

# STAR SOLDIER

**TOOLS  
OF THE  
TRADE**



**Our Antares issue tells you everything you need to know about the quadrant's ships, weapons and battlefields. Don't leave spacedock without it!**

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JANUARY 2701





**Now You See It...**

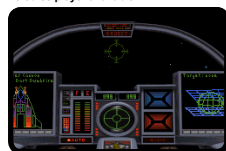
**...Now You Don't.**



**AWARD-WINNING ENGINEERING FROM TERRA'S GREATEST DESIGNER\***

INTRODUCING THE 2701 ARROW V ECLIPSE, THE FIRST OF ITS KIND TO OFFER A KILRATHI CLOAKING DEVICE AND VAMPIRE MISSILES. THE SPEED AND RELIABILITY OF THE DOUGLAS ARROW MEETS THE HIGH TECH FUTURE OF SPACE COMBAT.

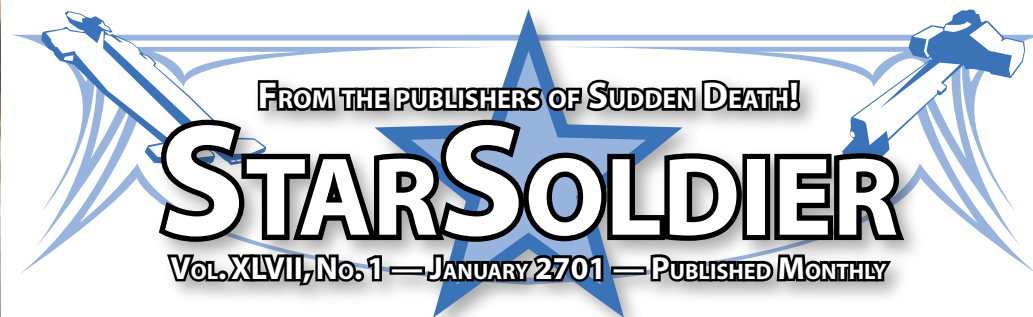
Red or black Sensi-Vinyl upholstery standard, leather optional. RGZ-certified media system with 10-slot XS holo-disc player available. Optional chrome- or stainless-look control surfaces - ask your dealer.



\*2654 Starfighter Magazine 10Best, Best Light Fighter - Mario Brito.

TAKE ONE FOR A TEST FLIGHT TODAY.

**DOUGLAS AEROSPACE** - Parsecs Beyond.



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**SUPPLEMENT**

**Joan's Fighting Spacecraft**

*From top speed to missile loadout, we've got all the ship specifications you need to conquer the Epsilon Sector.*

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Have a question, comment or tip for your fellow warriors? Contact us at editor@starsoldier.tnc.media or visit us on ReadyNet, keyword StarSoldier. Star★Soldier published monthly in hard copy, e-text and Kilrathi language editions by Terran News Channel Press. All content is © 2701 The Rondell Corporation, unless specifically noted otherwise. For subscriptions, please contact subscriptions@starsoldier.tnc.media. Bulk discounts available. Interested in advertising to a captive audience? For details, contact ads@starsoldier.tnc.media.



## BRAVE NEW WORLD

Welcome to the first Star★Soldier of the 28th century! As always, you'll find all the best tips, tricks and information for mercenaries and military enthusiasts. This time we have the latest Joan's update, featuring twenty-one of the hottest fighters and warships used today. Our regular Killing Fields feature visits the Antares Quadrant, where you can make a killing literally. We've given you the tools... now keep fighting the good fight!

Gash Dekker  
Editor-in-Chief  
editor@starsoldier.tnc.media

## LETTERS TO THE EDITOR

### GLORY TO SIVAR!

Honorable Warriors,  
I wish to offer the tribute of my hrai for your decision to make your magazine available in Kilrathi. Furthermore, the recent article (Blood Will Tell, 2700/5) on my clan's glorious war on the godless Sikhag was a welcome surprise. You have done my people a great service, and we are honor-bound to repay you. May we meet in combat,

Kysh nar Sum'n  
kysh49@sum'n.clan

You honor us with your words, takhar. Our magazine is dedicated to expanding to cater to the growing Kilrathi audience. After all, the former Empire issues as many privateering licenses as all other star nations combined...

### TIGER'S CLAWS

Who the hell checks your facts, Soldier? As an avid amateur historian, I was excited to find an article about the Dolos campaign (2700/11 issue) in my mailbox... but that excitement turned into rage when I found out that you referred to the finest carrier ever to serve the fleet by the wrong name! It's TCS Tiger's Claw (possessive), not TCS Tiger Claw. What the hell is wrong with you guys? This is downright offensive to everyone who follows this kind of material. Do a little research and show a little respect for our veterans! Cancel my subscription,

Asher C. Lawson  
rocketjock@nnconstantinople.gemini.government

Actually, we did our research on this one. The problem comes from the fact that she was laid down as Tiger Claw but commissioned as Tiger's Claw. While the latter is what appeared on her hull, the former is frequently used — even in documents written by the carrier's pilots and crew. If it will make you feel better, we promise to use the "proper" name from here forward.

### PICKING UP THE PEACE

Just wanted to thank you for the great mag. It's the real men like you and your readers who are putting the galaxy back together — not those CCSP goons living off government handouts in Gemini and Hope. Keep it up!

Daniel Sumner  
dans@exploratoryservices.avalon

### TIP OF THE LANCE

I am a former Confederate black ops pilot who flew during the Border Worlds conflict. My squadron served its country proudly, and the arrival of the Nephilim is outright proof that our methods were sound. It's hard to believe that people like you are still publishing lies about us (Nails in the Lance's Coffin, 2700/6). Someday the galaxy will appreciate what we did. Until then, sign me as an unreconstructed Tolwynist.

Colonel J. Bielawa  
212th Special Operations

Sorry "J," the only good thing the Black Lance ever gave us was the Arrow Eclipse. Anyone want to make a quick 20,000 credits? That's what Confed will pay you for

## LETTER OF THE MONTH:

Dear Soldier,

I recently salvaged a scanner unit off a '69 Thunderbolt... only problem is the damn warbook doesn't identify ships half the time. I just get "Destroyer" or "Transport" instead of ship class. What's the deal?

Cpl. Almond  
Hades' Hellcats

Confed got lazy at the end of the big war and started listing ships by their general types alone. Not a big help for those of us in the real world who need to know if we're looking at a Kamekh torpedo-boat or a Kamrani gunship at a moment's notice. Program this information into your system and you'll be good:

	EVANSVILLE		JAKHARI
	CLARKSON		DUKARA
	BELLEAU WOOD		SHA'KAR
	SOUTHAMPTON		KAMRANI
	TALLAHASSEE		RALARRAD
	WORKTOWN		RALAXATH
	CAERNAVEN		FRALTHI II

There are a few that aren't on here — things like Wake and Harrier CVEs. You aren't likely to see any of those unless you're hunting in the Landreich, and their Navy has the region pretty closed off.

taking down a former Lancer...

### FISH IN THE WATER

Thanks for your article on energy guns (Six Shooters, 2700/6)... but now I'm confused as hell about torpedoes. Who invented them and when?

Octavio Gourami  
ogourami@sol.texas.university

Our resident historian answers this one: "Both nations worked on torpedoes before the Terran-Kilrathi War, but the Empire was the first to deploy them (during the McAuliffe Ambush). Improvements in energy and explosives soon rendered them less effective, but they continued to see service on dedicated bombers until the proliferation of Advanced Phase Shielding. At that point, they again became an essential weapon

### CORRECTION:

In last month's article, Mapping the Next Frontier, we referred to the Miller System in the Shelus Quadrant. Miller spent four years cut off from the Confederation following jump line shifts resulting from the Hardwicke supernova. Its residents have reapplied for Confederation membership as the Strevell System.

for space warfare. Modern torpedoes are a hybrid technology, crossing classic m/a-m shipkillers with civilian grade Proton bombs."

### NEVER FORGET

I'm outraged by the current move to ignore VN Day in favor of Confederation Day. Everyone who lived through the war knows the importance of remembrance. Let's elect some officials who don't want to shove the Nephilim under the rug...

Cheryl Johnson  
TCS William Eisen (CV-74), '76-'97  
cjohnson@avalon.civilian

They've got our vote. There are almost two weeks between .222 and .236... the new observance is disgraceful.



## AROUND THE GALAXY

### DISPATCHES FROM THE TNC WIRE



#### REBELLION IN THE HELLESPONT SYSTEM

The Hellespont government has announced that it will withdraw from the Union of Border Worlds immediately, following highly charged elections which ended with a secession convention. Local lawmakers cite rising tariffs and increased government centralization in their official announcement, though many observers believe that the decision has more to do with the increased political representation allowed less industrialized UBW planets, which suffered less during the Nephilim invasion. In a bloodless handover, Hellespont Militia units moved quickly to take control of the system's shipyards and fortifications.

The situation is by no means isolated, with similar unrest evident in other founding Border Worlds including Orestes and Peleus. Spokesmen for Governor Hodge insist that these actions will not be treated lightly and that the Outerworlds Fleet Reserve will be activated if it becomes necessary to hold the star nation together by force. Hellespont is responsible for 5% of the Union's gross exports and is home to the Second Fleet's drydock facilities.

#### TUNGSTEN RUSH

Residents of the Enigma Sector are on the move, bound for the Fiddler's Green System. ES prospectors investigating the system's third planet, Scorpion, made an astounding discovery: a massive cache of untapped Tungsten ore. The planet, previously thought useless, is home to a single InSys Outpost. With over 99% of the planetary territory unclaimed, it has quickly been recognized as an opportunity for erstwhile miners to strike it rich by extracting the precious metal.

Tungsten has become especially precious in recent years, as it is an essential component of the advanced ceramic alloys used for tactical space armors. With the massive depletion of the Nephilim War, many manufacturers have reverted to using layers of heavier Durasteel Armor. This practice effectively slows present day fighter designs significantly compared to those used by advanced military units. A new source of Tungsten means that the mass production of significantly faster, better armored craft may be on the horizon.

#### LAWMEN VICTORIOUS

Militia Sheriff Jack "Deadeye" McClellan has got his man: after a five system manhunt, his squadron has finally captured notorious outlaw Damon "Two-Guns" Wilson. Wilson is most famous for his brazen robbery of a Terran Confederation platinum transport in the heart of the Vega System. He has been implicated in dozens of other attacks, and has been formally charged with eleven counts of murder and fifteen counts of piracy on the spacelanes.

To make the capture, which has eluded many other militia units for the past eighteen months, McClellan devised a bold new tactic. Over the past thirty days, he systematically eliminated all nine members of Wilson's gang, effectively tightening the noose with each kill. The final arrest was made in a Grey Town on Rostov III, where Wilson was hiding among a Mopok survey group. He reportedly surrendered peacefully, realizing that he was surrounded by armed deputies.

# Joan's

## Fighting Spacecraft

# 2700-2701

### Epsilon Sector Supplement

#### WELCOME TO THE FRONT LINES!

WELCOME TO THE FRONT LINES! THIS MONTH WE'RE SHOWING YOU TWENTY-ONE OF THE MOST COMMONLY ENCOUNTERED SHIPS IN THE EPSILON SECTOR COURTESY OF JOAN'S. IF YOU'VE NEVER FLOWN ON THE BORDER BEFORE, THEN YOU'D BETTER LEARN THESE DESIGNS. OUT HERE, WE DON'T HAVE THE CORE FACTORIES CHURNING OUT NEW SPACEFRAMES EVERY SIX MONTHS — WE MAKE DO WITH EARTH'S LEFTOVERS. DON'T LET THEIR AGES FOOL YOU... WE KEEP THEM IN FIGHTING TRIM. I'D TAKE UP A RAPIER CAVALIER AGAINST A VAMPIRE ANY DAY.

GUNNERY SERGEANT POORE, TCMC

#### STATISTICAL DEFINITIONS

**CLASS:** THE CLASS OF SHIP (LIGHT FIGHTER, BOMBER, ETC.).

**LENGTH:** THE SHIP'S LENGTH IN METERS.

**MASS:** THE PHYSICAL TONNAGE OF EACH FIGHTER AND BOMBER (IN METRIC TONNES).

**MAXIMUM YPR (YAW, PITCH AND ROLL):** THE PHYSICAL TONNAGE OF EACH FIGHTER AND BOMBER (IN METRIC TONNES).

**MAX. VELOCITY/MAX. AFTERBURN VELOCITY:** VELOCITY SETTINGS THAT ARE GOVERNED BY THE SHIP'S COMPUTER AND SET IN RELATION TO (A) THE FLAGSHIP, (B) AN ESCORTED VESSEL, (C) A NEARBY PLANETARY BODY, (D) A BEACON OR (E) A VALUE DERIVED FROM RADAR POSITIONS OF ALL VISIBLE SHIPS. THE VELOCITY IS EXPRESSED IN KILOMETERS PER SECOND (KPS).

**ACCELERATION:** THE EVALUATION OF THE SHIP'S ACCELERATION RATE, WITHOUT AFTER-BURNERS, GIVEN IN KILOMETERS PER SECOND SQUARED ( $K/S^2$ ). SHIPS CAN ACCELERATE AND DECELERATE AT THE SAME RATE.

**WEAPONS:** EVERY SHIP HAS A DIFFERENT ARRAY OF GUNS AND WEAPONS. NUMBERS IN PARENTHESES INDICATE HOW MANY GUNS/WEAPONS OF THAT TYPE ARE LOADED. FOR MISSILES AND TORPEDOES, THE NUMBER OF HARDPOINTS IS GIVEN, ALONG WITH THE MAXIMUM NUMBER OF MISSILES PER HARDPOINT. AS AN EXAMPLE, 4x3 INDICATES FOUR HARDPOINTS WITH THREE MISSILES EACH. THE DEFAULT MISSILE LOADOUTS ARE GIVEN FOR EACH HARDPOINT AS 3 FF/3 IR, ETC., WITH EACH TYPE CORRESPONDING TO A SINGLE HARDPOINT.

**SHIELDS:** THE SHIELD STRENGTH FOR EACH SHIP IS MEASURED IN CENTIMETERS EQUIVALENT TO DURASTEEL. SHIELDS REGENERATE, AS LONG AS THE GENERATOR HAS NOT BEEN DESTROYED.

**ARMOR:** DEFENSIVE ARMOR IS MEASURED IN CENTIMETERS THICKNESS OF DURASTEEL (EQUIVALENT WHERE APPLICABLE).

**VULNERABILITY NOTE:** EVERY CAPITAL SHIP AND ORBITING BASE HAS SPECIFIC POINTS THAT MUST BE DEFENDED: ENGINES, TURRET MOUNTS, BRIDGES, ETC. DURING FLEET DEFENSE MISSIONS, CONCENTRATE ON KEEPING ENEMY FIRE AWAY FROM THESE VULNERABLE AREAS. IN RAID MISSIONS, TRY AIMING FOR THESE WEAK POINTS ON CAPITAL SHIPS.

