game from your computer, select the **DELETE** function from the setup menu, or use the “Add/Remove Programs” menu from the Windows Control Panel. **(Start-> Control Panel-> Add/Remove Program)**.

MAIN MENU AND SETTINGS

Below is a brief description of the main menu items

Continue Game – Load the last save.

Start New Game – Begin of the "Star Wolves 2" saga.

Tutorial – This section is strongly recommended to rookie pilots, to give them their first taste of navigating space fighters and Mothership.

Load Game – Loads a previously saved game.

Credits – Who knows? You might be interested.

Quit – Yes, sometimes you have to make a reality check.

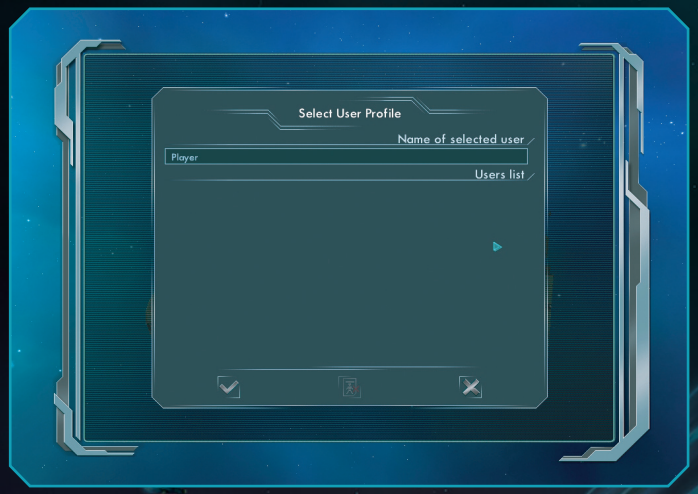
Current User – Player name.

Select User Profile – "Star Wolves 2" can keep data on several players. Here you can create a new player or select another profile.

Options – Sound and graphic options.

Game Controls – List of keys used for piloting spaceships.

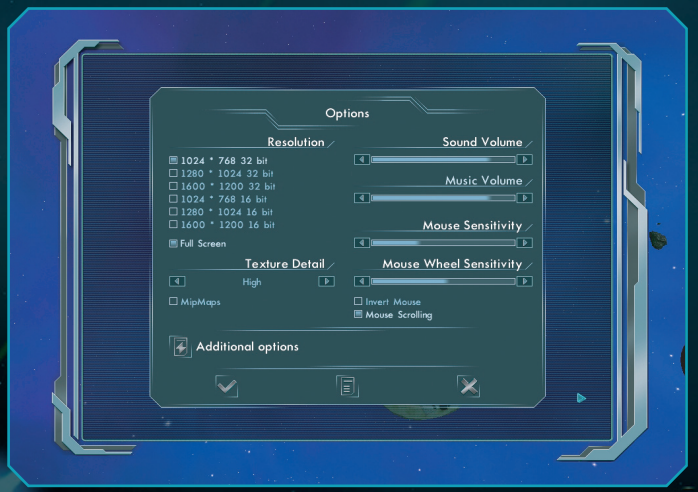
GETTING STARTED



First, you will need to create a new player profile and set upthe game.

Go to **Select User Profile** menu, and enter and confirm your player name.

After that, you can start the game using the default settings. However, we do advise that you take a look at the **Options** menu.



Resolution – Change the screen resolution. The higher the resolution, the better the graphics, but the more powerful your computer will need to be in order to run it.

Full screen – You can play both in full screen and window modes (if the desktop resolution is higher than the game resolution).

Texture detail – Texture detail can be high, middle, low and minimal. This parameter determines how detailed the objects in the game will appear.

Mipmapping – This function improves the texture quality at a large distance.

Sound volume – This controls the volume for speech and sound effects.

Music volume – This controls the volume for the background music.

Mouse sensitivity – This setting is used to adjust the mouse cursor speed.

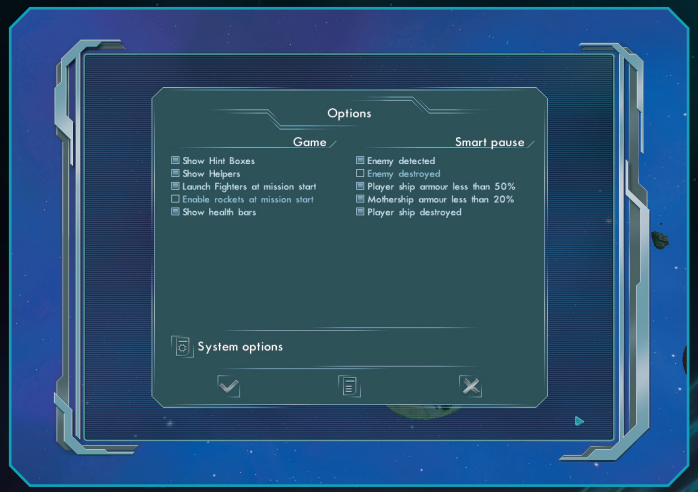
Mouse wheel sensitivity – This setting is used to adjust the sensitivity of the mouse wheel.

Invert mouse – This inverts the direction of the vertical camera movement.

Turn camera with cursor – The game camera will turn automatically once the cursor reaches the edge of the screen.

Additional options – Takes the user to additional settings menu.

ADDITIONAL OPTIONS



Show Hint Boxes – Check this box if you want the computer to help you with popup hints during the initial stage of the game.

Show Helpers – The objective currently being performed by the ship is shown with arrow markers.

Launch fighters at mission start – This function allows to automatically start all fighters right after the mission starts.

Enable rockets at mission start – By default, all missiles are deactivated at the start of the mission, but this can be changed.

Show health bars – When a ship is receiving damage, a frame will appear around it, showing armor and shield parameters.

Your combat success in "Star Wolves" will largely depend upon the use of the tactical pause. If for some reason you have missed a certain critical point, the Smart Pause mode will help you.

Enemy detected – Auto-pausing the game once the enemy appears within range of your radar will help you avoid an unexpected attack.

Enemy destroyed – Auto-pause when the enemy ship explodes.

Player ship armor less than 50% – The damage inflicted upon the fighter has reached a critical level. Urgent action is required.

Mothership armor less than 20% – Your Mothership is under attack. The situation is critical. Urgent action is required.

Player ship destroyed – It is too late for any action. It may be possible to pickup the pilot inside the rescue capsule, as he will still be able to reenter the battle on a backup fighter (provided that one is available).

System options – Return to the System options menu.

START GAME

First, you will need to select the difficulty level, the name of your main character (it's Hero by default), and his main specialization. This choice will affect the starting abilities of your main character. The game features four key qualifications: **piloting, shooting, missiles, and ship systems.**

A pilot can become a real ace, able to fly any of the fighters featured in the game with equal excellence. However, without the reliable cover of AMS (anti-missile defense) systems, even a pro will not be able to consider himself safe.

A character specializing in shooting will become a legendary sniper and can strike the enemy with formidable accuracy, but he will not be able to outmaneuver an ace.

A character who specializes in missiles doesn't need to use regular guns, and isn't even that good at using them. His weapons of choice are missiles and torpedoes. This specialty is invaluable when it comes to destroying large targets.

A good systems man in a strike force can add a great deal to his team's chance of success. His accuracy leaves a lot to be desired, but he will be able to suppress an enemy missile attack, and he can repair the damaged ships of his comrades.

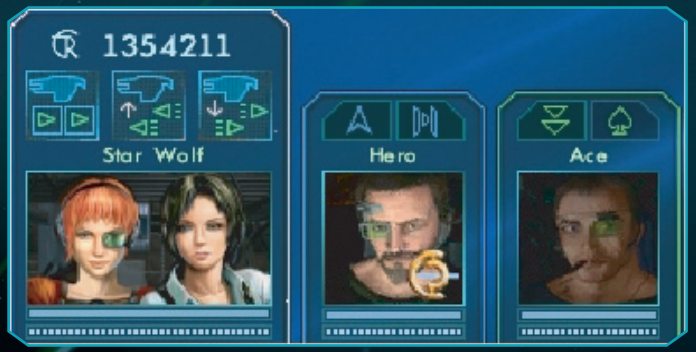
The possible options for your character's development are shown on the skills tree. For the successful completion of each mission, pilots will receive experience points that can be used for the development of their abilities.

The skills tree is different for each qualification. Don't make a hasty decision, because changing it will not be easy. Other characters, who will join the main hero during his adventures, have skill trees of their own.

THE GAME

In the screenshot above, you can see the main interface elements that you will encounter in the game. These reflect the status of your team members, the objectives they are accomplishing at the moment, and other essential game information. The interface screen is divided into three main zones: pilot panel, command panel and camera panel. Let's review these interface elements in more detail.