## F-27 ARROW SCOUT LIGHT FIGHTER

THE SCOUT IS THE STANDARD ARROW V SPACEFRAME, RELATIVELY UNCHANGED OVER THE LAST HALF CENTURY. ITS LIGHT ARMAMENT MAKES IT UNSUITABLE FOR POUNDING MATCHES, BUT ITS RECORD-SETTING SPEED AND MANEUVERABILITY ARE IDEAL FOR HIT-AND-RUN STRIKES. ARROW SCOUTS ARE ALSO A COMMON SIGHT AT ORBITAL RACING COMPETITIONS.



LENGTH: 20 METERS  
 MASS: 13 METRIC TONNES  
 MAX. YPR: 125/125/125 DPS  
 MAX. VELOCITY: 645 KPS  
 MAX. AFTERBURNER VELOCITY: 1275 KPS  
 ACCELERATION: 210 K/S<sup>2</sup>  
 SHIELDS: 200 CM  
 ARMOR: 220 CM

WEAPONS:  
 LASER CANNON (2)  
 DART DF (2X19)  
 PORCUPINE MINE (3X10)

DEVICES:  
 ENGINE POWER CORE, FLARES, SONAR

JUMP CAPABLE: YES  
 MANUFACTURER: DOUGLAS AEROSPACE

## F-27 ARROW ECLIPSE LIGHT FIGHTER

LENGTH: 20 METERS  
 MASS: 13.5 METRIC TONNES  
 MAX. YPR: 160/160/160 DPS  
 MAX. VELOCITY: 570 KPS  
 MAX. AFTERBURNER VELOCITY: 1085 KPS  
 ACCELERATION: 210 K/S<sup>2</sup>  
 SHIELDS: 200 CM  
 ARMOR: 300 CM

WEAPONS:  
 MESON BLASTER (2)  
 DART DF (2X20)  
 VAMPIRE HS (1X4)

DEVICES:  
 GUN BATTERY, CLOAK, FLARES

JUMP CAPABLE: YES  
 MANUFACTURER: DOUGLAS AEROSPACE



THE ECLIPSE, OR CLOAK ARROW, TAKES ADVANTAGE OF CAPTURED KILRATHI TECHNOLOGY: A FULL SPECTRUM CLOAKING DEVICE AND A HARDPOINT OF VAMPIRE MISSILES. EXPERT ECLIPSE PILOTS COMBINE THE CLOAK WITH THE SIGNATURE ARROW SPEED TO SEEMINGLY APPEAR IN TWO PLACES AT ONCE. OWING TO THE DESIGN'S ORIGINS AS A CONFEDERATION BLACK OPS SHIP, ECLIPSES ARE THE RAREST ARROW VARIANT.

## F-27 ARROW GUARDIAN LIGHT FIGHTER

THE GUARDIAN TRADES SOME OF ITS ENGINE CAPACITY FOR HEAVIER ARMOR AND WEAPONS, ALLOWING IT TO SERVE AS A POINT-DEFENSE FIGHTER. THE NAME COMES FROM THEIR ROLE IN PROTECTING CAPITAL SHIPS: CAGS KEEP A STEADY ROTATION OF GUARDIANS IN SPACE, USING THEIR SONAR TO LOCATE INVISIBLE ENEMY FIGHTERS. THE DEPLOYMENT OF EARLY MODEL GUARDIANS COUNTERED THE TESTING OF KILRATHI SKIPPER MISSILES, DELAYING PRODUCTION OF THE WEAPON BY FIFTEEN YEARS.



LENGTH: 20 METERS  
 MASS: 14 METRIC TONNES  
 MAX. YPR: 90/90/90 DPS  
 MAX. VELOCITY: 470 KPS  
 MAX. AFTERBURNER VELOCITY: 890 KPS  
 ACCELERATION: 210 K/S<sup>2</sup>  
 SHIELDS: 250 CM  
 ARMOR: 400 CM

WEAPONS:  
 TACHYON GUN (2)  
 DART DF (3X20)  
 SPICULUM IR (1X10)

DEVICES:  
 SHIELD BATTERY, SHIELD POWER CORE, FLARES, DEPLOYABLE TURRET, SONAR

JUMP CAPABLE: YES  
 MANUFACTURER: DOUGLAS AEROSPACE

## F-44 RAPIER II BLADE MEDIUM FIGHTER

THE RAPIER II REPLACED THE AGING CF-117 IN 2654 AND IMMEDIATELY MADE AN IMPACT: DRAGON, BANDIT, MAVERICK, MANIAC, PRANKSTER... A DISPROPORTIONATE NUMBER OF THE WAR'S TOP TWENTY ACES SERVED WITH RAPIER II SQUADRONS. THE BLADE IS THE MODERN VERSION OF THAT FAMED SHIP, UPDATED BY FIRE THROUGH ITS SERVICE AGAINST THE NEPHILIM.



LENGTH: 19 METERS  
 MASS: 15 METRIC TONNES  
 MAX. YPR: 90/90/90 DPS  
 MAX. VELOCITY: 415 KPS  
 MAX. AFTERBURNER VELOCITY: 815 KPS  
 ACCELERATION: 150 K/S<sup>2</sup>  
 SHIELDS: 280 CM  
 ARMOR: 415 CM

WEAPONS:  
 MESON BLASTER (2)  
 TACHYON GUN (2)  
 DART DF (3X20)  
 JAVELIN HS (2X5)

DEVICES:  
 SONAR, FLARES, SHIELD BATTERY, GUN POWER CORE

JUMP CAPABLE: YES  
 MANUFACTURER: ORIGIN AEROSPACE

## F-44 RAPIER II VANGUARD MEDIUM FIGHTER

LENGTH: 19 METERS  
 MASS: 18 METRIC TONNES  
 MAX. YPR: 75/75/75 DPS  
 MAX. VELOCITY: 365 KPS  
 MAX. AFTERBURNER VELOCITY: 690 KPS  
 ACCELERATION: 150 K/S<sup>2</sup>  
 SHIELDS: 230 CM  
 ARMOR: 500 CM

WEAPONS:  
 LASER CANNON (2)  
 NEUTRON GUN (2)  
 DART DF (4X20)  
 PORCUPINE MINE (3X5)

DEVICES:  
 DEPLOYABLE TURRET, SONAR, GUN POWER CORE, GUN BATTERY

JUMP CAPABLE: YES  
 MANUFACTURER: ORIGIN AEROSPACE

NAMED FOR THEIR EXCEPTIONAL SERVICE AGAINST THE NEPHILIM. IT WAS A VANGUARD SQUADRON WHICH LED THE FIRST STRIKE THROUGH THE GATE AGAINST G#3BKMSX-RED. ALL SIXTEEN RAPIERS WERE SHOT DOWN, BUT THEY WENT OUT FIGHTING: AN ANALYSIS OF THEIR FLIGHT RECORDERS SHOWED A 129 TO 1 KILL RATIO. CARRYING PORCUPINES AND A DEPLOYABLE TURRET, VANGUARDS ARE OFTEN USED AS MINELAYERS.



## F-44 RAPIER II CAVALIER MEDIUM FIGHTER

WHEN IT COMES TO FIGHTERS, THE CAVALIER IS THE CROWN JEWEL OF THE EPSILON SECTOR'S ARSENAL. A TRUE ARTIST'S SHIP, THE CAVALIER'S WEAPONS ARE FOCUSED AROUND RANGED ENGAGEMENTS. AN EXPERIENCED CAVALIER PILOT WILL MAKE USE OF HIS LASERS AND IONIC PULSE CANNONS TO ALLOW HIM TO AVOID MISSILE BARRAGES FROM ENEMY BOMBERS.



LENGTH: 19 METERS  
 MASS: 20 METRIC TONNES  
 MAX. YPR: 65/65/65 DPS  
 MAX. VELOCITY: 300 KPS  
 MAX. AFTERBURNER VELOCITY: 570 KPS  
 ACCELERATION: 150 K/S<sup>2</sup>  
 SHIELDS: 280 CM  
 ARMOR: 550 CM

WEAPONS:  
 IONIC PULSE CANNON (2)  
 LASER CANNON (2)  
 DART DF (4X20)  
 SPICULUM IR (2X10)

DEVICES:  
 DEPLOYABLE TURRET, FLARES, SHIELD POWER CORE, SHIELD BATTERY

JUMP CAPABLE: YES  
 MANUFACTURER: ORIGIN AEROSPACE

## A-17 BROADSWORD EXECUTIONER BOMBER

THE EXECUTIONER IS A RETURN TO THE BROADSWORD'S PRE-WAR ROLE AS A HEAVY MISSILE PLATFORM. FIGHTER PILOTS ARE WELL ADVISED TO AVOID THE EXECUTIONER'S FORWARD FIRING ARCS: THEY COMBINE FIVE DART DF ROCKET PACKS WITH HEAVY HITTING PLASMA CANNONS. A TRULY DEADLY COMBINATION ON THEIR OWN, THESE WEAPONS ARE ACCOMPANIED BY A MILITARY GRADE TRACTOR BEAM CAPABLE OF IMMOBILIZING ENEMY SHIPS.



LENGTH: 36 METERS  
 MASS: 100 METRIC TONNES  
 MAX. YPR: 65/65/65 DPS  
 MAX. VELOCITY: 300 KPS  
 MAX. AFTERBURNER VELOCITY: 610 K/S<sup>2</sup>  
 ACCELERATION: 55 KS<sup>2</sup>  
 SHIELDS: 410 CM  
 ARMOR: 1000 CM

WEAPONS: TACHYON GUN (2)  
 PLASMA GUN (2)  
 DART DF (5X20)  
 JAVELIN HS (2X5)

DEVICES: TRACTOR BEAM, DEPLOYABLE TURRET,  
 SHIELD POWER CORE, GUN BATTERY,  
 SHIELD BATTERY, BOMBER TURRETS

JUMP CAPABLE: YES  
 MANUFACTURER: CAMELOT INDUSTRIES

## A-17 BROADSWORD WARPIG BOMBER

LENGTH: 36 METERS  
 MASS: 110 METRIC TONNES  
 MAX. YPR: 55/55/55 DPS  
 MAX. VELOCITY: 275 KPS  
 MAX. AFTERBURNER VELOCITY: 520 KPS  
 ACCELERATION: 55 K/S<sup>2</sup>  
 SHIELDS: 410 CM  
 ARMOR: 1100 CM

WEAPONS: MESON BLASTER (2)  
 NEUTRON GUN (2)  
 DART DF (5X20)  
 TORPEDO (1X4)

DEVICES: GUN BATTERY, BOMBER TURRETS,  
 GUN POWER CORE, SHIELD BATTERY,  
 DEPLOYABLE TURRET

JUMP CAPABLE: YES  
 MANUFACTURER: CAMELOT INDUSTRIES

THOUGH THEY WERE INITIALLY RELEGATED TO THE SURPLUS YARDS, THE BROADSWORD DESIGN PROVED ITSELF AGAINST THE NEPHILIM. DURING THE FIRST ASSAULT ON A CONSTRUCTION REEF, IT WAS A MILITIA WARPIG SQUADRON WHICH SCORED THE KILLING BLOW — WHILE DEVASTATOR AND SHRIKE UNITS SUFFERED HEAVY CASUALTIES.



## A-17 BROADSWORD BEHEMOTH BOMBER

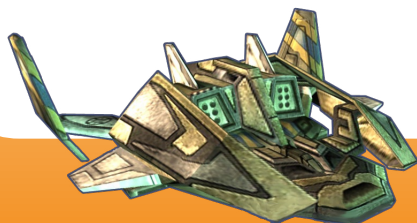
THE BEHEMOTH IS AN INELEGANT SOLUTION FOR THE LIMITATIONS OF THE MODERN BATTLEFIELD: THE DESIGN ADDS GIANT SHEATHS OF PLATOLUM ARMOR TO PROTECT THE SHIP'S DELICATE FUSELAGE. THE UPGRADE ALSO DOUBLES THE TORPEDO CAPACITY OF THE CLASSIC DESIGN. ALTHOUGH THESE ADDITIONS SIGNIFICANTLY REDUCE ENGINE PERFORMANCE, EXPERT BROADSWORD PILOTS KNOW BETTER THAN TO RELY ON MANEUVERABILITY IN THE FIRST PLACE.

LENGTH: 41 METERS  
 MASS: 150 METRIC TONNES  
 MAX. YPR: 70/70/70 DPS  
 MAX. VELOCITY: 225 KPS  
 MAX. AFTERBURNER VELOCITY: 425 KPS  
 ACCELERATION: 55 K/S<sup>2</sup>  
 SHIELDS: 410 CM  
 ARMOR: 1350 CM

WEAPONS: TACHYON GUN (2)  
 NEUTRON GUN (2)  
 DART DF (5X20)  
 TORPEDO (2X4)

DEVICES: ENGINE BATTERY, GUN BATTERY, SHIELD  
 BATTERY, BOMBER TURRETS

JUMP CAPABLE: YES  
 MANUFACTURER: CAMELOT INDUSTRIES



## DARKET DRAGONFLY LIGHT FIGHTER

NICKNAMED "DEUCES" BY CONFEDERATION FIGHTER PILOTS, DRAGONFLY ARE KNOWN FOR OPERATING IN PAIRS: ONE ACTS AS BAIT WHILE THE OTHER STRIKES FROM BEHIND. THIS TACTIC IS ALL THE MORE EFFECTIVE WITH THE MODERN VARIANT, WHICH NOW INCLUDES A BLACKFISH-TYPE CLOAKING DEVICE. EXCELLENT SPEED AND MANEUVERABILITY ALLOW IT TO GO HEAD TO HEAD WITH THE ARROW, OR TO LAUNCH QUICK STRIKES AGAINST ENEMY BOMBERS.