PILOT PANEL



The pilot panel reflects all the main information about your squad. The Mothership panel features the three key command icons:

Open Mothership and hangars. You can perform the same action by right clicking on the Mothership icon.

Hotkey - "B"

Order all fighters to dock the Mothership.

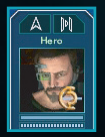
Hotkey - "Z"

Order all fighters to leave the hangars.

Hotkey - "Ctrl+Z"

Above the three icons is the current amount of credits the player has.

Below the Mothership icons, and the images of the pilots, there is a bar reflecting the status of the shields and ship armor. These are the most important parameters in battle.



On the panel of each pilot you will see two icons. One opens the objectives menu, and the other opens the actions menu. In the objectives menu you can determine the role of a pilot in the squad, and in the actions menu you can use one-time systems and special abilities.

The next important part of the interface is the command panel.

COMMAND PANEL

In the lower part of the command panel are the switches which control the game speed (pause, real time, double speed, quadruple speed).

In the upper part of the screen are the main action icons:

Horizontal/vertical movement.
Hotkey - "M"

Escort target.
Hotkey - "E"

Dock select squad to Mothership.
Hotkey - "D"

Attack target.
Hotkey - "A"

Missile attack.
Hotkey - "R"

Select all fighters and the Mothership.
Hotkey - "Ctrl + A"

Hold position (fighters will not attack anyone) .
Hotkey - "C"

Order selected squad to stop.
Hotkey - "S"

Below the action icons are the additional commands:

Show/hide all special move panels.
Hotkey - "X"

Show/hide message log.
Hotkey - "L"

Show/hide quest log .
Hotkey - "Q"

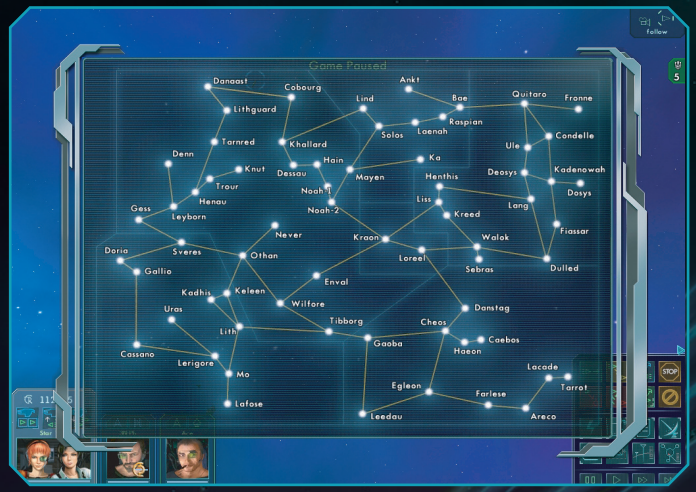
System map.
Hotkey -"Tab"

The system map is an important part of the game interface. It can be more convenient to give orders through the system map, especially if your squad is dispersed, or if you need to send your ship a long distance and you have to watch the enemy's movements at the same time.

You can zoom the map in and out by scrolling the mouse wheel, or by using the "+" and "–" keys. To tilt the map, press and hold the right mouse button and move the mouse.

The next part of the interface is the camera panel:

Global map.
Hotkey - "Backspace"



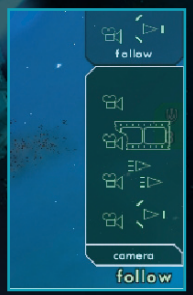
The global map fulfills three main functions:

1. It shows all locations.
2. It displays the sector that the player is currently operating in.
3. After you select a sector, a description of this location appears on the global map.

CAMERA PANEL

The camera panel shows ships within radar range. Hostile ships will be marked in red, while neutral ships will be yellow. By clicking on the icon of a detected squad, you will open a menu that displays its exact composition. Double-click on the fighter icon to focus and center the camera on its squad.

There are four camera types in the game. To switch between cameras click menu items or use hotkeys :



Free camera "F9"

The Free camera can move in any direction and provide any angle. It can be moved both with a mouse or using arrow keys.

View camera "F10"

The View camera remains still but is always looking at the object in the focus.

Chase camera "F11"

The Chase camera is always positioned behind the ship providing a view of events as seen by the pilot.

Follow (default) camera "F12"

The Follow camera is the main and is used by default. This camera makes it easy to follow the selected object and adjust the angle. To turn the camera you can either push the mouse cursor to the edge of the screen, or, which is a lot more convenient, press and hold the right mouse button and move the mouse to adjust the angle. For zoom use the mouse wheel or press the left and right mouse buttons simultaneously.

CONVERSATIONS

During the game, you will enter into conversations with all kinds of characters.

You can select a response by clicking on it, or by using the numeric keys. Your responses may affect the further development of the script, or even the lives of your crew, so choose carefully.

CONTROL KEYS

MOUSE

Left click	selection
Right click	default action (move, attack, etc.)
Double click	focus on object
Alt + left click	focus on object
Mouse wheel	zoom
Left click + right click + move mouse	zoom
Ctrl + left click	attack
Shift + right click + move mouse	vertical move
Shift + left click	select highlighted squads

KEYBOARD

[ ]	change game speed (slow/fast)
+	zoom in
–	zoom out
< >	show/hide all contacts on camera panel
S	stop selected ships
TAB	map
Backspace	global map
V	switch radars in map mode
Caps Lock	altitudes on/off
Q	quest log on/off
L	show/hide message log
X	show/hide special moves panels
Esc	remove selection from all ships; if pressed again – exit to game menu
1/2/3/4/5/6/7	response selection in dialogue mode
1/2/3/4/5/6	squad selection in game
Shift + 1/2/3/4/5/6	select highlighted squads
Ctrl + A	select all
D	send selected squad to dock Mothership
Z	send all ships to dock Mothership
Ctrl + Z	launch all squads
M	move
C	hold position
A	attack
R	missile attack
E	escort
B	open Mothership and hangars, open mail and news
H	target helpers on/off

CAMERA CONTROLS

F	switch focused camera to free camera and back
G	toggle camera modes
F9	free camera
F10	view camera
F11	chase camera
F12	follow camera

ADDITIONAL

F1	hint
F5	quick (fast) save
F8	quick load

TEAM CONTROL INTERFACE

THE TEAM

On this screen, you can distribute experience points among your team members. At the start of the game, you will need to assign one of the four specialties (piloting, shooting, missiles, or systems) to the main character. Each has its bonuses and downsides. Choose carefully, because it will not be possible to change your specialty later in the game. Each character has different skills and abilities, and will have an individual skill tree. Skills (perks) that can be developed will be marked in white. To view a detailed description, right click on the skill.

FIGHTER EQUIPMENT

To equip a fighter, left click on its icon in the hangar, and drag the weapons and systems onto the respective installation consoles. Equipping the Mothership is only possible at trading stations after docking.

NEWS AND MAIL

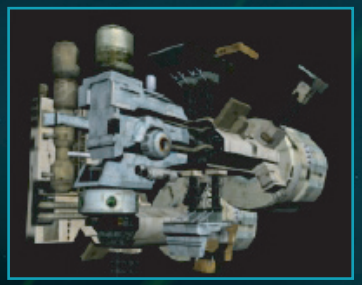
NEWS

This is your reference source on all the latest happenings in the galaxy. This newsletter may provide valuable hints for your missions, or inform you on the consequences of your actions in the previous missions.

MAIL

This section is for letters from your friends and employers.

TRADING STATIONS



Trading stations are located throughout the universe. They are intended for conducting free trade between the systems. Trading stations located in the Imperial territory are run by the Llanovarian Standard (LS) corporation. LS ships also provide security at the trading stations. Trading stations in the USS territory are guarded by the corporate security fleet, and stations in the pirate-controlled sector are guarded by pirates. All of the trading stations have good relationships with merchants and mercenaries. There is an unsigned pact protecting all merchant ships approaching trading stations from any attacks. Salesmen at the trading stations will buy any and all goods delivered to the market without asking questions. They have little interest in how a load came to its current owner.

Trade starts only after the Mothership is docked. The player will then be taken to the station menu, where he will be able to buy and sell weapons, ammo, and goods. The notorious Black Market is available here, featuring special goods and services; however, you will only be able to access the Black Market if one of your squad members has a special skill.

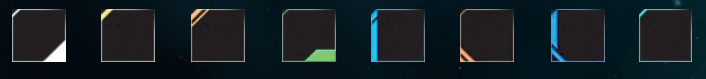
PATROL STATION

This type of base is used by Patrols in every system. It features large hangars for fighters, powerful tracking systems, and can respond to an alarm in mere seconds. The patrol stations were supposed to become the pinnacle of technological development. However, the constant failures and breakdowns that riddle the operations of all patrol stations cause many to question their competence. Here, you can also get rid of the rescue capsules in your inventory.

SHOPS

At the shop, or at the Black Market, you can sell the goods you have (shown in the lower part of the screen), or purchase new weapons and system modules for your fighters and Mothership.

The price is shown in the upper left corner of each item's icon. If the price is displayed in red, you can't afford it.



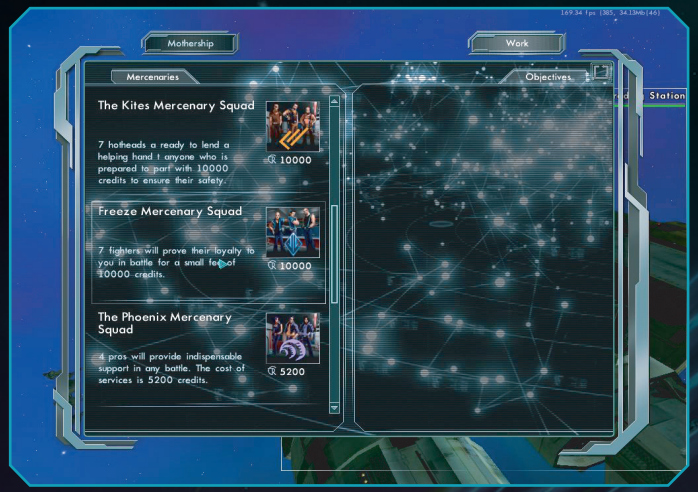
EQUIPPING MOTHERSHIP

To equip the Mothership, left click on its icon in the hangar, and drag the weapons and system modules on their mounting places. Fighter pilots can be changed in the same way.

EMPLOYMENT

Mercenaries. On this screen, you can hire other squads and detachments to assist you in battles. Payment must be made when the mercenaries are hired. Subsequent payments are made after you move to a new sector. For each payment, the player will receive a confirmation request.

Missions. It's not easy to make money, and life in space can be cruel, but if you're down on your luck (and willing to risk you life), you'll find that there are many profitable offers awaiting you.



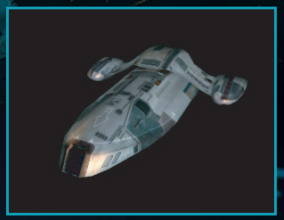
FIGHTERS, WEAPONS, AND SYSTEMS DESCRIPTION

MOTHERSHIP STAR WOLF

SHIELDS	450
ARMOR	2000
MAX SPEED	550
TURRETS	5
SYSTEMS	4

Mothership. This is an ex-military transport which has been upgraded. The ship has adequate defense systems, with six extra turret slots, and another six slots for systems. Combat modules can be easily replaced with cargo-carrying modules. The ship is now flown by skilled pilots, and thanks to their skills and expertise, the ship has become faster and more maneuverable.

1ST GENERATION FIGHTERS



EXCALIBUR

Multipurpose Fighter

Shields	50
Armor	70
Max. speed	750
Maneuverability	80
Slots	B1, R2, Sys2

Excalibur was initially designed as a tactical control fighter, intended to provide a tactical advantage in space. Its weaponry is quite impressive: one heavy armament gun, two standard missiles pods, and two mounted systems (the standard combination is one anti-missile system and one repair system). The Excalibur was an effective fighter, capable of handling numerous different tasks. Considered the best fighter of the first generation, it was able to compete with newer and more expensive models for a long time.

Shields	30
Armor	70
Max. speed	700
Maneuverability	70
Slots	S2, Sys4

HATCHET

Special Purpose Fighter

The unusual design of this ship is derived from its unique purpose, which is providing support to other space fighters with special systems installed onboard. The first series of this ship was produced for the Military Space Forces (MSF), and featured several modifications: anti-missile, long-range detection, repair, and special recon. After undergoing modernization in 2182, the series has been reequipped, and can perform virtually any combat objective by replacing the unified system modules.

Shields	50
Armor	90
Max. speed	700
Maneuverability	60
Slots	S2, R2, Sys1

NAGINATA

Light Attack Fighter

This first-generation attack fighter boasted impressive speed and efficient defenses for its time. After being modernized in 2179, it received up-to-date radio and electronics equipment, and was reequipped to carry any types of missile on two standard suspension units. Although considerably outdated, this ship can be employed as a light missile carrier in a Patrol force or other paramilitary detachments.

Shields	30
Armor	50
Max. speed	800
Maneuverability	80
Slots	B1, Sys1

YARI

Interceptor

Once the best light fleet fighters, this ship has written many glorious pages in the annals of history. Even now, many years after its production, it is still considered to be one of the elite. At the same time, only the foolhardy would fly this ship against the modern-day fighters, since all of its characteristics (especially defense) are far below those of second- and third-generation fighters. The Yari went out of mass production in 2205, but is still used by the Patrols, and by numerous private owners.

Shields	20
Armor	40
Max. speed	700
Maneuverability	70
Slots	B1, Sys1

BRIGAND

Interceptor

The Brigand is an outmoded fighter, one of the first to be equipped with a heavy gun. Thanks to its well-tuned technology and sensible layout, the model has been in production for over forty years without significant changes. At present, it may be of interest only because of its exceptionally low price.

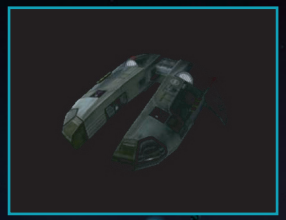
HAMMERHEAD

Heavy Gunship

This is a first-generation heavy gunship. At the time of its inception, it was considered a true "flying tank", but after defense shields became available, the Hammerhead was deprived of its main defense advantage. These days, most pilots consider it oversized and under-armed, although it is still used as a cheap missile carrying platform.

Shields	40
Armor	110
Max. speed	600
Maneuverability	60
Slots	S2, R2, Sys1

2ND GENERATION FIGHTERS



BIDENT

Gunship / Missile Carrier

The introduction of this promising missile carrier in 2199 marked the beginning of a new phase in the development of the military space force. Prior to that, all military theorists thought that the destruction of larger ships required massive attacks by fighters, bomber-fighters, and corvettes. However, the very first use of the new missile carriers demonstrated that one missile volley fired by a squadron of these monsters could destroy a small fleet, including an auxiliary aviation carrier and several escort ships.

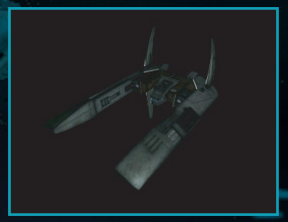
Shields	140
Armor	200
Max. speed	750
Maneuverability	70
Slots	S2, R4, Sys2

CLEANER

Heavy Fighter

When designing this second-generation heavy fighter, the engineers pursued two basic goals: the substantial expansion of firepower, and the retention of high maneuverability. The first goal was achieved by installing a pair of heavy cannons. In order to achieve the second goal, the designers sacrificed a missile launcher and used a nouvelle layout. This resulted in a short, broad ship that stood out from its "classmates". Despite the fact that the MSF pilots were initially reluctant to use the new aircraft, they soon learned to appreciate its high firepower and solid defenses. At present, the fighter is widely used all over the Empire. Although officially it is still employed by the MSF, it has been almost entirely replaced with more up-to-date models.

Shields	110
Armor	250
Max. speed	800
Maneuverability	90
Slots	B2, Sys2



RAPTOR

Recon Ship

This second-generation high-speed recon fighter was developed according to the concept that the main weapon in the arsenal of a recon craft is its speed. However, the designer-in-chief, fending off the attempts of corporate management to interfere with the process, managed to arm the ship with four light cannons instead of the standard two. As a result, the fighter turned out to be capable of protecting itself in the most unlikely situations. Its success in the market was so huge, that it was positioned in several classes simultaneously, taking over the niches of special-purpose anti-missile destroyers, repair ships, Distant Early Warning (DEW) ships, and even light fighters.

Shields	130
Armor	130
Max. speed	850
Maneuverability	90
Slots	S4, Sys3

STORMCROW

Light Fighter

Shields	120
Armor	100
Max. speed	900
Maneuverability	110
Slots	B1, R1, Sys2

This second-generation fighter has taken the classic concept of the light fighter to a new level. Despite its narrow specialization, this ship is capable of solving a variety of combat objectives. This is achieved through mounting different types of missiles, guns, and other systems on its standard suspension units. The high speed and maneuverability make this fighter a most formidable foe in close combat.