LENGTH: 24 METERS  
 MASS: 12 METRIC TONNES  
 MAX. YPR: 110/110/110 DPS  
 MAX. VELOCITY: 580 KPS  
 MAX. AFTERBURNER VELOCITY: 1150 KPS  
 ACCELERATION: 190 K/S<sup>2</sup>  
 SHIELDS: 80 CM  
 ARMOR: 270 CM

WEAPONS: LASER CANNON (2)  
 TACHYON GUN (2)  
 PAW DF (2X20)  
 CLAW HS (1X5)

DEVICES: ENGINE POWER CORE, CLOAK, SONAR

JUMP CAPABLE: YES  
 MANUFACTURER: KI'RA CLAN

## DARKET RAPTOR LIGHT FIGHTER

LENGTH: 24 METERS  
 MASS: 12.5 METRIC TONNES  
 MAX. YPR: 90/90/90 DPS  
 MAX. VELOCITY: 515 KPS  
 MAX. AFTERBURNER VELOCITY: 975 KPS  
 ACCELERATION: 190 K/S<sup>2</sup>  
 SHIELDS: 130 CM  
 ARMOR: 310 CM

WEAPONS: MESON BLASTER (2)  
 IONIC PULSE CANNON (2)  
 PAW DF (2X20)  
 CLAW HS (2X5)

DEVICES: SHIELD BATTERY, FLARES, CLOAK

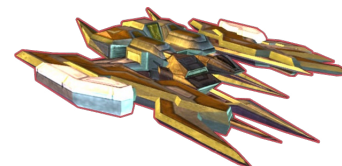
JUMP CAPABLE: YES  
 MANUFACTURER: KI'RA CLAN

THE DARKET WAS FIRST INTRODUCED IN 2668, MAKING IT THE MOST ADVANCED LIGHT FIGHTER IN THE REDUCED KILRATHI FLEET. THE RAPTOR IMPROVES UPON THE CLASSIC DESIGN, WITH MODIFICATIONS BUILT TO THE SPECIFICATIONS OF NAJUJI "FIRECLAW" NAR RAGITAGHA. THIS DARKET'S LIGHT GUN LOADOUT BETRAYS ITS ABILITIES: IT IS A TRUE DOGFIGHTER, DESIGNED WITH OPTIONS LIKE FLARES TO ALLOW IT TO SURVIVE EXTENDED COMBAT ENCOUNTERS.



## DARKET STALKER LIGHT FIGHTER

VISUALLY DISTINCT FROM EARLIER DARKET, THE STALKER MAINTAINS THE SAME SPEED AND MANEUVERABILITY, BUT COMBINES THEM WITH HEAVIER WEAPONS AND THICKER LAYERS OF ARMOR. STALKERS ARE SO-NAMED FOR THEIR USE AS COMMERCE RAIDERS, CLOAKING TO LIE IN WAIT FOR THE IDEAL OPPORTUNITY TO STRIKE AT ENEMY SHIPPING.



LENGTH: 27 METERS  
 MASS: 14 METRIC TONNES  
 MAX. YPR: 80/80/80 DPS  
 MAX. VELOCITY: 425 KPS  
 MAX. AFTERBURNER VELOCITY: 800 KPS  
 ACCELERATION: 190 K/S<sup>2</sup>  
 SHIELDS: 80 CM  
 ARMOR: 390 CM

WEAPONS: LASER CANNON (2)  
 NEUTRON GUN (2)  
 PAW DF (2X20)  
 VAMPIRE HS (1X4)

DEVICES: GUN POWER CORE, CLOAK, DEPLOYABLE  
 TURRET

JUMP CAPABLE: YES  
 MANUFACTURER: KI'RA CLAN

## DRALTHI STRIKER MEDIUM FIGHTER

TWO HUNDRED YEARS OF DEVELOPMENT AND TEN MAJOR REVISIONS OF THE SPACEFRAME HAVE LED TO THIS: THE DRALTHI IX. THE STRIKER DESIGN IS AN EVOLUTION OF THE SPIT-AND-GLUE DRALTHI IV MODELS FLOWN BY BLOODHUNTERS AT THE START OF THE NEPHILIM CONFLICT. THE RESULT IS A FIGHTER WHICH HAS REPEATEDLY PROVEN ITSELF IN ACTION BOTH AGAINST AND ALONGSIDE THE CONFEDERATION'S HURRICANE II AND THE BORDER WORLDS' PREDATOR-CLASS FRONT LINE MILITARY FIGHTERS.



LENGTH: 31 METERS  
 MASS: 15 METRIC TONNES  
 MAX. YPR: 75/75/75 DPS  
 MAX. VELOCITY: 420 KPS  
 MAX. AFTERBURNER VELOCITY: 815 KPS  
 ACCELERATION: 220 K/S<sup>2</sup>  
 SHIELDS: 170 CM  
 ARMOR: 385 CM

WEAPONS:  
 LASER CANNON (2)  
 MASS DRIVER CANNON (2)  
 PAW DF (4x20)  
 VAMPIRE HS (1x4)

DEVICES:  
 CLOAK, FLARES, GUN POWER CORE,  
 SHIELD BATTERY

JUMP CAPABLE: YES  
 MANUFACTURER: CAXKI CLAN

## DRALTHI SHANK MEDIUM FIGHTER

LENGTH: 38 METERS  
 MASS: 18 METRIC TONNES  
 MAX. YPR: 65/65/65 DPS  
 MAX. VELOCITY: 365 KPS  
 MAX. AFTERBURNER VELOCITY: 690 KPS  
 ACCELERATION: 220 K/S<sup>2</sup>  
 SHIELDS: 120 CM  
 ARMOR: 460 CM

WEAPONS:  
 MESON BLASTER (2)  
 NEUTRON GUN (2)  
 PAW DF (4x20)  
 PORCUPINE MINES (3x10)

DEVICES:  
 SONAR, CLOAK, SHIELD POWER CORE,  
 GUN BATTERY

JUMP CAPABLE: YES  
 MANUFACTURER: CAXKI CLAN

SO-NAMED FOR THEIR STYLE OF FIGHTING, THE SHANK IS A SHIP ORIENTED FOR CLOSE RANGE BATTLES. CARRYING NEUTRON GUNS AND A HUGE ARRAY OF PAW MISSILES, SHANKS MOVE IN UNNOTICED AND THEN STAB A KNIFE THROUGH THEIR TARGET'S SHIPS. THE DESIGN IS ALSO IDEAL FOR HUNTER-KILLING MISSIONS, AS IT POSSESSES BOTH A CLOAKING DEVICE AND A SONAR SYSTEM.



## DRALTHI RHINO MEDIUM FIGHTER

THE HEAVIEST DRALTHI EVER FLOWN, THE RHINO WAS BUILT TO COUNTER THE INTRODUCTION OF NEPHILIM PUFFER-CLASS SHIPS. COATED WITH LAYER AFTER LAYER OF DURASTEEL ARMOR, THE RHINO ABANDONS REMARKABLY FEW OF THE CLASSIC DRALTHI FLIGHT CHARACTERISTICS IN EXCHANGE FOR THE ARMS AND ARMOR OF A HEAVY FIGHTER.



LENGTH: 38 METERS  
 MASS: 21 METRIC TONNES  
 MAX. YPR: 55/55/55 DPS  
 MAX. VELOCITY: 300 KPS  
 MAX. AFTERBURNER VELOCITY: 570 KPS  
 ACCELERATION: 220 K/S<sup>2</sup>  
 SHIELDS: 170 CM  
 ARMOR: 580 CM

WEAPONS:  
 TACHYON GUN (2)  
 PLASMA GUN (2)  
 PAW DF (2x20)  
 CLAW HS (3x5)

DEVICES:  
 CLOAK, FLARES, GUN POWER CORE,  
 SHIELD BATTERY, GUN BATTERY

JUMP CAPABLE: YES  
 MANUFACTURER: CAXKI CLAN

## PAKTAHN PHANTOM BOMBER

GENERAL WRIGHT, COMMANDER OF THE ALLIANCE 12TH FLEET, CAME UP WITH THE IDEA OF A CLOAK-MODIFIED PAKTAHN BOMBER DURING HIS CAMPAIGN AT ARDAI. PHANTOMS, FIELD MODIFIED FROM EXISTING BOMBERS, WERE ABLE TO SLIP BEHIND ENEMY LINES AND DESTROY THE HEAVILY DEFENDED BASE WITHIN MINUTES. THE DESIGN WAS QUICKLY ADOPTED, AND THE SHIPS ARE READILY AVAILABLE TODAY.



LENGTH: 37 METERS  
 MASS: 30 METRIC TONNES  
 MAX. YPR: 75/75/75 DPS  
 MAX. VELOCITY: 300 KPS  
 MAX. AFTERBURNER VELOCITY: 585 KPS  
 ACCELERATION: 70 K/S<sup>2</sup>  
 SHIELDS: 370 CM  
 ARMOR: 1000 CM

WEAPONS:  
 MASS DRIVER CANNON (2)  
 PLASMA GUN (2)  
 PAW DF (5x20)  
 TORPEDO (1x4)

DEVICES:  
 GUN BATTERY, FLARES, CLOAK, SHIELD  
 BATTERY, BOMBER TURRETS

JUMP CAPABLE: YES  
 MANUFACTURER: JA'TARGK CLAN

## PAKTAHN TUSK BOMBER

LENGTH: 37 METERS  
 MASS: 35 METRIC TONNES  
 MAX. YPR: 65/65/65 DPS  
 MAX. VELOCITY: 260 KPS  
 MAX. AFTERBURNER VELOCITY: 495 KPS  
 ACCELERATION: 70 K/S<sup>2</sup>  
 SHIELDS: 320 CM  
 ARMOR: 1200 CM

WEAPONS:  
 MESON BLASTER (2)  
 IONIC PULSE CANNON (2)  
 PAW DF (5x20)  
 PORCUPINE MINES (3x5)

DEVICES:  
 GUN BATTERY, SONAR, DEPLOYABLE  
 TURRET, SHIELD POWER CORE, BOMBER  
 TURRETS

JUMP CAPABLE: YES  
 MANUFACTURER: JA'TARGK CLAN

THE TUSK IS A PAKTAHN MINELAYER DEVELOPED FROM THE EARLIER PHANTOM MODEL. THESE DEADLY SHIPS WERE ORIGINALLY DEPLOYED TO SNEAK BEHIND ENEMY LINES AND TIE UP SHIPPING BY DEPLOYING MASSIVE MINEFIELDS. IN PRACTICE, THEY PROVED TO BE BETTER THAN EXPECTED DOGFIGHTERS, CAPABLE OF USING THEIR STATIONARY WEAPONS TO TIE UP LIGHTER FIGHTERS WHILE THEIR GUNS AND TURRETS MOVE IN FOR THE KILL.



## PAKTAHN MAULER BOMBER

THE MAULER IS A HEAVY BOMBER PAR EXCELLENCE. IT POSSESSES BOTH THE GIANT PAW DF ROCKET POD ARRAY OF A MISSILE FRIGATE AND THE EIGHT TORPEDDES FOUND ON ONLY THE HEAVIEST ATTACK CRAFT. NEVERTHELESS, MAULER PILOTS ARE AMONG THE BEST IN SPACE: IT TAKES TREMENDOUS SKILL TO MANEUVER THESE FLYING TANKS ON A BATTLEFIELD OWNED BY SPACE SUPERIORITY FIGHTERS.



LENGTH: 37 METERS  
 MASS: 45 METRIC TONNES  
 MAX. YPR: 50/50/50 DPS  
 MAX. VELOCITY: 215 KPS  
 MAX. AFTERBURNER VELOCITY: 410 KPS  
 ACCELERATION: 70 K/S<sup>2</sup>  
 SHIELDS: 370 CM  
 ARMOR: 1300 CM

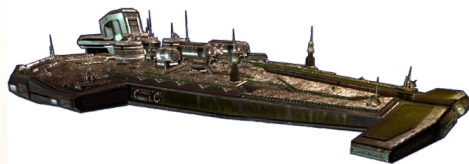
WEAPONS:  
 TACHYON GUN (2)  
 NEUTRON GUN (2)  
 PAW DF (5x20)  
 TORPEDO (2x4)

DEVICES:  
 ENGINE BATTERY, GUN BATTERY, GUN  
 POWER CORE, FLARES, TRACTOR BEAM,  
 BOMBER TURRETS

JUMP CAPABLE: YES  
 MANUFACTURER: JA'TARGK CLAN

## MIDWAY HEAVY CARRIER

THE FAMED MIDWAY-CLASS FORMED THE NUCLEUS OF EARTH'S WARTIME DEFENSE, WITH THE MIDWAY HERSELF AT THE HEAD OF THE FLEET. MODIFIED AND IMPROVED OVER THE PAST TWENTY YEARS, THE CURRENT MIDWAY-CLASS SHIPS DIFFER ONLY VISUALLY FROM THE CONFEDERATION FLAGSHIP.



LENGTH: 1830 METERS  
 MASS: 200,000 METRIC TONNES  
 MAX. YPR: 5/5/5 DPS  
 MAX. VELOCITY: 80 KPS  
 ACCELERATION: 45 K/S<sup>2</sup>  
 SHIELDS: PHASE SHIELDS  
 ARMOR: 2000 CM

WEAPONS:  
 DUAL MOUNT LASER TURRET (25)  
 HEAVY ION CANNON (6)  
 IR MISSILE LAUNCHER (6)  
 CAPSHIP MISSILE LAUNCHER (6)

FIGHTER COMPLEMENT: 252

MANUFACTURER: TSY ARCOLOGY

## INDOMITABLE BATTLECRUISER

LENGTH: 1040 METERS  
 MASS: 400,000 METRIC TONNES  
 MAX. YPR: 4/4/4 DPS  
 MAX. VELOCITY: 100 KPS  
 ACCELERATION: 35 K/S<sup>2</sup>  
 SHIELDS: NONE  
 ARMOR: 4500 CM

WEAPONS:  
 DUAL MOUNT LASER CANNON (46)  
 MK. V PLASMA CANNON (16)  
 IR MISSILE LAUNCHER (6)

FIGHTER COMPLEMENT: 72

MANUFACTURER: TROJAN IV NAVAL YARD

THESE CRUISERS ARE ONE OF THE NEW CLASSES OF SHIPS WHICH HELD THE LINE AGAINST THE NEPHILIM. THESE BATTLECRUISERS FOCUS THEIR TACTICS AROUND THEIR HEAVY WEAPONRY RATHER THAN THEIR FIGHTER WINGS. IN PRACTICE, THE ONLY SHIP CAPABLE OF DEFEATING A BATTLECRUISER IS ANOTHER BATTLECRUISER... AND THEN ONLY WITH COORDINATED FIGHTER SUPPORT.



## KIRANKA BATTLECRUISER

THE KILRATHIBASED THEIR BATTLECRUISERS ON A CLASS OF WARSHIP DEVELOPED AS PART OF THEIR HARI FLEET. THOUGH THEY DIFFER COSMETICALLY FROM THEIR HUMAN COUNTERPARTS, THE KIRANKA-CLASS IS BASICALLY A POUND FOR POUND MATCH FOR THE INDOMITABLE.