TIE-FLY

Light Fighter

Shields	100
Armor	80
Max. speed	950
Maneuverability	120
Slots	S2, R1, Sys2

This second-generation military fighter combines record speed, excellent maneuverability, and universality. These exceptional qualities were achieved by refraining from the use of the oversized and massive "large-format" cannons. In order to compensate for this unfortunate lack of firepower, the designers developed a new-generation light cannon (later named the M-103 "Mace"). The successful use of these new fighters quickly demonstrated their excellent combat abilities. The MSF regulations direct that light fighters only be used with the support of other ships, except in the case of recon operations or raids.

3RD GENERATION FIGHTERS

EVIL EYE

Light Fighter

Shields	100
Armor	80
Max. speed	950
Maneuverability	120
Slots	S2, R1, Sys2

This light multipurpose third-generation fighter is the newest (and the heaviest) and its class. Despite its weight, it is also the fastest and the most maneuverable ship available. Although the Evil Eye's design features a number of technological novelties, the manufacturer still managed to keep the price range reasonable for a solvent client. The press releases focus on the ship's universality, which is afforded by numerous mounted suspension systems. However, following a lengthy debate, the fleet command refused to adopt the fighter, citing its insufficient firepower and "exorbitant" cost.

GUNSLINGER

Heavy Fighter

Shields	450
Armor	430
Max. speed	950
Maneuverability	100
Slots	B3, Sys2

The story of the creation of this third-generation fighter, the most powerful in history, is riddled with rumors. The most popular of these rumors is that a secret meeting of the top executives of three corporations raised the question of building a new top-of-the-shelf fighter that would outmatch any of the warships adopted by the MSF. The story has never been proven, but the Gunslinger was developed, armed with an unprecedented three heavy cannons, as well as a defense system that would make fighter bombers fume with envy. The exact number of produced ships is not known, but nearly all of them were adopted by the corporations' law enforcement detachments. There are rumors about the possibility that the ship will be mass-produced one day, but no official data is available at this point.

Shields	350
Armor	450
Max. speed	850
Maneuverability	80
Slots	S1, R4, Sys2

HRIMTURS

Heavy Missile Carrier

The three largest corporations all bid on the contract for the development of this third-generation strike ship. The development was complicated by special requirements for the defense systems and missile armory. Although none of the three prototypes was designed according to the exact specifications, the purchase order was awarded to the sample developed by USS Inc., which proved to be the least costly of the three. Six months into the adoption of this new carrier, officers of the Imperial Security Department confirmed rumors of mass bribery of the acceptance committee, which included experts and top-ranking military commanders. Worse, the actual cost of the ships, once purchased by the fleet, turned out to be twice as high as the promised cost. The scandal undoubtedly played its part in aggravating the relationship between the Emperor and the management of the corporations.

Shields	320
Armor	320
Max. speed	900
Maneuverability	100
Slots	B2, Sys3

TIGER

Heavy Fighter

This third-generation heavy fighter, armed with two heavy cannons, was developed at the turn of the century as the main MSF and Patrol fighter. The first ships were delivered to the fleet in 2207. The fighter was produced in large numbers exclusively for the MSF, and despite its perfectly tuned technology, never appeared on the retail market. Although this ship's use by the Patrols was eventually dropped, it still constitutes the basis of the fleet's fighting force.

Shields	400
Armor	300
Max. speed	900
Maneuverability	90
Slots	B2, Sys3

TRIDENT

Special Purpose Fighter

This special-purpose third-generation fighter is the MSF's main support ship. A Trident can carry up to four special systems, enabling it to perform a variety of combat objectives, depending on the layout. Unfortunately, due to the high cost of these fighters, the rearming of the MSF special-purpose detachments is progressing quite slowly.

4TH GENERATION FIGHTERS

Shields	500
Armor	450
Max. speed	1300
Maneuverability	130
Slots	S2, B1, Sys2

SKOLM

Special Purpose Fighter

This is the first of the latest generation fighters adopted by the MSF. Its testing results, and the positive feedback from the pilots flying it, left no doubt as to the success of the model, and the fighter soon became very popular. Much to the disappointment of the civilian population, this fighter, like all other fourth-generation ships, is only officially available to the military. However, the ship is nonetheless available on the black market. The only drawback to the Skolm is that the ship is constructed from materials used in the production of previous generation models.

BASTARD

Special Purpose Fighter

This model appeared after Humankind had begun the study of the Alien technologies. The combination of new materials and technologies with the commonly acknowledged principles of ship-building allowed the designers to put the Bastard into mass production.

Shields	600
Armor	550
Max. speed	1000
Maneuverability	110
Slots	S1, B4, Sys1, R2

MATARICE

Heavy Fighter

This new heavy MSF fighter is constructed entirely of new materials, and employs the latest achievements in engine-building. The heavy machine features a wide spectrum of capacities, and boasts six guns and a full set of missiles. This model could have replaced the Chevalier class corvette, but was more expensive, due to the cost of the new materials.

Shields	750
Armor	550
Max. speed	900
Maneuverability	100
Slots	B3, R3, Sys3

RAVEN

Heavy Fighter

The Raven was the first secret weapon developed by the USS, thanks to the efforts of the Precursor Studies Department of InoCo. Those who have flown both this model and similar ships of the MSF cannot say which is superior.

Shields	750
Armor	550
Max. speed	900
Maneuverability	100
Slots	B3, R3, Sys3

CAPITAL SHIPS

CAVALIER

Patrol Corvette

The Cavalier is a mid-class ship, but can handle any serious situation. This is a powerful machine, ideally suited to be a flagship in a strike force. It is used by the MSF and the Patrols, but deployment is irregular, due to its high cost.

BUTCHER

Corvette

A mid-class military ship, this powerful machine is an ideal flagship for strike forces. The Butcher is only used by the MSF. Due to its high cost, deployment is quite irregular.

STONE ARROW

Cruiser

Despite the rather weak armory, a cruiser of this class can become a very formidable foe when accompanied by an escort of fighters. The presence of the Stonearrow in a system is always a calming factor.

STALINGRAD

Battleship

This is the Empire's primary weapon in any military conflict. Bristling with powerful weaponry, and providing excellent fighter cover, the Stalingrad is a dangerous opponent; one must be very confident of one's own forces before engaging this monster in battle.

TRANSPORTS

ARBA TRANSPORT

Heavy Transport

This is a standard long haul heavy transport. The ARBA is usually accompanied by an armed escort. It's used by Pirates as a mothership, which may explain why peaceful merchants have begun to equip their transports with rapid-fire turrets.

BETA TRANSPORT

Middle Transport

This is a standard mid-sized transport. While relatively inexpensive, it features a sustantial capacity. However, it must be towed by at least one fighter. Design setbacks and flawed operations kept this model from becoming a commercial success. The BETA cannot be armed, and typically travels with an escort.

WALRUS

Middle Transport

The Walrus is a speedy and maneuverable transport, and typically equipped with light weaponry. This tends to give the crew a false sense of security, however, since no transport can survive a serious attack without some kind of escort.

HMQ TRANSPORT

Light Transport

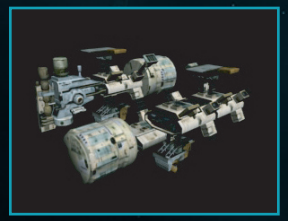
This model is an unarmed idle container, and must be towed. The HMQ is popular due to its cheapness, but it is absolutely defenseless without an escort.

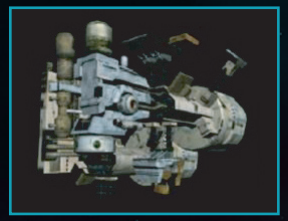
LARGE OBJECTS

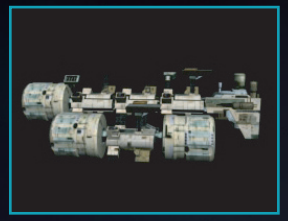
PORTALS

Portals serve as gateways between systems, through which one can travel from one sector to another. Inter-system traffic is a paid service, meaning that each time the player goes through a portal, an amount is withdrawn from his account. In cases when the player has must travel through a portal to achieve a mission objective, the payment is made by the employer. Portals are practically indestructible. When a player moves through a portal, armor and defense shields are restored to their maximum.

STATIONS







UNIVERSAL STATIONS

Universal stations are the primary centers of human habitation in colonized systems. In order to make the colonists' lives more comfortable, these stations offer the latest technological advances, and they feature artificial gravity, spacious halls, and clean air. The universality of these stations means that they can be used for a number of purposes, including breach-head bases, trading stations, and research labs.