LENGTH: 980 METERS  
 MASS: 380,000 METRIC TONNES  
 MAX. YPR: 8/8/8 DPS  
 MAX. VELOCITY: 90 KPS  
 ACCELERATION: 40 K/S<sup>2</sup>  
 SHIELDS: NONE  
 ARMOR: 5000 CM

WEAPONS:  
 DUAL MOUNT LASER CANNON (46)  
 MK. V PLASMA CANNON (16)  
 IR MISSILE LAUNCHER (6)

FIGHTER COMPLEMENT: 88

MANUFACTURER: NOKHTAK CLAN

# BEST OF THE BEST

by Tyra "Raven" Hunter, Retired Mercenary

*This month we're profiling the top twelve mercenary pilots flying today. Per your requests, we have made our decision based on kill score rather than by credit value... since that's the one number that truly matters in combat. They're a surprisingly varied lot — and one novice readers would do well to avoid in battle.*



### AMBER "AMAZON" ELBERETH

**KILLS: 2,827**

**FIGHTER: RAPIER CAVALIER**

A disproportionate number of Midway veterans continue to grace top mercs lists. These famed pilots came of age fighting the Nephilim, and Amazon is at the top of their ranks. She earned a Navy Cross for her part in the Kilrah campaign and then went on to serve the CIS during the capture of the Proxima Gate. Don't let her looks fool you — Amazon is a trained killer with no qualms about engaging an inferior target. She holds 18th place in the TCSF's all-time ace pilot ranking.



### JOE "HOLLYWOOD" TURNER

**KILLS: 2,419**

**FIGHTER: ARROW GUARDIAN**

Hollywood resigned his Marine commission shortly after VK Day to pursue a career as a Privateer. Aided by his close friend Marc Lassiter, he was responsible for taking down the Legion, Inc. crime syndicate during the Black Lance crisis. Following Lassiter's death in a Nephilim strike, Turner has become bitter and quick to anger. Avoid approaching him on his own terms. He is an expert duelist, holding 327 consecutive one-on-one dogfight victories. In recent years he has become a fixture at the Bearpit, where he has won several championship titles.



### DIRK "STINGRAY" WRIGHT

**KILLS: 1,981**

**FIGHTER: RAPIER BLADE**

Stingray has more brass on his chest than any other pilot flying today: he is a retired Confederate General who was mentored by Christopher Blair himself. Wright commanded entire fleets against the Nephilim, winning praise for his improvised tactics at Third Warsaw. He has returned to flying fighters following his military retirement, claiming that no one is too old to keep fighting — a belief which the kill markings on the nose of his Rapier lend much support to. Stingray is a cautious pilot, unafraid to wait for minutes at a time until a good opportunity for a strike presents itself.



**KYLE "SANDMAN" TRAVERS****KILLS: 1,470****FIGHTER: BROADSWORD WARPIG**

Sandman is another long-time Privateer. He is known throughout the galaxy as the man who foiled General Drakas' plan to rebuild the old Empire with Steltek technology. In the last several years he has dabbled in everything from flying as a contract pilot for Merc Inc. to smuggling Nephilim relics. None of his ventures has proven especially profitable, and he seems to have resigned himself to his role as a hired killer. Travers is an expert assassin: his mere presence on a mission means that someone has paid big credits for its completion.

**ANTHONY "HARD-LUCK" YEE****KILLS: 1,312****FIGHTER: BROADSWORD EXECUTIONER**

Hard-Luck drew his first blood facing Thrakhath's armadas as a young Lieutenant onboard the TCS Victory. Unlike most other professional mercenaries, Hard-Luck stayed in the service through the peacetime, flying patrols and escort missions in safe sectors. He left the Space Force in 2679 after being passed over for a squadron command position. His high score belies his apparently erratic piloting abilities. Hard-Luck is known for jinking and rolling in seemingly random directions to avoid enemy fire. Up until now, his luck with such tactics has been exceptionally good.

**JENNA "HAVOC" HATHAWAY****KILLS: 1,310****FIGHTER: ARROW SCOUT**

Havoc is the youngest pilot to make our list — by a long shot. Unlike the rest of the big twelve, she is not a military veteran of any sort. She was a former bartender turned down by both the Space Forces Academy and her local ROTC programs. As a result, she applied for a Letter of Marque through the Oasian government and traded a small fortune for a slightly used Arrow Scout. She has quickly proven herself in combat, successfully completing the most difficult missions from the most demanding employers.

**QHARGHA "BARON SIHKAG" NAR SIHKAG****KILLS: 2,508****FIGHTER: DRALTHI RHINO**

Qhargha is the Baron of the Sihkag clan which is currently engaged in one of the bloodiest feuds of the ongoing civil war over the vast territories of the old Empire. He has led his formerly subservient clan to prominence in a battle which observers expected to be dominated by the Ki'ra and the Kiranka. Beyond his capacity for politics, Qhargha is a warrior in the finest Kilrathi tradition: he is an expert fighter pilot who has scored more victories in recent years than most top aces did fighting the humans.

**DAKATH "DEATHSTROKE" NAR CAXKI****KILLS: 2,107****FIGHTER: DRALTHI STRIKER**

Dakhath, whose name literally means Deathstroke, is a veteran Kilrathi fighter pilot who flew during both wars. He has patterned his life after an earlier Deathstroke, a Sihkag warrior killed during the Vega Campaign. Despite his clan's dishonor in the recent war, Dakhath continues to live up to his namesake's reputation for bloodlust. He is known for making a sport out of shooting down ejected pilots — either take him down on sight or you won't be going home.

**KUR "HUMAN-KILLER" NAR TR'K H'HRA****KILLS: 1,712****FIGHTER: PAKTAHN TUSK**

Kur is a kil with a chip on his shoulder: his Grikath squadron was ambushed by none other than the Heart of the Tiger himself during the Enigma campaign. Kur was shot down, but not allowed to die with honor. As a result, he has sworn the right of vengeance against all human pilots. Unlike many of his contemporaries, he refused to fly alongside human squadrons during the Nephilim invasion. He is widely considered to be the finest bomber pilot flying today. His kill score includes dozens of Nephilim cruisers... and human battlecruisers.

**NAJJATH "FIRECLAW'S AVENGER" RAGITAGHA****KILLS: 1,577****FIGHTER: DARKET STALKER**

Najjath is the son of famous Darket ace Najji "Fireclaw" Ragitagha. As a young kit, Najjath served as his father's aide-de-camp, and then with the surrender followed Najji's noble example and refused to sign on with Sivarist terrorists. Like his father, who still occasionally flies in combat, Najjath is an expert light fighter pilot. His superhuman reaction skills allow him to dart quickly and accurately around the battlefield, shooting well placed energy bolts exactly where they count.

**SKIGHA "ATOMIC CLAW" NAR K'CRIS****KILLS: 1,399****FIGHTER: PAKTAHN MAULER**

Skigha earned his nickname during a famous raid on the Circe System, where he captured a Border Worlds weapons transport laden with Mace Tactical Nuclear Missiles. He disseminated these weapons to Sivarist cells, which continue to use them to wreak havoc on an already scarred frontier. In spite of all this, Skigha is neither idealist nor zealot: he flies for the highest bidder.

**SLORTH "DARK INQUISITOR" LAQ ANCHORAGE****KILLS: 1,204****FIGHTER: DARKET DRAGONFLY**

A kil without honor is... still dangerous. Slorth is a dedicated retainer of the nar Kiranka clan, and from '67 to '69 served as personal torturer for Emperor Joor'rad. Although even the most battle-hardened kils consider the former torturer dishonorable, he is admired for his dedication: he refuses to recognize the Treaty of Torgo, remaining fiercely loyal to the fallen Kiranka regime. He continues to occupy the Anchorage System fief, defending it against all attempts to return it to the Confederation. He remains one of the deadliest pilots flying today.

**BEST OF THE REST**

Brim "Heartbreaker" nar Qual'lat	1196	Helene "Cassiopeia" Icon	1172
Qwerg "Enslaver of Races" nar Khar-Sa	1195	Legargh "Jaguarundi" dai Sorn	1170
Misty "Excelsior" Williams	1191	Simon "McGoo" LeDuke	1170
Aquall "Blackskull" nar K'n'Bren	1185	Stuart "Jaeger" Wong	1163
John "Bubba" Sanderson	1182	Maria "La Dona" Alvarez	1163
Garfths "Oblivion" nar Ardai	1181	Max "Max Max" Labeau	1162
Braxna "Minx" nar Caxki	1178	Lathrak "Lightning" nar K'n'Hhra	1157
Frengh "Terminator" nar Ki'ra	1177	Morgan "Carnival" Coutts	1144
Dorarin "Night Prowler" nar K'n'Meth	1175	Segh "Leopard" nar H'hrrass	1142

Hhrissar "Bobcat" Iaq Pak Ma'hran	1140	Bokoth "Sivar's Honored Warrior" nar Baragh	902
Stan "Moof" Gallagher	1136	CJ "Griffin" Hamburg	900
Christopher "Warlord" Dybbuk	1124	Qhargha "Baron Sihkag" nar Sihkag	899
Randall "Rattler" Russell	1117	Fralthard "Crimson Birha" nar Terragon	897
Johnathan "Ogre" Crane	1111	Zergyah "Kodkod" nar Som'mers	897
CLASSIFIED "Cataclysm" CLASSIFIED	1108	Vladmir "Ski" Carter	897
Etienne "Doomsday" Montclair	1105	Ethmar "Skull-Collector" nar Sihkag	896
B'gsughs "Thundering Anger" nar Sutaghi	1094	Nek "Blood Most Noble" nar K'sK'taq	893
Thrak'hmar "Storm Bringer" nar Sutaghi	1092	Bragghs "Blooded Claw" nar K'sthak	893
CLASSIFIED "Kilra'k Demon" CLASSIFIED	1091	Chris "Falcon" Cummings	891
Khodran "The Fang" nar Ja'targk	1086	Ignath "Death-Knight" nar Ingraya	890
Milford "Bookworm" Wattley	1084	Jack "BoomBoom" Kabeli	889
Brad "Fat Lady" Singer	1080	Gilkarg "Striker" nar Qarg	888
Bhenthar "Kabaka Warrior" nar Gmarktu	1079	Ghaghuth "Darkpride" nar Asgard	884
Wendy "Redline" Akers	1074	Morghan "World-Eater" nar Qarg	881
Mark "Ranger" Riley	1073	Robert "Downtown" Hernandez	876
Strekh "Monkey Boy" nar Tsahl	1064	Karl "Goblin" Frank	876
G'trakh "Baron Ragitagha" Ragitagha	1057	Todd "Twitch" Gaffney	873
M'nress "Steel Death" nar Caxki	1054	Amanda "Deadbolt" Carruthers	870
Bhurak "Starkiller" nar Caxki	1050	Renata "Comet" Drake	865
Kramm "Battle Brother" nar K'hriassak	1046	N'r'tess "Takhar" nar Sihkag	864
Lyndon "Ralph" Clarkson	1040	B'shras "Baron Caxki" nar Caxki	859
Sorbath "Fang" nar S'thran-Pak	1039	Forgagh "Thylacosmilus" nar Qarg	859
H'jorth "Razor-Claw" nar K'M'tlee	1038	Boris "Spider" Collins	857
D'magh "Lightning Strike" nar K'za T'qal	1032	Cheryl "Big Duke" O'Brien	846
L'hah "Vengeance" nar Qarg	1028	Leonard "Duke" Cunningham	845
Wade "Kingspin" Swanson	1017	Luke "Turtle" Gilmore	845
Lane "Viking" Boyd	1015	Ivan "Posse" Krotchevsky	841
S.E. "Broadway" Sarasin	1012	K'presgh "Striking-Bird" Ragitagha	838
David "Cueball" Bragg	999	Andy "Wiley" Brunke	838
Zhorn "Eliminator" nar K'ta Mek	996	Kuklert "Motley" Ragitagha	837
Grace "Ice Wind" Lee	989	Cegagh "Unrepentant Rage" nar Sutaghi	837
Vruskt "Rogue" nar Sihkag	989	Kenny "Hottman" Hott	833
Leftax "Dor-Chak" nar K'k-Tahn	988	Bhorgh "Monkey Hunter" nar Val	832
Mentheth "Reaper" nar Oargth	979	Christopher "Capp" Barbe	828
Angela "Veil" Hendrick	979	Prest'ath "Cheetah" nar Paghk	824
Silvio "Vanguard" Fusaro	971	CLASSIFIED "Lynx" CLASSIFIED	823
J'hram "Glory Seeker" nar Ki'ra	965	S'warth "Silent Doom" nar K'vt Tag	815
Ulgagh "Jaguar" dai Shata	957	Lisa "Bravo" Deleon	812
Torkin "Nargrast" nar Volles	954	Chloe "Grinder" Catson	804
Nancy "Crossbones" Brands	953	Khorban "Lair Master" nar Ghoran	799
Yuri "Warlock" Ivanchenkov	953	Russ "Rusty" Wilbury	792
D'en'tragh "Tiger" Ragitagha	947	Chris "Professor" Rankin	785
Lagh "Star Pouncer" nar Ki'ra	946	Monique "Roulette" LeCroix	777
Slath "Savage Fury" nar H'hral V'kass	945	Alex "Schlitterbahn" Rostov	773
Benedict "Strike King" Engle	943	Jennifer "Phoenix" Blair	770
Julkath "Furfighter" nar Vigrid	941	Mike "Scarab" Rand	769
Steghohg "Laser Fang" nar H'rekkah	941	Vherga "Apocalypse" nar Goran-Pak	768
Borghagh "Metailurini" nar Tal'q	939	Largqe "Avenger" nar K'Tkhu M'etrh'Kuru	768
Khitz "Skitz" nar Ki'ra	936	Durmbalgh "Furball" nar Valgard	768
Kurustagh "Xenosmilu" nar Sihkag	932	David "Pops" Williford	763
Timothy "Streaker" Fergesson	930	Zrank "Longshot" nar Sihkag	760
Daniel "Waxman" Lawrence	926	Marbak "Baron Kiranka" nar Kiranka	758
Zukala "Slaveholder" nar Ki'ra	924	Charlotte "Axxiala" McCallister	757
Stendeth "Fire-Bringer" nar T'Rel Meh	918	Randy "Mule-Skinner" Skinner Jr.	757
William "Flame" Hillman	918	Silas "Barney" O'Brien	746
James "Tiger" Garriott	916	Drake "Dragster" Hunter	741
Hargamn "Vindicator" nar Ki'ra	916	Harrison "Lieutenant" Evans	741
Grap "Baron Kur'u'tak" nar Kur'u'tak	903	Jon "Radio" Kristov	741
Khulragh "Fellow Hunter" nar Sharm	903	Que'vlagh "Nalga" nar Vharr	736

Dakhath "Slayer" nar Kiranka	732	Toshira "Ninja" Majumi	537
Regina "Snapshot" Ortwin	732	Krumlan "Deathwalker" nar Jakarta	532
Rory "Motown" Sandoval	720	Asher "Cantrell" St. Louis	529
Fithsh "Ocelot" nar Warhammer	717	Teth'mang "Rough Foe" nar Trik'Tsek	528
G'marith "Killer" nar Ja'targk	716	G'Ham "Squadron" Ragitagha	527
Grist'ar'cogh "Fang of Death" nar Shariha	714	Aquirath "Warmonger" nar Caxki	527
Khajja "The Machine" nar Ja'targk	713	Vargh "Ripper" nar Trik'Kha	523
John "Wizard" Hefter	713	Susan "Dog" Henderson	522
Xathars "Pseudaelurus" nar H'hri Som	707	Jessica "Princess" Cabot	520
Ghram "Harm" nar Caxki	691	Christopher "Cowboy" Graf	518
Thomas "Marker" Watson	687	Abe "Tooner" Roberts	518
Frenth "Sivar's Glory" ko Lannis	687	Vengthth "Winterblast" nar Sutaghi	511
Ike "Talker" Rezenkho	687	Wurp "Liege Lord" nar K'n T'qal	506
B'kahn "Death-Bringer" nar B'shriss	681	Martin "Topdog" Gibson	501
Y'resth "Vorshaki" nar Kiranka	680	Gavin "Beast" McDonald	500
CLASSIFIED "Leatherhide" CLASSIFIED	677	Opark "Unchained Thunder" nar Ki'ra	489
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You've just read a list of the galaxy's hottest private fighter pilots. Did you make the cut? If not, keep trying and we'll publish a new killboard next month. Next, read on to learn more about six pilots we think show exceptional promise. Simply scoring a high number of kills doesn't necessarily define the finest fighter pilots. Since it's very hard to crack our top twelve we've included six men and kils who have the 'right stuff'. This ranking is based on number of kils, mission profit ratio and sheer notoriety.

**UP & COMING**



**Bhuk "Bloodmist" nar Hhallas**  
**Fighter: Paktahn Phantom**

Bloodmist will be remembered as Kilrah's second greatest bomber pilot... and as the kil who destroyed Blackmane Station. He earns a spot on this list for developing an entirely new set of stealth tactics.



**Canth "Apeshredder" nar Kur'u'tak**  
**Fighter: Dralhti Shank**

Apeshredder earned his moniker flying off the Sivar's Glory. He's a skilled medium fighter pilot who is absolutely in tune with the more methodical aspects of combat.



**Najji "Fireclaw" Ragitagha**  
**Fighter: Darket Raptor**

The elder Fireclaw is back at it, and his skill with a Darket has not diminished. His war-hall contains more than its share of trophies.



**Kevin "Lone Wolf" Tolwyn**  
**Fighter: Rapier Vanguard**

The nephew of the disgraced admiral, Kevin Tolwyn has recently turned to the private sector after a stint with the FRLN. He's a skilled dogfighter with a lot of military experience under his belt.



**Etienne "Doomsday" Montclair**  
**Fighter: Broadsword Behemoth**

Doomsday has been predicting the end of the world for fifty years... and he's still thriving. Doomsday is an excellent bombardier who can put a Broadsword through its paces.



**Marcus "Fish" Keen**  
**Fighter: Arrow Eclipse**

Also called "Invisible Man" for his skill with an Eclipse. Fish earned his unusual callsign by ambushing a squadron of Baracuda corvettes... leaving no survivors.

Tyra Hunter is a Kilrathi War veteran who won the Medal of Valor and three Distinguished Service Crosses serving with the 82nd Marine Spacecraft Wing. She later made a name for herself as a mercenary operating between Felicity and New Damascus.

# THE KILLING FIELDS

# ANTARES

by D. Bortman

*The Killing Fields is Star★Soldier's regular look at the most profitable hotspots in the galaxy. This month we investigate the Antares Quadrant, a longtime flashpoint between Terrans and Kilrathi. Antares is also home to the Firekkan Planetary Alliance, a growing powerhouse in galactic affairs. We've selected nine locations where a skilled mercenary can see some action and make a quick credit...*

**CIRCE SYSTEM — PROVING GROUNDS**



The Antares Quadrant is the bleeding edge of the Terran-Kilrathi frontier... and it's no place for inexperienced pilots. With that in mind, those accustomed to the leisurely pace of places like the Argent Sector should make tracks for the Circe System's asteroid belt. The region is acknowledged as something of an informal training area for mercenary pilots. Fighter pilots can practice maneuvers, dogfights, upgrades and the like without the fatal danger found throughout the rest of the region. If you can make it here,

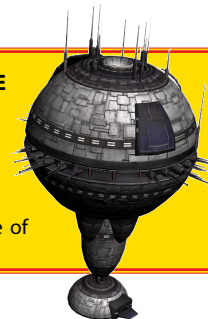
you'll have a reasonable shot anywhere.

Number of Planets	17	Population:	8,317,955 / 4,191,981
Inhabited Worlds:	Circe V, Circe VII	Orbital Period:	307 days / 413 days
Allegiance:	Circe Alliance	Climate:	Deciduous Ice / Forest
Settled:	2560 / 2525	Ace Rating:	★★☆☆☆

Analysis: The Circe System was gutted by a proxy war in the 2670s. Confederation-supported rebels fought a Border Worlds-allied government with everything from conventional tanks to chemical bombs. The conflict effectively ended in 2675 as both larger governments had become more interested in investing men and materiel in the Kilrathi civil war quagmire. Circe has thrived in recent years, though efforts to repair the scars of war render it something of a utilitarian destination.

**FARRAGUT NAVAL BASE**

Farragut is the last remaining outpost of the legitimate Terran Confederation government in the Antares Quadrant. TCN crews continue to maintain and defend the base, years after the general withdrawal order was issued. One of



twenty powerful Halsey-class stations built in the 2650s, Farragut is the only example of its type to survive the Nephilim War. Mercenaries wishing to avoid forced conscription should avoid the base... but it remains an impressive sight in a war-weary sector.

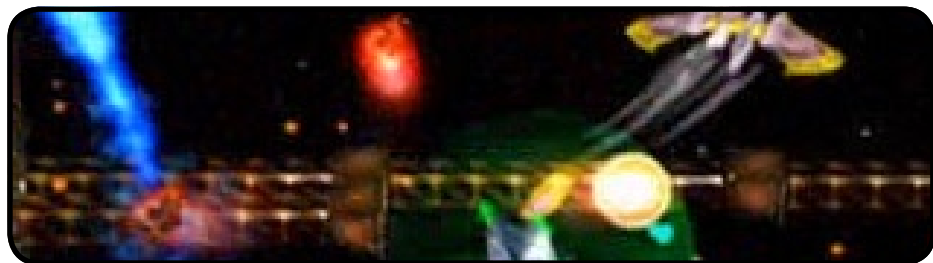
ANTARES SYSTEM — SPACE STATION



The crown jewel of the Antares Quadrant is the Polaris Roads Naval Station, formerly home of the Terran Confederation's 15th Fleet. Polaris is a massive space station, its environs including berths large enough for even Hvar'kann and Behemoth-class dreadnaughts. At its heart, the station is the center of commerce for the frontier: savvy consumers can find everything from Kilrathi Durasteel to biopolys from the distant Tri-System. As a result, the base has also become home to a continual melee between mercenaries and pirates seeking to take advantage of long haul merchants. Whether you're looking for an engine upgrade or a pirate bounty, Polaris Roads is the place to visit.

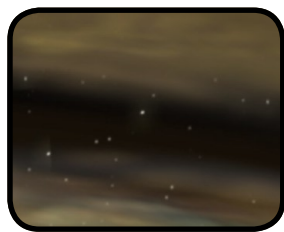
Number of Planets	12	Population:	1,007,366,421,843
Inhabited Worlds:	Odell	Orbital Period:	588 days
Allegiance:	Terran Independent	Climate:	Urban
Settled:	2300	Ace Rating:	★★★★★

Analysis: Antares, the long-time capital of the sector, is the single most industrialized human world in the Epsilon Sector. The planet is famous for its all-encompassing cityscape, which has served as the model for worlds as far away as Grissom and New Detroit. Unfortunately huge tracts of arcologies were rendered molten debris by a series of calculated Nephilim vengeance strikes during the final stages of the war. Work continues to return the planet to its former glory.



A Dralhti fighter takes out an Arrow just off Polaris Roads.

TRAFALGAR SYSTEM — METEOR STORM



Hidden in the Tanhauser Nebula, a single communications relay network survived the Nephilim onslaught. These satellites remain the only real-time link between the core worlds and this region of the frontier. Unfortunately, more than one ambitious local warlord would like to see them put out of commission permanently. Equally precarious is the fact the network has recently inched closer to a nearby asteroid field. Trafalgar's government is always happy to pay skilled sharpshooters top credit to take down both flying rocks and attacking enemy fighters.

Number of Planets	10	Population:	25,450,988
Inhabited Worlds:	Quarto	Orbital Period:	125 days
Allegiance:	Outerworlds Provenance	Climate:	Bio-Haz
Settled:	2575	Ace Rating:	★☆☆☆☆

Analysis: Visiting Trafalgar itself is a bad idea, unless you are willing to invest in expensive bio-suits and decontamination procedures. The system's inhabited world was hit by a Kilrathi pandemic in 2669 and has in no shape recovered. Life goes on in the system's asteroid fields, where millions struggle to live on hundreds of mining bases and refinery outposts.

CORSAIR SYSTEM — RUNNING THE GAUNTLET



The Port Broughton has done everything from fighting last ditch battles against the Nephilim to serving as the capital of Admiral Vanhecke's New Confederation (see inset: Last of the Megacarriers). Today, her crippled jump engines limit her to travel within the Corsair System. The proud warship has become a veritable floating city, a center of commerce for galactic travelers and a home for thousands of displaced refugees. Her hull, now dotted with communications equipment, cargo containers and vulnerable habitation modules, makes an ideal target for every mercenary, Privateer and would-be shogun in the quadrant.

Number of Planets	8	Population:	3,981,111,945
Inhabited Worlds:	Chloe	Orbital Period:	700 days
Allegiance:	New Confederation (Defunct)	Climate:	Aquatic
Settled:	2610	Ace Rating:	★☆☆☆☆

Analysis: The Corsair System suffered greatly during the war due to its proximity to a Wormhole Gate. The system was rapidly converted into a marshalling yard and its resources were stripped bare and sent en masse through the gate to hold the desperate beachhead. In recent years its tenure as capital of New Confed has only exacerbated problems: the world has become the de facto destination for displaced civilians.

BATTLECRUISERS — PURE FIREPOWER

As the war against the Nephilim grew bloodier, both humans and Kilrathi realized the need for a heavy weapons platform capable of facing down the massive alien hive fleets. Thus was born the battlecruiser, a new kind of warship for a new kind of war. Built for broadside actions and designed to operate in giant squadrons, battlecruisers consist of row after row of plasma cannons powered by exceptionally strong engines. All power is focused on these central weapons, abandoning classic shielding in favor of heavy layers of armor plating. Anti-starfighter defense is provided by laser and missile turrets which dot their hulls in record numbers.

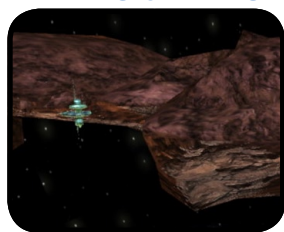
Overpowered, overloaded and requiring a new naval doctrine reminiscent of the one developed for Texas-class battleships of the 2630s, battlecruisers nevertheless left an indelible mark on the war: from the signing of the Terran-Kilrathi alliance on the deck of the TCS Conqueror to the last desperate line during the defense of Ar dai. At Dakota a single human battlecruiser held four Kraken squadrons at bay until reinforcements could arrive. During the evacuation of Torgo, the KAS Vrax'hmal alone closed the alien wormhole long enough for the transport fleet to escape. It was a proud fleet of battlecruisers, painted white and blue, which carried President Harrison to Kabla Meth on .222.

The most famous battlecruiser of all was unquestionably the TCS Lawrence, which rescued the TCS Midway after Zhrtx's Doublecross. Her sudden arrival at the height of the battle prompted Colonel Casey himself to exclaim that she was "the ugliest, most beautiful thing I've ever seen." The Lawrence went on to serve as the head of the 34th Task Force, the first group which penetrated 100,000 ly into the Aligned People's homeworlds. She continues to serve today, defending Farragut Naval Station from foreign foes.

Two primary battlecruiser designs served with the allied navies: the Terran Confederation's Indomitable-class and the Kilrathi Assembly of Clans' Kiranka-class. Both ships are visually similar, owing to the technology-sharing agreement established by the alliance treaty — though the natural 'battering ram' purpose of the ships makes their similarities less jarring than the so-called 'Kilrathi Midway'. The indomitable brings additional plasma guns to the fight while the Kiranka expends additional armor to include an elaborate system of vacuum tight hull compartments.

Produced by the thousands, war-surplus battlecruisers now occupy hundreds of boneyards and mothball facilities across the galaxy. The staggering amount of Durasteel used in their construction is enough to provide armor for an entire fleet of starfighters. Many others have become the centerpieces of private fleets on the frontier. Crewed by warlords, mercenaries and pirates, the ships have given a literal meaning to the concept of gunboat diplomacy.

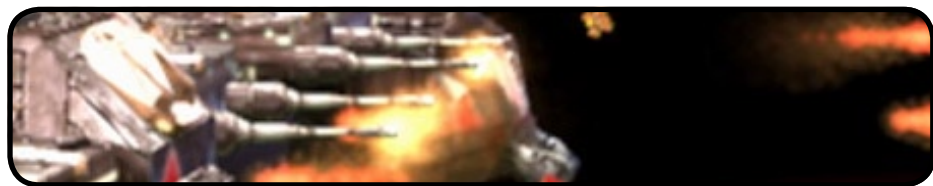
### NATANYA SYSTEM — SATELLITE SHUFFLE



Information is power, and in the asteroid belt of the Natanya System, that power is defined by satellites. History buffs may remember that Natanya — formerly N'Tanya — was one of the first star systems to break away from the Kilrathi Empire. As a result, it has one of the few truly mixed populations in the galaxy, roughly half human and half kil. With rising post-war tensions, the inherent contest between the two groups has quickly shifted out of the political arena. There are always jobs for talented Privateers willing to help take control of the system's outlying communications network... on either side!