MINING STATIONS

Asteroid research does not end at ground sampling. After sampling, the asteroid is transformed into a mobile factory or laboratory. The construction of production facilities on asteroids substantially diminishes transportation expenses, and increases production speed. Asteroids have become a vital source of raw materials.

OBJECTS ON ASTEROIDS

All manner of buildings and structures can be built on asteroids, which diminishes the construction cost. For this reason, asteroids are often used by corporations.

ASTEROIDS

Several asteroids of different shapes and sizes. Static objects.

FIGHTERS ARMAMENT

(see a table below for technical specs)

HEAVY GUNS

M-106 POLE-AXE

Heavy kinetic cannon

A classic kinetic weapon, equipped with symmetric anti-recoil devices and muzzle brake, it is a serious modernization of the M-105_ Masakari gun, which was the first heavy cannon developed for new types of fighters in 2177. The M-106 fires hi-caliber shells with a detachable pallet and wolfram or ceramic core. The M-105 and M-106 series have earned a reputation as powerful and reliable weapons, and have enjoyed a steady demand for the last 50 years.

M-110 WAR AXE

Advanced heavy kinetic cannon

This is a modernized kinetic weapon, and the last mass-produced module with classic kinematics that was adopted by the MSF in 2198. The primary differences between the M-110 and the M-106 series are the binary liquid projectile composition, new anti-recoil devices and automatics, and the use of shells with depleted uranium cores. Although this weapon is officially considered to be discontinued, it is still produced in large quantities, and enjoys a high demand in the arms market.

M-200E VOLCANO

Heavy rapid-fire cannon

Rapid fire cannons with revolving barrel sets first appeared back in the pre-space epoch and have not changed appreciably since then. Their high firing rate allows even the most unskilled shooter to hit a small target. The M-200E Volcano was first used by the MSF during the Phoenix operation, when two squads of cadets from the Fearless carrier destroyed over 20 rebel fighters with a single round of fire.

M-201 GATTLING

Second-generation rapid-fire cannon

This is a new series of rapid-fire cannons that have an even higher rate or fire, and which feature high-powered cartridges. Many pilots prefer this reliable and reputed weapon over the nouvelle state-of-the-art fighting methods. According to the Patrol pilots, a volley from two Gattlings is enough to literally cut a pirate fighter in half. Then again, as some experts say, thanks to the appearance of the M-201 on the retail market, it can now be used against anyone.

HCB-2 Melter

Heavy plasma gun

The HCB-2 Melter is intended for use against heavily armored targets, such as corvettes or bombers. The weapon fires high-temperature plasma clots, inflicting substantial damage to its target. However, the firing rate is moderate, and the charge speed is slow, allowing a target to evade the shot. Nonetheless, back in the days of the Red Corsair, Imperial pilots preferred these guns over any others, arguing, that one or two hits would be enough to render any pirate fighter harmless.

XHCB-5 INFERNO

Perspective plasma gun

This is a preproduction sample of a new plasma gun. While similar to other plasma cannons, it features superior charge power. This formidable weapon was introduced at last year's arms exhibition at Avalon. According to the press release, the gun was several times more powerful than its predecessors. However, it is rumored that the batch production of the Inferno has been delayed because of flaws in the overall design. There are also rumors of an accident during factory testing, which resulted in dozens of deaths.

LIGHT GUNS

M-91 MAXIM II

Heavy machine gun

With the advent of heavy guns, all of the old kinetic weapons were immediately classified as machine guns. By 2176, the M-91 Maxim II was regarded as the most up-to-date artillery system. Named after a legendary 20th-century inventor, the Maxim was developed by factories in over 20 different configurations during its 50 years of production. However, it is past its prime, and is considered a weapon of those with limited funds.machine gun

M-100 MINIGUN

Heavy machine gun

Despite the widespread adoption of HMGs, machine guns remained the primary weapons of gunships and special purpose ships, so much time and energy was spent trying to increase their firepower. The most popular (and most promising) method was to increase the rate of fire, because that permitted the use of the standard cartridge, and also increased the odds of striking a fast-moving target. The M-100 Minigun was the most widely used machine gun, combining a high rate of fire with good reliability machine gun

M-126 BLACKJACK

Automatic cannon

Due to stringent sizing limits, light cannons could never really compete against the heavy guns. However, the designers never stopped looking for ways to reinforce the bombers' primary defense weapon. During the development of the M-126 Blackjack, the firing rate was sacrificed for higher firepower. It was developed by corporations for their own special-purpose bombers, and was never widely advertised. It became popular much later, when a single unmarked bomber attacked a uranium convoy in the border area. Breaking through to the transports, the ship torpedoed them. Afterwards, instead of fleeing, the Blackjack engaged three escort fighters and destroyed them in a short battle. After this incident, the M-126 was produced in large quantities, and was adopted by the MSF and other law enforcement agencies.

M-133 MACE

Advanced automatic cannon

This gun was specifically developed for the MSF Tie-Fly fighters, but was later modified to be mounted onto any system. Prior to the adoption of this gun, it was widely believed that a fighter without heavy cannons was an anachronism, destined for defeat. But when the MSF took part in the closing part of the "Fall of the Titan" operation, it was the high speed and the firepower of light fighters that provided for the quick victory over the rebels. Breaking through to the enemy rear and eliminating the heavy transports and repair bases, these ships easily suppressed any resistance they encountered.

M-150 TETSUBO

Newest automatic cannon

Recently presented at an arms show, the Tetsubo automatic is a logical continuation of existing traditions. It employs such technical novelties as active-reactive shells and non-friction obturation of barrel channel. These improvements increase the cannon's efficiency, but have also increased the price dramatically.

LASER CANNONS

M-79 SCORCHER

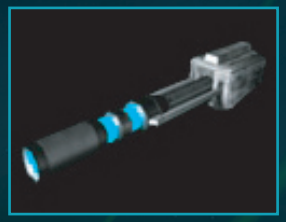
Combat Laser

This combat later has been used by the MSF for over 15 years. Initially, it was developed as a replacement for the fleet's kinetic guns. The weapon's precision and high-powered charge were offset by a low rate of fire, which was a result of irreparable flaws in the cooling system. As a result, combat lasers became the weapons of the elite, used primarily by shooters who could win a battle with a handful of well-placed shots. Less experienced gunners tend to rely on regular cannons.

AML RAPIER

2nd Generation Combat Laser

The fleet command refused to adopt the Rapier, insisting that it was expensive and slow, despite the fact that during comparative tests held in 2214, the Rapier outmatched all other lasers. However, a mere two years later, the fleet command had to reconsider their stance on laser weapons: during the Proserpine counter-terrorist operation, the MSF encountered elite mercenary squads armed primarily with Rapiers. The losses of the MSF in this conflict have never been disclosed.



M-801 POLARIS

Combat Pulse Laser

In 2216, the fleet command realized that most MSF fighters were armed with outdated guns, and so they issued the three largest corporations a purchase order for a new combat laser. The order specified that particular attention be paid to improvement of the weapon's rate of fire, and its reliability. One corporation's engineers presented a test sample soon after, and fleet command was so impressed that they skipped the bidding process. The laser, code-named M-801 Polaris, was adopted before the testing phase was even complete. The Polaris is the first truly universal laser, combining the qualities of a high-precision gun with burst-fire capabilities.

MD-1 Thunderbolt

Particle Accelerator

This is a promising weapon which has not yet been adopted by the fleet because of its high cost. Designed according to new principles, it is a far more effective weapon than the standard sniper lasers. Its rate of fire is quite low, but its charge is more powerful than its predecessors. The MD-1 is an excellent cannon for an accurate shooter.

ASCL

Combat Impulse Laser Turret

This is the prototype of a fourth-generation combat laser. After passing the state tests, the ASKL has earned a reputation for power and reliability. Used by corporate special services and the Imperial special task forces, it is also installed on the majority of MSF fighters.

MISSILES & ROCKETS

S-4 DART

Unguided Rocket

The Dart's suspended container holds four projectiles. Rockets such as the S-4 were widely used during the unification of the Empire. Despite low accuracy and low effective range, Darts are still produced in large numbers. They are primarily used against large, low-mobility ships. The C-4 uses a different fuel than its predecessors, and employs a standard 4X launcher.

S-16 MINI

Unguided Rocket

Cheap and easy-to-use, the _-16 are is used in great numbers by the military. The design of the container allows for the launch of all 16 rockets in under 30 seconds, which can make the C-16 deadly in skilled hands. Many pilots still prefer projectiles over guided missiles, because of the high resistance of the former to any anti-missile systems.

SRM-6E PIRANHA

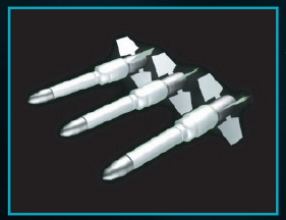
Short Range Missile

Limited by a short range, and a primitive heat-based homing system, these missiles can nonetheless post a serious threat against targets lacking modern anti-missile defense systems. The SRM-6E was dropped by the MSF over 30 years ago, but it is still produced in large quantities for the Patrol forces and retail customers. The Piranha's suspended container holds three missiles.

SRM-8M DAGGER

Short Range Missile

For a long time, the Daggers lacked any real competition, thanks to their intricate next-generation homing system, which locked on the target using both heat and electromagnetic emission, as well as the neutron emission of the central reactor. For years, there was no way to counter this system, and the Dagger was produced in large quantities. A total of 20 modifications were developed for the missile. Despite the fact that modern anti-missile defense systems can effective neutralize the SRM-8M, the missile remains quite popular. The suspended container holds three missiles.



SRM-15 WARHAWK

Short Range Missile

The CRM-15 is a joint effort of the MSF and InoCo scientists, a close range missile system that was designed to replace the CRM-8 Dagger, which had become ineffective against the modern anti-missile defense systems. Thus far, it is hard to tell whether the effort was a success, but rumor has it that small batches of these new missiles are already available on the black market. The Warhawk's suspended container holds three missiles.

LRM-7 STARSHARK

Long Range Missile

The LRM-7 was the first long-range missile to go into batch production. The model was so effective that it has remained in use by the military fleet and Patrol squads for over 60 years. It's also widely used by criminals and bounty hunters. Reliable and inexpensive, the system has nonetheless been rendered ineffective by recent developments in high-tech anti-missile defense systems. The Starshark's suspended container holds two missiles.

LRM-9 Avalanche

Long Range Missile

The LRM-9 Avalanche is a deep modernization of the LRM-7 class system. The new missile features higher engine productivity, a bearing frame is made of new materials, and an upgraded electronic homing system. As a result, the new system boasts a better range and an improved resistance against AMS systems. The suspended container holds two missiles.

ALRM

Long Range Missile

Boasting an impressive effective radius, the ALRM can be launched from far outside the enemy's sensor range. To be certain that the attack is successful, however, it is recommended that the attacking ship employ advanced sensors or a recon wing. Due to the price, which many consider to be unreasonably steep, the ALRM is not used widely, but it is popular among the special services. The suspended container holds two missiles.

HT-4 ERASER

Heavy Torpedo

The use of anti-ship torpedoes requires skill and caution. They feature a long effective range, but take a considerable amount of time to lock onto a target; therefore, it is highly recommended that the attacking ship launch them from maximum range. Initially developed for use against large ships, torbedoes are neither fast nor maneuverable enough for use on fighters. Each suspension holds a single torpedo.

HT-6 HELLBRINGER

Heavy Torpedo

The Hellbringer recently underwent bench testing, and there have been no reports of its use in combat. Although the scientists who participated in its development claim that it passed all tests successfully, and that it is completely reliable, most pilots are still reluctant to use it. The MSF and Patrol forces also demand additional testing. The suspension holds a single torpedo.

MIRV SWARM

Missile with MIRV warhead

The MIRV warhead represents the pinnacle of modern missile technology. It boasts a long range, high resistance against active AMS systems and noise, and a frightening destructive capability. After nearing the enemy, the Swarm splits into four independent homing missiles, each of which is capable of selecting and locking onto a new target if the primary target is destroyed. The suspension holds a single missile.

MIRV-2 TORNADO

Missile with MIRV warhead

The MIRV-2 Tornado is a six-warhead modification of the MIRV Swarm. If used judiciously, one Tornado is capable of destroying an entire squad of new-generation fighters. However, this new system is difficult to find, and is very expensive.

SYSTEM MODULES FOR FIGHTERS

RADARS

These systems aren't actually radio location systems. Nearly two centuries have passed since radar waves ceased to be a reliable means of detection and tracking, due to high speeds, long ranges, and the materials used in the building of ships. New technology allows for instantaneous changes in space density at a certain distance from the ship. Adopted by the MSF in 2145, systems employing this operational principle are now used everywhere.

LRS SCOUT

Long Range Radar

Range – 160 km.

The Scout is essentially a superstructure, mounted on a radar system, expanding its range and increasing the detection probability of low-visibility targets.

LRS RANGER

Long Range Radar

Range – 175 km.

Like the Scout, the Ranger is an auxiliary module mounted onto the standard detection system used by modern-day fighters. Its primary purpose is to control the stable operation of the main system at maximum allowed energy-conversion efficiency.

LRS SENTRY

Long Range Radar

Range – 190 km.

Designation – Expansion of the radar resolution capacity (increasing the detection probability of low visible targets).

Unlike the previous models, the Sentry is equipped with a heuristic module, increasing the probability of detecting and determining the type of a target located at great distance, or in a high-noise zone (such as nebula or meteor fields). The Sentry also has a better chance of detecting enemy ships using masking devices, which makes this system indispensable for reconnaissance.

LRS SPY

Long Range Radar

Range – 210 km.

Designation – Expansion of the radar resolution.

This is InoCo's latest development in long-range sensor technologies for fighters and small ships. The Spy was developed just 1.5 years ago, and has not yet passed the testing stage. The few systems that have appeared on the retail market have sold out instantly.

ANTI-MISSILE SYSTEMS (AMS)

MISTRAL

Anti-Missile Chaff System

The Mistral chaff system has an anti-missile efficiency of 10, which means that it is effective against first-generation missiles. As soon as the system detects homing missiles aimed at the fighter, it discharges small high-temperature plasma clots. Unfortunately, this rather primitive defense unit is only efficient against heat-guided missiles.

STORM

Anti-Missile Chaff System

Anti-missile efficiency – 20 (second-generation missiles).

The Storm is the next step in the development of passive anti-missile defense systems. The heat decoys that are automatically discharged by this system when a homing missile approaches are capable of simulating the heat of spaceship engines, which can misdirect even those missiles with high-tech tracking systems.

SQUALL

Anti-Missile Chaff System

Anti-missile efficiency – 30 (third-generation missiles).

The Squall is one of the most reliable and reputed systems in the AMS market. The system uses a rather complex decoy, capable of accurately simulating the heat and electromagnetic emission of a space fighter. As of now, this system is capable of countering nearly every homing missile currently available.

CYCLONE

Anti-Missile Decoy System

Anti-missile efficiency – 40 (very reliable against third-generation missiles).

The best of all existing passive AMS systems, the Cyclone is still undergoing testing. According to the information currently available, the system's decoy can simulate the heat, electromagnetic emission, and space density change characteristics of a fighter. It is not known how the Cyclone achieves this, but according to some very reliable sources, during field tests the Cyclone even managed to trick the ship sensor systems. The Cyclone is also equipped with a maneuver tracking system and a unit that calculates optimum decoy release time, making the user's ship practically invulnerable against all existing missile types.

AMS BOXER

Active Anti-missile System

The Boxer system destroys missiles aimed at the any ship in the squad, and has an efficiency rating of 15 (must be in AMS mode to use). This system is essentially a self-guiding rapid-fire laser, capable of tracking the trajectory of enemy missiles and destroying them during the approach. In many cases the system, is far more efficient than passive AMS systems, because it is capable of tracking all enemy missiles aimed at friendly ships. The only drawback of the Boxer system is its high energy and calculating capacity consumption rate, which makes it impossible to use simultaneously with other combat or non-combat systems.

AMS GLADIATOR

Active Anti-missile System

The Gladiator system is designed to destroy missiles fired at ships in the squad, and has an efficiency rating of 25 (must be in AMS mode to use). The Gladiator is a quadruple laser gun, and is integrated with the general target-locking and tracking system. Each of the barrels features an independent suspension, which allows for the system to counter four targets simultaneously. For a long time, the system was produced exclusively for military use, but is now available on the retail market as well.

STEALTH SYSTEMS

SHADE

Stealth System

The Shade reduces a ship's visibility by 30%, and is particularly effective in a cloud. The system generates a random-tension field at a fixed distance away from the ship. This makes it more difficult to detect the ship, since modern location systems will see it as a less dense object. As is the case with many inventions, the field was discovered by pure chance. According to rumor, the theory behind the Shade was derived by a scientist who lived in seclusion on an asteroid in an unexplored corner of the galaxy. It is believed that the scholar was researching a new way of traveling through subspace, which would eliminate the need for huge and expensive portals. When one of his models failed to provide the required effect, he sold it for a pittance to a traveling merchant who was delivering food and materials to him.