Number of Planets Inhabited Worlds:	1	Population:	7,121,486,355
Allegiance:	Natanya	Orbital Period:	360 days
Settled:	Union of Border Worlds	Climate:	Arboreal
	2550	Ace Rating:	★★★★★

Analysis: One of the reasons humans have flocked to Natanya in recent times is that it is an incredibly Earth-like world. Prince Thrakhath's refusal to pursue rebel systems past 2667 means that it was nearly untouched by the war. Historically inclined tourists can visit 'cat towns' which continue to function in much the same way as they did when the system's name was still written in Kilrathi.



A Kiranka battlecruiser fires its broadside.

### MIDGARD SYSTEM — CAPSHIP VS. CAPSHIP



The Treaty of Torgo ended the Terran-Kilrathi War thirty years ago... but you wouldn't know it from the steady stream of fleet actions occurring in the Midgard System. Owing to the limited size of many local jump nexus points, any large warship wishing to traverse the quadrant will invariably find itself within Baldr's Channel. This small expanse of space is the shortest route through the region, making it a major location for ship to ship actions. The sheer number of war-surplus battlecruisers (see inset: Battlecruisers — Pure Firepower) serving with private corporations, planetary governments and individual warlords means that there is nearly always a ship to ship action to be found here. Ship owners and captains are always eager to hire teams of escort fighters, interceptors and bombers to protect their assets.

Number of Planets Inhabited Worlds:	30	Population:	88,762,445,912
Allegiance:	Sting	Orbital Period:	1000 days
Settled:	Qarg Governorship	Climate:	Desert
	2511	Ace Rating:	★★☆☆☆

Analysis: Those seeking massive sandworms and powerful dust storms had best head for Rigel - Midgard is the most peaceful desert planet in the inhabited galaxy. Enormous Kilrathi hover-cities float elegantly above sprawling sand flats. Many Kilrathi have relocated to Midgard in recent years as the climate reminds them of long-dead Kilrah. The amazing Ghorx Chasm, the deepest in known space, is worth seeing twice.

### T'KIRSA SYSTEM — THE BEARPIT



Two men enter; one man leaves! The T'kirsa System is home to the first colony world of the Firekkan Planetary Alliance. What the avian colonists lack in experience, they make up for with fighting spirit: T'kirsa is home to one of the galaxy's most savage spectacles. The Bearpit has a singular purpose: bloodsport in the grandest tradition of the Roman coliseums and the Kilrathi war-halls. A massive space station surrounds a central battlefield where ace pilots face off against one another in organized combat. The quadrant's finest vie to set profitable survival records, while those of lesser skill face vacuum. Viewing galleries for both tourists and competitors surround the station's superstructure, making the Bearpit one of the most exciting locales in the quadrant... provided that all involved have strong stomachs.

Number of Planets Inhabited Worlds:	12	Population:	1,815,322,515
Allegiance:	S'thant	Orbital Period:	410 days
Settled:	Firekkan Alliance	Climate:	Subtropical
	2675	Ace Rating:	★★★☆☆

Analysis: The locals are welcoming and the planet's frontier bars are a rare source of kika'li, the famous "Firekkan Firewater". Just make sure not to sample any before a 'pit match! Those not interested in actually engaging in a death match can purchase standing room passes for c50. Regal box seats can range as high as c5,000 per day. A shuttle runs back and forth between T'kirsa IV and the orbital station five times daily.

#### LAST OF THE MEGACARRIERS

The TCS Port Broughton (CVX-10) was the last of the Flight IIA Midway-class Heavy Carriers. She entered service in 2686 and was immediately rushed to the front lines. Her service history reads like a list of the Nephilim War's bloodiest battles: McAuliffe, B'shriss, Silenos, Sirius, Fiddler's Green, Reid and a dozen others.

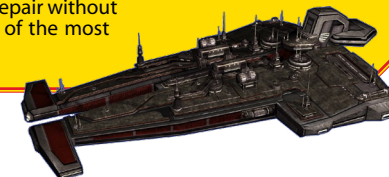
Port Broughton was second only to the fabled Midway herself in terms of wartime achievements. When the Confederation began regular raids into Nephilim fluid-space the Port Broughton was one of the first ships modified to fight effectively across the barrier. When the Sirius wormhole was destroyed in the middle of her seventh raid she was reported overdue and presumed lost — only to emerge from Charybdis eighteen months later.

Despite years of hard fighting the proud ship was never retired to a secondary theater. She met her end in TCSN service while leading a desperate last delaying action. Her captain's gamble paid off, slowing the Nephilim encroachment long enough for the combined 18th Fleet to arrive from Yelkin II to fortify Firekka. Crippled and unable to continue the fight the commodore ordered her scuttled. The final log entry records:

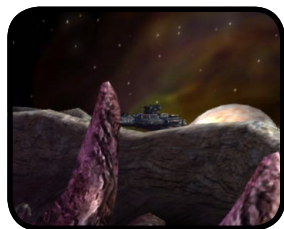
Final Log Entry: We have won, but at a terrible cost. As I record this, Port Broughton is burning in space and 450 of my crew are dead. The Tiamat battlegroups threatening Firekka have been eliminated... but intell misjudged the insects again. Their new cruisers had the range and capacity to do serious damage... and my carrier is a write-off. With general orders to withdraw to Proxima, I have ordered her scuttled and transferred my flag to the Krakatoa. She was a proud ship, and history will not forget what she did here. Long Live the Confederation,

Commodore C. Strevell, TCSN  
Corsair System — 2694.170

The carrier, gutted by alien torpedoes and her own scuttling charges, was recovered by human militia and used in their own desperate defense of the quadrant four years later. For a time it formed the center of a seven system alliance known as the "New Confederation". Like the political alliances it came to represent, the carrier fell into disrepair without support from the core worlds. Regardless, it remains one of the most important ships in the Epsilon Sector...



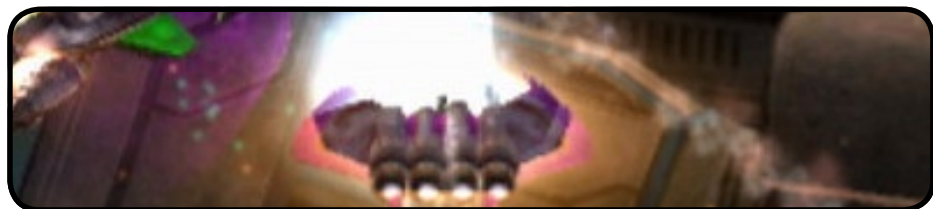
**S'THRAN-PAK SYSTEM — DUEL**



Life on the frontier means taking every advantage that comes your way — piracy, murder, kidnapping and the like are all par for the course. At the same time, those living on the edge carry with them their own code of honor. As strange as it seems to outsiders, wronged pirates and mercenaries settle their differences with an organized dueling system. Ripped straight from the dueling codes of 18th century Earth, fighter battles are fought in the largest strike crater of S'thran-Pak IV's moon. Unlike the Bearpit, these engagements occur without observers — save for the crew of a massive battlecruiser which orbits nearby to prevent fraud.

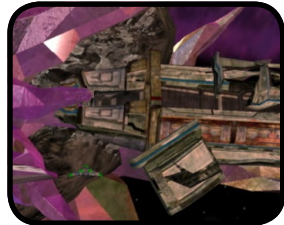
Number of Planets Inhabited:	9	Population:	4,388
Worlds Settled:	None	Orbital Period:	n/a
Allegiance:	Murragh's Empire	Climate:	Vacuum
	2433	Ace Rating:	★☆☆☆☆

**Analysis:** Be careful — if you bail out in S'thran-Pak then you're in for a long walk home. Although the system is a strategic lynchpin in the ongoing conflict for the former Empire's sphere of influence, it lacks any inhabited worlds. There are a number of Kiltrathi defense posts, including a large space station at L5. None of these are especially welcoming of tourists. A single medical bubble has been established near the dueling area, although it is chronically undefended.



A Dralthi fighter heavily engaged in the Boneyard.

**CHARON SYSTEM — THE BONEYARD**



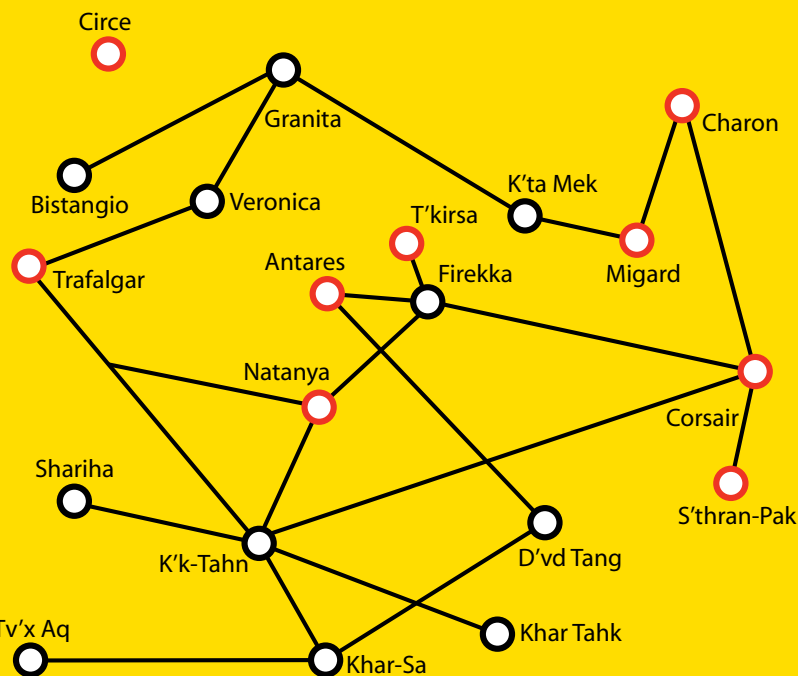
Welcome to hell! The Boneyard is the largest debris field in the sector. It began in 2655 when the Tiger's Claw squadron fought a hard retreat through the area, riddling the asteroid belt with military debris. Since that time, it has come to encompass thousands of derelict ships and millions of asteroids. The Boneyard is for expert pilots only: success here requires that a pilot navigate between rocks and through the channels and tunnels that riddle larger planetoids. It's also an excellent chance to turn a profit as

the field is littered with useful salvage and even the rocks themselves are overflowing with priceless Gotherian crystals.

Number of Planets Inhabited:	4	Population:	19,498,335,783
Worlds Settled:	Ghorax Tha	Orbital Period:	200 days
Allegiance:	Kiranka Overlay	Climate:	Temperate
	2489	Ace Rating:	★★★★★

**Analysis:** In an example of galactic irony the home of the hellish boneyard is also the location of the largest Kiltrathi pleasure world ever established. The notorious war-palaces on Charon III have been quenching warriors' thirsts for generations. Humans are advised to visit with caution, as Kiltrathi customs are often distinctly different than their own. Still, the chance to experience a live k'g'harg ceremony is worth the price of admission.

**ANTARES QUADRANT**



The Epsilon Sector is a region of space twice burned: it was front line for both the Kiltrathi and Nephilim conflicts. It consists of the Antares, Deneb, Sa'Kahn and Tr'L Rass quadrants. The predominantly human worlds were settled early, during the "gold rush" of the 25th century. The Kiltrathi regions consist primarily of the former Wu Hegemony, conquered and enslaved to near extinction in 2544.

Epsilon was the location of the Terran Confederation's first major offensive push against the Kiltrathi, the failed Epsilon Initiative in 2644. An enemy counter-offensive two years later brought about even greater casualties and led directly to First Repleetah, an infantry battle lasting five years. Prince Thra-kath made a successful ploy for the Deneb Quadrant in 2667, enslaving half of the sector for the duration of the war.

This string of military debacles created a stark independent streak among the sector's inhabitants. The belief that they could not rely on the core worlds for military support led to increasingly strained relations in Antares: Firekka formally broke with the Confederation during the False Peace, followed shortly by the Trafalgar Outerworlds. Between the wars, many systems in Epsilon helped form the Union of Border Worlds.

The sector was initially spared many of the horrors of the Nephilim as the insects focused their attacks on Vega and the homeworlds. This all changed in 2691 when the Aligned Peoples deployed their largest fleet to date following the discovery of a massive Steltek derelict in the region. Nephilim fleets launched attack after attack on a violent quest for similar artifacts.

Antares remains extremely volatile today. It is a powder keg of human governments carving out their own private fiefdoms alongside Kiltrathi warlords under increasing pressure to restore the Empire's former borders. The unprecedented amount of surplus weapons now in civilian hands may be the spark which sets it off...

D. Bortman is an accredited member of the Mercenaries Guild who holds letters of marque from both the Terran Confederation and the Kiltrathi Assembly of Clans. He is best known for his continued role in the capture of rogue Black Lance elements.

# Maniac Speaks!

**“Wow. Just wow.”**

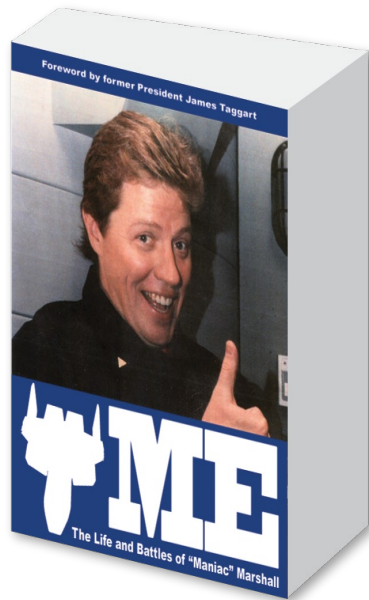
—Major General Troy Carter, TCSF (Ret.)

**“The sheer exhilaration with which Marshall tells his war stories gives his book a leg up on the likes of Armstrong and LaFong.”**

—Michael Gallagher

**“Given the unlikelihood of seeing [Blair’s] memoirs, Me: The Life and Battles of ‘Maniac’ Marshall offers the clearest possible picture of the missions that defeated the Kilrathi.”**

—Dr. Silas Torg, U. of Central Florida



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# IX CHAPTER NINE BACK IN THE SADDLE

*“Autopilot, had to be autopilot. I’ve heard this story fifty different ways, and there’s no way it was intentional...”*

—Rear Admiral Jason “Bear” Bondarevsky, FRLN (Ret.)

**IN THE SUMMER** of ‘58 I finally got the big news I had been waiting for. After two years of flying the hottest experimental jobs in the universe I was finally going to get another crack at the furballs. In short order I was part of the 998th FW, flying Arrow lighters as part of Ralph’s Raiders squadron. We shipped out aboard the TCS Camden as an essential part of Operation Lamplight, the spearhead of Confed’s big Deneb Sector push.