SHADE MK2

Stealth System

This system reduces ship visibility by 45%, and is especially efficient in a cloud. The principle of generating a random-tension energy field turned out a hard nut to crack for the MSF and InoCo scientists, and for a long time all of the standard masking systems simply copied the device, which has fallen into the hands of the military by chance. Everybody knew which components it was made of, but no one could really understand why it was working. Finally, a breakthrough was achieved, and a way was found to radically improve the masking characteristics of the field by simply replacing the system components with better analogues.

GHOST

Stealth System

The Ghost reduces ship visibility by 60% (and is particularly efficient in a cloud). After the operation principle of the Shade system was discovered, and the MK2 system was developed, a series of research efforts was conducted to discover a possible means of increasing their efficiency. The result of this effort was the creation of the Ghost stealth system and the accidental discovery of the ability to generate several copies of random-tension energy fields placed a considerable distance away from each other. This soon led to the development of a stealth system that could be used to cover several ships at once..

NEBULA

Wing Stealth System

The Nebula reduces the visibility of all ships in squad by 40%, but they must be in Cloaking mode. Further development of masking technologies gave birth to a system capable of generating several copies of the energy shield, which diminished the visibility and chances of detection for all ships in the squad. Unfortunately, the operation of this system consumes nearly all of a fighter's energy and computing resources, affecting its combat abilities. However, in many situations, effective masking can improve the survival chances of the squad as a whole.

BLACK HOLE

Wing Stealth System

The Black Hole reduces the visibility of all ships in squad by 60%, but they must be in Cloaking mode. Currently, this is the most promising energy-shield generation system available. The Black Hole is capable of reducing the efficiency of enemy sensors by two times.

REPAIR SYSTEMS

The majority of modern-day repair systems are based on the application of nanomachines. These small mechanisms are capable of executing simple maintenance tasks, and can serve as construction materials themselves. In the few decades since the development of nanomachines, their development has evolved dramatically. Due to their simulated collective intelligence, once a system is activated, the mechanisms already "know" both the structure of their ship and the nature of the damage that must be addressed. During repairs, the nanomachines cover the surface of the ship, causing it to gleam.

TROLL

Emergency Repair System

The Troll can repair a ship at the rate of 10 hp/sec for a period of 15 seconds. Since this is a one-time use system, the nanobots contained in the system are completely depleted after use. Nonetheless, the Troll is still quite popular due to its speed and reliability.

WEREWOLF

Emergency Repair System

This one-time activation system can repair a ship at the rate of 20 hp/sec over a period of 15 seconds. At present, the Werewolf is the fastest repair system available. Those pilots who have seen heavy combat claim that the Werewolf is nothing short of magic, repairing severe damage in mere seconds.

GNOME

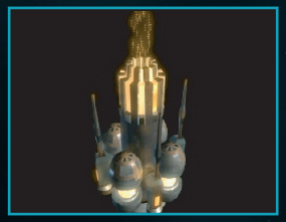
Repair System

The Gnome will repair a ship at the rate of 1hp/sec. However, the Gnome module is essentially a factory that manufactures nanobots, meaning that it has a nearly inexhaustible capacity. Upon receiving indication that damage has been sustained, the module is activated, and begins to produce tens of thousands of nanobots, which are programmed to repair the damage immediately. The system's primary drawback is its low speed. However, during a protracted battle, the Gnome may prove more effective than single-use emergency repair systems.

KOBOLD

Repair System

The Kobold will restore a damaged ship at a rate of 2hp/sec. This module was developed from the Gnome system, inheriting both its advantages and drawbacks. However, the engineers managed to optimize the energy consumption rates of the system, increasing the speed of bot production, and consequently the speed of repairs as well.



CLERIC

Remote Repair System

This system can repair all of the damaged ships in a squad at the rate of 1 hp/sec, but they must be in Repair mode to use it. The Cleric monitors the status of all ships in a squad, and when necessary, it repairs damage they've sustained by dispersing nanobots in a tunnel field. The system's primary drawback is its high rate of energy consumption, which can effectively take a ship out of battle while in use.

REDEEMER

Remote Repair System

The Redeemer can repair all damaged ships in a squad at a rate of 2 hp/sec, but they must be in Repair mode to use it. Retaining all of the advantages and drawbacks of its predecessor, this system also boasts a more accurate tunnel field focusing system and a higher rate of nanobot regeneration, resulting in an increase in repair speed.

SHIELD AMPLIFIER

BASTION

Shield Amplifier

This system improves the force of the basic shield by 20 sp, and increases the rate of shield regeneration by 0.5 sp/sec. Essentially, the Bastion is an additional energy unit mounted onto the ship's shield generator. The Bastion is one of the earliest models, and is outmatched by the majority of the later series, but is still widely used.

CITADEL

Shield Amplifier

This system improves the force of the basic shield by 30 sp, and increases the rate of shield regeneration by 1 sp/sec. The Citadel represents a step forward from the previous model, and features an increased rate of shield regeneration. For a long time, this system was used in the standard configurations of MSF fighters, and was one of the best-selling shield amplifiers.

STRONGHOLD

Shield Amplifier

This system improves the force of the basic shield by 50 sp, and increases the rate of shield regeneration by 1 sp/sec. Currently, the Stronghold is the best shield amplifier available. While featuring the same shield regeneration rate as the Citadel, the Stronghold offers nearly double the power. Over the course of the past decade, the system has been upgraded almost constantly, and the latest iteration has already reached the retail market.

ENGINE AMPLIFIERS

TARPAN

Engine Amplifier

This amplifier increases a ship's maximum engine output by approximately 10%. The Tarpan is one of the most successful "home-made" fuel-element control systems. A short time after its initial inception, the system went into batch production, becoming especially popular with light recon fighters.

MUSTANG

Engine Amplifier

This amplifier increases the maximum engine output of a ship by approximately 20%. Unlike its predecessor, this amplifier was developed in the scientific laboratories of a corporation. Aside from the new fuel element control system, it also introduced emergency cooling and power monitoring systems. According to rumor, for a long time the management of the corporations could not agree on whether the Mustang should actually be introduced on the retail market. In any case, the system appeared on the market four years after initial development.

RACER

Engine Amplifier

This amplifier increases a ship's maximum engine output by approximately 30%. Developed under a military purchase order, the Racer was designed and manufactured exclusively for the needs of the army. Occasionally, a system is sold through retail channels, with no questions asked. The system was developed concurrently with the Mustang, but the Rival is superior to its Rival in all ways.

BOOSTERS

SNOWSTORM

Emergency Weapon Booster System

This one-time actuation system boosts the firing rate of a ship's guns by 50% for 75 seconds. Combining the functions of fire control and a cryogen plant, the system facilitates a brief boost in the ship's firing rate. Recently, these systems have become widespread in their use, following a relative unification of the electronics and software employed by different weapon manufacturers.

BLIZZARD

Emergency Weapon Booster System

This one-time actuation system will boost the firing rate of a ship's guns by 100% for 90 seconds. The is the most successful of all developments in the field of emergency cooling and weapon control, the Blizzard ensures a substantial increase of firepower for an extended duration. This can secure victory even under desperate conditions.

AFTERBURNER

Engine Booster System

This one-time actuation system can accelerate a ship by 100% for 60 seconds. The additional generator and fuel element feed are connected directly to the ship's engine, enabling the ship to develop a speed much higher than the nominal maximum for a short period of time. The first use of such a system dates back to the 40s of the previous century, when pirates in the Endoria system successfully used the engine boosters to escape the Patrol counterattacks.

SUPER AFTERBURNER

Engine Booster System

This one-time actuation system can accelerate a ship by 150% for 90 seconds. The use of emergency acceleration systems can be quite dangerous, both for the health of the pilot (due to g-force impact), and for the ship (due to increased engine wear-out). However, with the advent of gravi-compensators and improved materials, more powerful boost systems entered mass production. Traditionally, such systems are used for recon missions or for emergency evacuation from battle, in case of critical damage.

CARGO

Space hauling is a critical activity that requires a high level of responsibility. While the client is primarily concerned about the integrity of his cargo, the vendor is mainly interested in his own safety. This is why the corporations and developed a variety of different special containers, providing for the security of cargo under extreme conditions. There are those who claim that these containers are completely reliable, but mysteriously, the press never releases details regarding any accidents that transpire.

It is well-known that rescue capsules for pilots were developed using cargo-hauling technologies.

ARMAMENT OF THE MOTHERSHIP

The turrets installed onto the Mothership typically employ the same specifications as those used in the guns developed for fighter ships, which is why the designations and the combat characteristics of the turrets and regular cannons are usually the same.