The mood was all around good. Our task force was the largest I’d ever seen: two carrier air groups and two cruiser squadrons escorting almost one hundred Army troopships. We’d learned our lesson after K’Tithrak Mang. This time we were going straight in, guns blazing alongside a truly awesome occupation force. Our job was to cover an amphibious assault on T’Rel Meh, a Kilrathi border planet that would be the lynchpin of the entire campaign. Capturing and fortifying the planet would give Confed the ability to push deeper and deeper into cat territory.

The minute we crossed the border, the careful planning fell apart. Long range recon revealed a huge concentration of Kilrathi troopships moving across the system. Kilrathi shock troops could cross the border and beat up our colonies, or even worse they could double back around and nail our entire invasion force. General Sturdivan made the call, we had to nail the bastards. We put every Sabre and Broadsword we had into space, alongside all three of the escort cruisers. Even those were long odds, since that many freighters don’t go anywhere without a destroyer escort.

I was the squadron XO at the time and I think Ralph really looked up to me. He’d gotten to where he was flying backwater patrols, while I’d done hard fighting everywhere from Vega to Terra itself. On the day in question he took Alpha Flight to help cover the massed strike and left me command of the rest of the squadron, with orders to run standard patrols. I opted to fly CAP, covering the troopships and our carriers at close range. Three hours in we got a laser lock message from the attack fleet: kitty defenses were minimal, it was a turkey shoot. The expected escorts had never appeared and our heavy cruisers were tearing it up.

I banked around the Camden to get a look at our own armada... and suddenly, there they were: a pair of Ralatha battleships bearing straight down on our fleet. These things were killers and the only thing that could scratch their paint was a bomber. All our bombers were three hours away. I’ll admit it now: for a split second I panicked. I honestly believed I was going to watch these cat boxes slaughter a hundred thousand Terran soldiers right then and there — plus two precious fleet carriers for good measure.

The huge warships loomed overhead, giant rounded specters bearing down on their defenseless prey. Every second got them closer to unleashing a volley of antimatter weapons. I looked at my VDU, confirming what I already know: no torpedoes, no plasma weapons, nothing but a pair of lasers. I realized then and there that my only hope was to trick the two ships into colliding...

READ THIS AND A HUNDRED OTHER EXCITING ADVENTURES  
IN  
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# ON THE WINGS OF A DRALTHI

by E. Vieito, Spaceflight Historian

*Kilrathi designers are often cited for the simplicity and amount of reuse which goes into their spacecraft. In the most famous example, the Dorkar transport, Kamar blockade runner, Ralar destroyer and Naukar carrier all use the same hull in different sizes and layout configurations. It comes as something of a surprise, then, that the signature Dralothi fighter has gone through ten complete hull redesigns during its long lifetime. The current model, the Dralothi IX, is currently heating up the space lanes with three models: the Striker, Rhino and Shank. With that in mind it seemed only appropriate to briefly look back at some of the major Dralothi of years (and wars) past...*

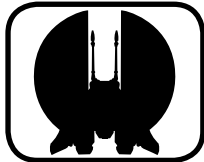
## KF-100 DRALTHI



The original Dralothi entered service in 2521, a century before first contact between the Empire and Earth. These tiny medium fighters lacked the distinctive gull or bat wings of their descendants, featuring pointed, knife-like projections instead. KF-100s served with distinction in dozens of inter-clan conflicts as well as in wars against the Wu, Varni and Mantu. These Dralothi continued to serve well into the war against the Terran Confederation, playing a role

in every major naval engagement for the first twenty years of the war.

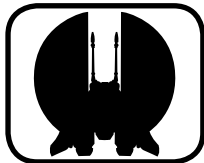
## DRALTHI



The Dralothi introduces the design's famous gull wings, a silhouette which still strikes fear into the hearts of anyone who lived through the war in a front line system. These ships have over four times the range of the original KF-100, allowing them to strike human colonies from distant carriers — an ability they amply proved during their 2645 rollout by attacking the Epsilon Prima System. Due to a mid-2650s Kilrathi lend-lease program many

less developed species continue to fly surplus Dralothi of this type.

## DRALTHI Mk. II



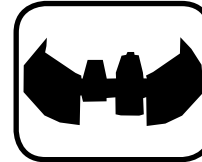
The Dralothi II uses a similar spaceframe to the Dralothi, but updates its primary weapons to heavy hitting mass driver cannons. Historians cite the Dralothi II as a major shift in the tone of the Kilrathi War — unlike the original Dralothi, they were built without ejection systems. Confederate forces famously captured a squadron of Dralothi II and used them against Prince Thrakhath at Firekka.

## NOT A DRALTHI



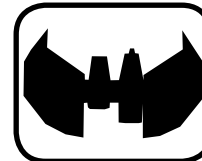
Many pilots confuse this ship, the KF-507 Drakhri, with the classic Dralothi. It's actually a completely different fighter, though the Dralothi VII did later incorporate its revolutionary over-the-cockpit missile rack.

## DRALTHI III



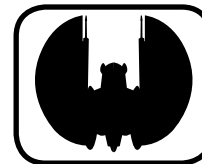
The Dralothi III, introduced in 2658, began the famous 'bat wing' style still seen in the modern Dralothi IX. These light fighters differ significantly from the current designs by emphasizing speed over weaponry. The Dralothi III holds a Kilrathi speed record which has remained unchallenged for nearly five decades.

## DRALTHI IV



The Dralothi IV entered service in 2662 and quickly surpassed the original rounded design as the most feared Dralothi fighter. These medium ships are well armed and capable of handling themselves individually in a dogfight. The Dralothi IV is the most produced starfighter in history, with variants continuing to be developed through the beginning of the Nephilim War. The Free Republic of the Landreich also flies the Dralothi IV.

## DRALTHI Mk. VII



The 'fourth' Dralothi layout is even more circular than the mid-war version. These elite fighters were deployed only with independent raiding units and fleets carrying special honors. The first Dralothi VII appeared in 2667 and quickly became famous for their highly effective hit and run raids in sectors like Gemini. A single Dralothi, operating independently, could often wreak havoc on unprotected shipping. A significant upgrade in '69 added the first

operational fusion cannon.

## DRALTHI IX



The modern Dralothi IX was an update designed to combat the Nephilim threat. The fighters, which exist in three significant versions, were developed from the Dralothi IV spaceframe. The IX was designed to allow distributed production - hundreds of thousands of the powerful fighters were put together in underground caves and in rudimentary facilities hidden within asteroids. Kilrathi designers expect to replace this workhorse with the Dralothi X by 2710.













E. Vieito is a writer for Attack Fleet! Publications. His books include [F-10 Merlin: Glory Over Peron](#) and [Nemesis, Predator & Crusader: The Next Generation of Union Steel](#).



# Reaping


## THE REWARDS

On the frontier, pilots live and die by their reputations... and as a result, they have formed an organized system to measure their achievements. Unlike the crew of a space carrier, the average mercenary collects his medals and awards from every side. An experienced Privateer's footlocker will contain sigils from both Terrans and Kilrathi. Here's a quick key to what they mean:



-  "Dogfight" - Pilot has won a one-on-one engagement.
-  "Gunfighter" - Pilot has scored eighteen kills... in eighteen different fighters.
-  "Paladin" - Pilot has scored one thousand kills.
-  "Navigator" - Pilot has explored every jump gate in the quadrant.
-  "Ace" - Pilot has scored five kills in a single mission without being shot down.
-  "Commando" - Pilot has scored fifteen kills in a single melee.
-  "Hot Dog" - Pilot has completed every difficulty of the Ring Game.
-  "Hibernation" - Pilot has scored five straight kills in the Bear Pit.
-  "Deathstroke" - Pilot came out first in a free-for-all dogfight.
-  "Retro" - Pilot has defended a satellite network from ten waves of meteors.
-  "Untouchable" - Pilot has fought off ten waves of the enemy gauntlet without taking any damage.
-  "TCS Tiger's Claw" - Pilot has completed a sixteen-fighter capital ship engagement.

### ADVERTISEMENTS

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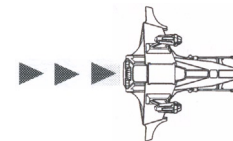
# FIGHTER MANEUVERS

by T. Bruckner, Aerodynamicist

Advanced space combat maneuvers are the difference between collecting a bounty and sucking void. Kilrathi Clan halls are littered with the mounted bones of pilots who thought they could improvise when a situation got hairy. Learn these tricks as though your life depends on them. Someday, it might.

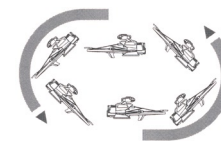
### AFTERBURNERS:

The best way to get out of — or into — a heated furball is with afterburners which offer you a quick burst of speed. They're standard in all modern fighters... click on both sticks at once to activate them.



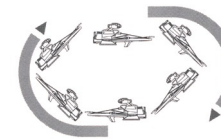
### LOOP:

Cat got your tail? Pull this classic maneuver to turn the tables - loop your fighter up and come back firing on your pursuers' tail. To loop, pull and hold the right stick back.



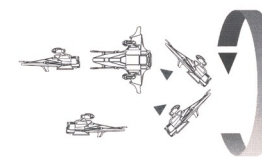
### INVERTED LOOP:

Not for the faint of heart, the inverted loop is another good way to come back shooting at an enemy who has your six. Push and hold the right stick forward.



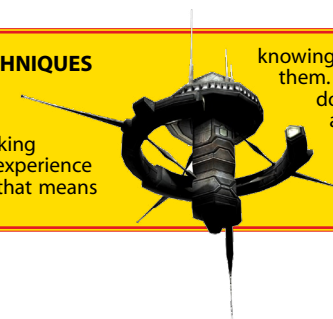
### IMMELMAN TURN:

A classic fighting maneuver developed for aerial warfare in Earth's distant past is still as valuable today — and as difficult. Perform an Immelman by double-tapping your right stick to the left during a loop.



### SATELLITE TECHNIQUES

As the reconstruction of the galaxy continues, there are a lot of employers looking for mercenary pilots with experience working with commsats — that means



knowing how to dock and undock with them. Dock: Line your ship up with the docking port, usually identified as an indentation on the satellite's central ring. Undock: Once your job is done, just thrust forward or backwards to leave a satellite.

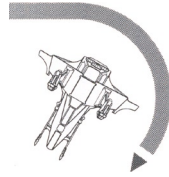
**THE BASICS**

Most of our readers have been in more than a few combat situations... but any good soldier knows that he needs to practice the basics constantly. Here's a quick cheat sheet for those who have been out of practice for too long:

- |                   |                  |
|-------------------|------------------|
| Device Selection: | X Button         |
| Activate Devices: | A Button         |
| Switch Views:     | B Button         |
| Activate Turrets: | Y Button         |
| Fire Guns:        | L and R Triggers |
| Fire Missiles:    | L and R Bumpers  |

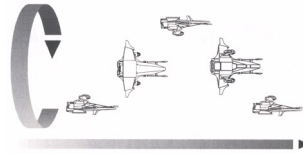
**180° TURN:**

This more difficult turning maneuver is for those expert pilots who find ordinary loops too slow. Double tap your right stick backwards to flip around as quickly as possible. A word of warning, though: bombers can't perform these aerobatics.



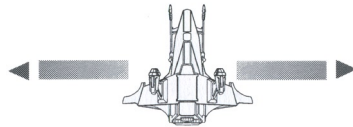
**BARREL ROLL:**

Rock and roll! A barrel roll is a spectacular looking move that allows the trained fighter pilot complete control over a dogfight. Push your stick right and then left or left and then right, depending on the direction you wish to roll.



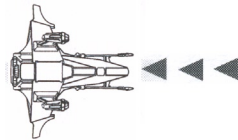
**STRAFE:**

Facing off against a whole fleet? Then try strafing right or left...you'll minimize your own ship's silhouette while filling the space ahead of you with your lasers. Simply push your right stick in the direction you wish to strafe.



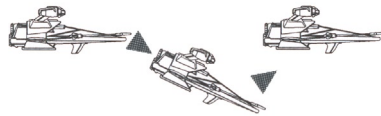
**REVERSE THRUST:**

If you have bogey on your tail, reversing your thrust is a nice trick which will force inexperienced pilots to shoot ahead of you before they can compensate. To reverse thrust, pull your left stick all the way back.



**DIP:**

A dip maneuver is a quick way to get out of the line of fire. It's especially effective for avoiding the turrets on larger enemy bombers and capital ships. Push the right stick forward and release.



**HOP:**

If you can't go down, go up. If there's no room to dip out of an enemy's field of fire, try quickly hopping up. Pull the right stick back and release.

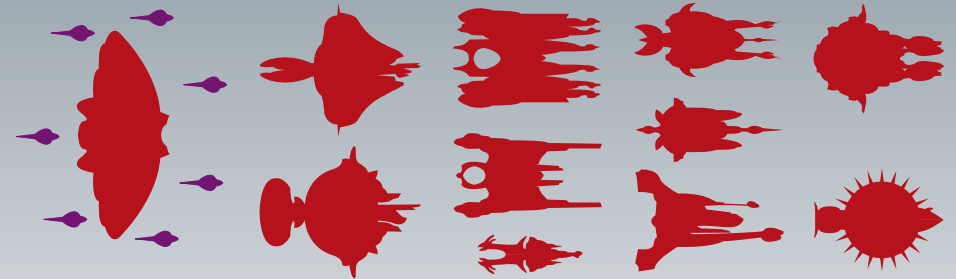


*T. Bruckner is the author of To Live Is To Fly: A Century of Space-Fighter Warfare. He recently completed a term of service with the Firekkan Planetary Alliance, working out upgrades for their Valtar, Helbraus and Yoshira class fighters.*

# The ENEMY can appear ANY TIME and ANYWHERE!

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Nephilim invaders have been spotted throughout inhabited space! No one is safe! Report any possible sightings to your local Watch Officer immediately.



From the pages of

# FIGHTER PILOT

Hands-On Review of the 2701 Paktahn Mauler

by P. Deshaies, Test Pilot

Regular readers know that I consider myself something of a connoisseur of fast light fighters. I'm happiest when I'm strapped to a Ferret or behind the stick of a Hornet, so when my editor asked me to take the new Mauler out for a spin I was somewhat put out. There's two kinds of people who can fly a bomber: unskilled kids who want to blast their way out of any situation and true artists who don't mind trading speed and maneuverability for a dazzling array of toys. Taking the risk of being confused for the former well in hand, I hit the flight line to take a look at what purports to be Kilrah's finest.

First things first, the look. It's no secret that the Paktahn line is the scariest set of torpedo planes on the market today. The same

knife-like tips and slashed-back fuselage that drove Geoff Tolwyn mad are still present in all the modern versions. Argue what you will about the Broadsword (able design, if aging), but they're flying boxes in comparison. The Mauler adds a few tonnes of brown Kilrathi Durasteel to the previous Phantom layout. This only serves to enhance its overall look, like an attack dog that's ready to bite.