MOTHERSHIP SYSTEM MODULES

LRS EAGLE

Long Range Sensor

This is a military-purpose long-range sensor which went out of date over fifty years ago. However, it is still quite useful for detecting approaching vessels, because its range surpasses that of the majority of standard sensors mounted onto commercial ships. The Eagle's low price is due to a deficit of spare parts, as well as complicated maintenance requirements. Effective range – 160 km.

LRS HAWKEYE

Long Range Sensor

The Hawkeye is a relatively modern sensor module. After it was written off by the MSF and transferred onto the retail market, it became quite popular. Effective range – 190 km.

LRS PARALLAX

Long Range Sensor

This hi-tech wonder was developed by the corporations, and is intended for the modernization of old ships. The sensor can be mounted onto virtually any ship, and occupies a mere five cubic meters of internal space. The module is powered from the carrier's main energy system. The Parallax is compatible with all existing navigation complexes. Effective range – 220 km.

ABM BLINDER

Anti-Ballistic System

The Blinder is an active ABM system capable of destroying an approaching enemy missile with a laser impulse. The system's effectiveness depends upon the generation of the missile in question, since the majority of modern-day missiles are equipped with AMS suppression systems. Efficiency rate – 15.

ABM HAZE

Anti- Ballistic System

This active ABM system was initially used on Stonearrow class cruisers. The Haze features an efficiency rate of 25, which is considered sufficient for non-military ships.

ABM MIST

Anti-Ballistic System

This is a state-of-the-art ABM system intended for repelling massive missile attacks. The Mist boasts an impressive efficiency rate of 35, but due to its high price, it is only installed on military ships.

ARS CHROME

Automated Repair System

The system is intended for field maintenance of the ship's hull and equipment, regardless of class or designation. Repair rate - 1 hp/sec.

ARS NICKEL

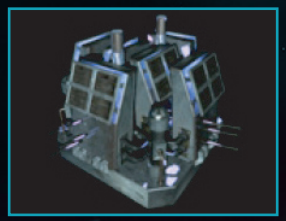
Automated Repair System

The Nickel is a modernized system intended for field maintenance of the ship's hull and equipment, regardless of class or designation. Repair rate - 2 hp/sec.

ARS VANADIUM

Automated Repair System

The Vanadium is the newest repair system, and is intended for field maintenance of the ship's hull and equipment, regardless of class or designation. Repair rate - 3 hp/sec.



SA SCUTUM

Shield Amplifier

Energy shield amplifiers are produced by many manufacturers under different codenames, and are often used by the local authorities or pirates for increasing the combat ability of civil ships. The Scutum can increase shield strength by 100 sp, and regeneration rate by 0.5 sp/sec.

SA AEGIS

Shield Amplifier

For the past 20 years, the Aegis technology has been used by all ships produced by corporations. Recently, an upgraded system with the same codename was released. This new complex can strengthen the energy shield by 200 sp, and increase its regeneration rate by 1 sp/sec.

SA SHIVA

Shield Amplifier

Corporations are the largest suppliers of weapon technologies, and specialize in the modernization of outdated ships. This next-generation shield amplifier is considered to the best available, though some consider it to be prohibitively expensive. The Shiva can strengthen an energy shield by 300 sp, and increase its regeneration rate by 1 sp/sec.

TECHNICAL SPECIFICATIONS TABLES

S-light cannon, B-heavy cannon, R-rockets/missiles, Sys-systems, Tur-turret

Fighter	Shields	Armor	Speed	Maneuverability	Slots
1st Generation					
Excalibur	50	70	750	80	B1,R2,Sys2
Hatchet	30	70	700	70	S2, Sys3
Naginata	50	90	700	60	S2, R2, Sys1
Yari	30	50	800	80	B1, Sys1
Brigand	20	40	700	70	B1,Sys1
Hammerhead	40	110	600	60	S2, R2, Sys1
2nd Generation					
Bident	140	200	750	70	S2, R4, Sys2
Cleaner	110	250	800	90	B2, Sys2
Raptor	130	130	850	90	S4, Sys3
Stormcrow	120	100	900	110	B1.R1, Sys2
Tie-Fly	100	80	950	120	S2,R1,Sys2
3rd Generation					
Evil Eye	200	200	1000	120	B1,R1,Sys3
Gunslinger	450	430	950	100	B3, Sys2
Hrimturs	350	450	850	80	S1,R4, Sys2
Tiger	320	320	900	100	B2, Sys3
Trident	400	300	900	90	S3, R1,Sys4
4th Generation					
Skolm	500	450	1300	130	S2,B1,Sys2
Bastard S1,B4,Sys1,R2	600	550	1000	110	
Matarice	750	550	900	100	B3,R3,Sys3
Raven	550	400	1100	150	S4, R1
Large Ships					
Cavalier	500	1600	600	-	S2, R4, Sys2
Butcher	750	3000	600	-	B4, Tur1, Sys2
Stonearrow	1000	4000	400	-	Tur3
Stalingrad	3000	15000	350	-	Tur16
Star Wolf	500	2000	550	-	Tur5,Sys4

Rocket/Missile	Range	Qty	Stability	Damage
S-4-Dart	60	4	-	35
S-16-Mini	60	16	-	20
SRM-6E Piranha	125		low	35
SRM-8M Dagger	135	3	mid	45
SRM-15 Warhawk	140	3	high	60
LRM-7 Starshark	350	2	low	50
LRM-9 Avalanche	450	2	mid	70
ALRM	600	2	high	90
HT4 Eraser	120	1	low	250
HT6 Hellbringer	150	1	low	400
MIRV Swarm	130	1(4)	high	30(i4)
MIRV Tornado	130	1(6)	high	30 (i4)

Cannon/Laser	Firing rate	Damage	Range	Accuracy
M-106 Poleaxe	80	15	70	low
M-110 War Axe	90	15	70	low
M-200E Volcano	154	9	65	low
M-201 Gattling	205	9	65	low
HCB-2 Melter	15	95	70	low
XHCB-5 Inferno	15	170	70	low
M-91 Maxim II	180	2	60	low
M-100 Minigun	270	2	60	low
M-126 Black Jack	120	5	65	low
M-133 Mace	160	5	65	low
M-150 Tetsubo	200	6	65	mid
M-79 Scorcher	15	55	75	high
AML Rapier	15	75	80	high
M-801 Polaris	45	45	80	high
MD-1 Thunderbolt	17	105	80	high
ASCL	45	60	80	high

COMBAT TACTICS

The key component of tactical battle is the squad. By designating a squad commander, the player should primarily be guided by this character's abilities and skills. It is equally important to select the right wingmen, and so set appropriate objectives for them, such as Attack, Defense, and AMS. By changing these objectives and even replacing a squad commander over the course of gameplay, the player can fine-tune the squad for changing parameters, such as different types and numbers of enemies, specific attacks, and special equipment. In order to assign a squad commander, drag the wingman icon to the commander icon.

Wingmen can perform the following functions:

Attack – The wingman will attack the same target as the commander.

Defense – The wingman will only fire at enemy ships attacking the squad.

Repair – The wingman will take charge of the remote repairs of all ships in squad (provided that he has a remote repair system).

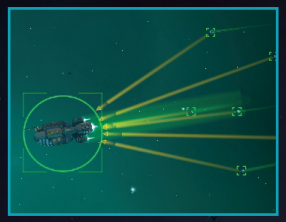
AMS – The wingman will use active anti-missile system, shooting down the missiles aimed at the squad.

Stealth – The wingman can use stealth systems, covering the squad from enemy radar and securing an unexpected attack.

Special abilities – The special abilities of some pilots enable them to effect dramatic changes on the battlefield, thereby increasing the efficiency of the entire squad. However, these abilities can only be used a specific number of times.

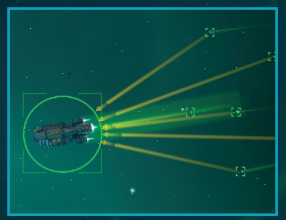
Squads can act independently, or as part of an escort.

A squad, a group of fighters, or a single fighter can escort any neutral ship, guarding it from hostiles. Once in escort mode, the fighters maintain a short distance from the escorted ship, allowing for maneuvering room.



Mothership escort with separate fighters.

Mothership escort with two squads.



Mothership escorting a transport. The fighters are ready to repel the attack.

Squad disposition can be changed during battle by using the tactical pause mode (space bar). During combat, situations can change quickly, and a squad that was efficient at the start of the battle can find themselves easy prey by the end of the fight. Don't be afraid to experiment; use different dispositions depending on each situation.

Good hunting, Star Wolves!

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