The dash is standard furball simplicity. Easy to read instruments with limited artificial lighting — you certainly won't find a holographic viewscope or a Merlin computer here. A human pilot will also have some trouble adapting to the size of the thing. The seat and flight stick are clearly designed for a kil, and getting used to them takes a little bit of work. Terrans choosing a Kilrathi fighter will also suffer through more than a few jokes about the seat-back tail holster. On the other hand, the noxious green nutrient gas system is no longer standard, following recent studies showing that prolonged exposure causes fur loss.

Very pretty, pilot, but can they fight? Yes, sir, and with gusto! I found out early on that the Mauler is no gunship. Her forward arma-

ment is limited to a pair of slow neutrons and a couple of efficient tachyon cannons. If you manage to get into a dogfight with a similarly classed vehicle, avoid forcing yourself into a gun challenge. At heart the Mauler is a missile boat. She carries twenty Paw DF pods, each of which fires five rockets at once. Anyone who sits too long in front of a Mauler is dead meat. Of course the Paktahn mark means a heavy torpedo loadout, and the designers have managed to set a record here: eight Lances, each capable of inflicting anti-matter powered doom on a capital ship or an unlucky fighter.

She's also built to take a licking. A gun power core and engine batteries means that the Mauler will last literally minutes longer than a similarly sized bomber. You

can even dogfight within the flak cover of an enemy warship and still come out on top. A nicely sized array of flares even keeps the missiles off your back, making me question whether all the added armor was even necessary. The cherry on top of all this is a tractor beam and set of bomber turrets, which are what makes the Mauler a masterpiece instead of a sledgehammer. A true master can turn a hot dog's own maneuverability against him by properly positioning an enemy target right into turret range.

Verdict? It's no cat bomb — five stars; the Mauler is the best Paktahn yet and proves that the Kilrathi can maintain their onboard simplicity while still catering to the focused, device-heavy needs of modern space combat. It's a knife-like fighter that redefines cutting edge. If your job involves taking on heavier capital ships or simply requires a ship with a lot of energy protection then this is the bomber for you. Likewise, if you're interested in a bomber that gives you a refreshing variety in terms of guns and missiles then you owe it to yourself to try out the Mauler. The nar Jatargk have a real winner here... and I'd bet my Epee on it.



# Arming Yourself

by Capt. Taryn Cross, E.S.

*With the massive space carriers busy defending the core and the galaxy's base infrastructure crippled by the Nephilim, modern combat craft often need to operate for days or even weeks at a time without servicing. As a result, the current generation of repair droids are designed to automatically tractor onboard spaceborne debris to better facilitate operations. This brief guide will tell you exactly what kind of 'pick ups' your droid can take advantage of.*

## ENERGY GUN UPGRADES

**EG-1 Doubleshot:** Modifies your gun capacitor, doubling the recharge rate in exchange for higher energy usage.



**EG-2 Hammershot:** Increases your fusion power, boosting the amount of damage-per-shot of your guns.



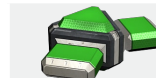
**EG-3 Cheapshot:** Upgrades the connection between your capacitor and your engines, reducing guns' energy cost.



## PHASE SHIELD UPGRADES



**PS-1 Robust Shields:** Increases the matter/anti-matter reaction rate, allowing shields to recharge more quickly.



**PS-2 Resist Shields:** Alters shield frequency harmonics, reducing the amount of weapons damage they take.



**PS-3 Super Shields:** Gives your shields a boost of pure energy, briefly making them nearly invulnerable.

ENGINE UPGRADES

**EM-1 Turbo:** A quick boost of extra fuel gives your fighter a higher top speed.



**EM-2 Kickstart:** A small fission burst tricks your engines into increasing their recharge rate.



**EM-3 Tuners:** Makes your engine purr — tuning decreases the total engine cost.



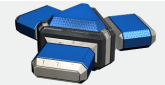
SPECIAL UPGRADES



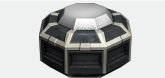
**SU-1 Refill Weapons, Repair Armor:** Your average fighter depletes two things quickly: missiles and armor. This upgrade solves that problem fast, adding replacement armor and refilling expended hardpoints.



**SU-2 Absorption:** Reverse the shield input polarity: energy guns hits actually add to your capacitor! Does not affect missiles.



**SU-3 Free Lunch:** This major engine-capacitor fix decreases energy cost while it increases recharge rates.



**SU-4 Stealth:** Allows your fighter to piece together a visual cloak, enough to cover a quick getaway.



**SU-5 Clone:** Not so much a pickup as a call for help — grab one of these comm beacons to request an emergency wingman courtesy of Merc Inc.

REPAIR UPGRADES

**RX-1 Repair Engine:** Contains a reserve of hydrogen which can reload a depleted engine system to 100% capacity. Perfect for evening the odds in a dogfight gone wrong.



**RX-2 Repair Shields:** Contains a large burst of energy which can quickly repair battered shields. Especially helpful for heavy bombers with slower recharge rates.



REPAIR UPGRADES

**RX-3 Repair Hull:** Fixes damaged hull plating, allowing a nearly destroyed fighter to get back into the action. Turns the tables in a hurry!



**RX-4 Repair All:** This single fix combines Repair Engine, Repair Shields and Repair Hull.



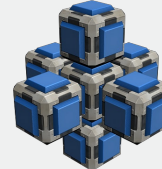
REFILLS



**RL-1 Refill Guns:** This energy burst reloads your gun capacitor quickly - very useful during a long dogfight.



**RL-2 Refill Weapons:** Running low on munitions? This pickup reloads your missile, bomb, mine and torpedo hardpoints - turning the battle decisively on your favor.



**RL-3 Refill All:** This larger pickup combines both the Refill Weapons and the Refill Guns upgrades into a single powerful unit.

RARE UPGRADES:

**MX-1 Nuke:** Adds a Mace Tactical Nuclear Mine to your arsenal.



**MX-1A Nuke Rod:** Adds one part of the aforementioned mine; collect several to reach critical mass.



**RG-1 Ring Game:** Distributed throughout the Bearpit to allow activation of the 'Ring Game' reward contest.



**RECHARGE STATIONS**



**Weapons Recharge Satellite**

Class: Cicada  
 Radius: 50 meters  
 Weapons: None  
 Mass: 500 tonnes

Color class yellow. This satellite variant contain extensive weapons stores and are capable of quickly reloading the expendable munitions of any standard fighter class. Whether you simply need an extra rack of Dumb Fire rockets or a replacement Vampire HS, this is the place to go.



**Hull Recharge Satellite**

Class: Aphid  
 Radius: 52 meters  
 Weapons: None  
 Mass: 550 tonnes

Color class green. This satellite variant carries numerous plates of extra Durasteel armor alongside a set of repair droids capable of quickly welding them to the frame of a docked fighter. If you've taken one too many laser hits, seek out one of these bases immediately.



**Energy Recharge Satellite**

Class: Scarab  
 Radius: 48 meters  
 Weapons: None  
 Mass: 525 tonnes

Color class blue. This satellite variant mounts an especially impressive atomic power core capable of quickly recharging the shields, weapons and engines of a docked fighter. Especially useful for heavier bombers, these stations can save a life if activated efficiently.



**Communications Satellite**

Class: Luna Moth  
 Radius: 45 meters  
 Weapons: None  
 Mass: 480 tonnes

Color class gray. These satellites are a simplified version of the upgrade and repair bases listed above. They contain a docking collar for crew and ownership transfer but maintain no ship repair facilities.



**Mini-Jump Point**

Class: n/a  
 Radius: 75 meters  
 Weapons: None  
 Mass: 50 tonnes

Recently developed technology allows small fighters to make in-system jumps without their own Akwende drive units. These circular stations function as both marker buoys and activation catalysts.



**Prototype**

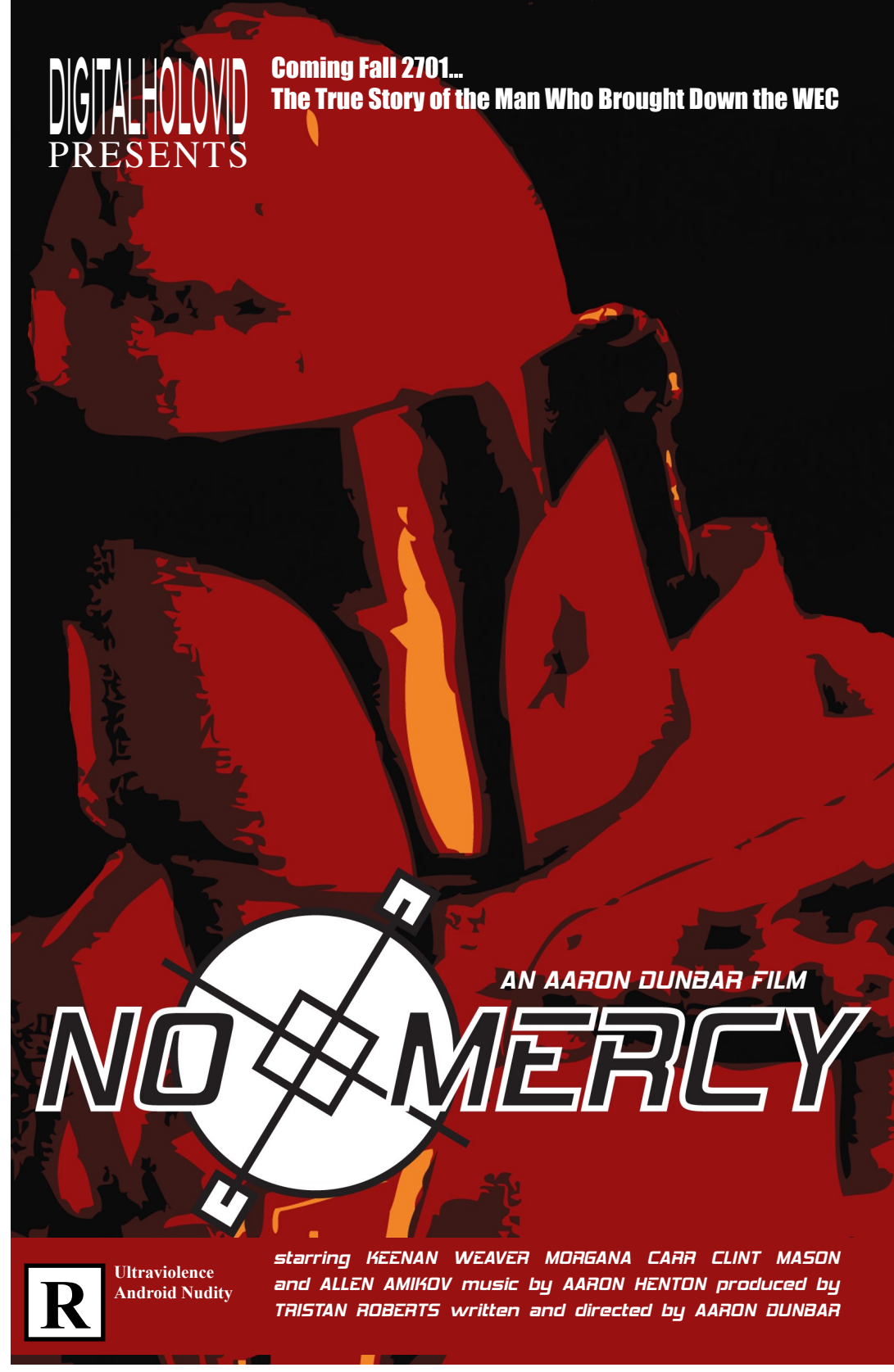
Class: n/a  
 Radius: variable  
 Weapons: Fusion Powerplant  
 Mass: variable

Prototypes are a broad class of structure commonly found on the external hulls of large spacecraft and warships. They frequently mount powerful fusion powerplants which, when exploded, will damage all nearby spacecraft.

Taryn Cross is coordinator of Exploratory Services efforts in the Pleiades Sector. She is best known for her discovery of the 'Delta Quad' group of star systems in Gemini.

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 PRESENTS

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# LOOKING BACK

## A CENTURY OF TURMOIL

*More so than any other era in history, the 27th century was defined by warfare. In forty years of fighting the Kilrathi, more Terrans lost their lives than in all previous recorded wars combined... a terrifying record that was almost immediately shattered by the arrival of the Nephilim. In honor of our first issues of the 2700s, Star★Soldier is cataloging these conflicts by reprinting excerpts from Dr. Guthrig Andropolos' seminal Official Terran Confederation Navy History. As we continue the fight to keep the universe free, it is imperative that we remember those who have given the ultimate sacrifice to our cause...*

### 2615

The Terran Confederation begins the initial exploration of the Vega Sector.

### 2629.105

Iason encounters a spacecraft of unknown origin. Commander Jedora Andropolos on board Iason transmits a wide-band, non-verbal greeting and waits for a response. Less than twenty minutes later, the still-unidentified ship opens fire with full lasers, completely destroying Iason and its crew. Although the identity of the attacking ship is never definitively established, Confederation deep space tracking computers point to a possible point of origin from a previously unexplored planet, soon to be known by its native name, Kilrah.

### 2630-2634

The Terran Confederation receives numerous reports of unwarranted assault, space piracy, kidnapping and interplanetary plundering, all taking place at an increasingly expanding distance from the planet Kilrah. Frequent attempts to meet with Kilrathi High Command are rejected without explanation. In retaliation, the Terran Confederation Congress votes unanimously to enforce a strict

non-aggression policy by the Kilrathi. The leaders of Kilrah are warned that their next transgression could lead to military reprisals.

### 2631-2635

The Confederation and the Pilgrim Alliance, a McDanielist splinter group, fight a civil war. Though the twelve-system conflict is minor in comparison to those fought later in the century, it is the bloodiest space war ever fought to this point. The conflict ends with a series of extended sieges leading to the complete dissolution of the Alliance.

### 2634.186

The Anna Magdalena, a refitted transport ship ferrying orphans to their new homes on Dieno, is openly attacked by a pair of Kilrathi fighters. No one survives. In retaliation for this and the five-year string of equally heinous abuses of all known laws of civility, the Terran Confederation officially declares war on the Empire of Kilrah.

### 2634.228

TCN cryptographer Ches M. Penney intercepts and decodes a stray Kilrathi cipher implying that a strike will soon be

launched against the planet McAuliffe and its orbiting space station, Alexandria. Confederation High Command orders a counteroffensive twice the size of the anticipated fleet, hoping to reach McAuliffe first and ambush the attackers.

### 2634.235

After a tense rush to McAuliffe, the Confederation fleet establishes a formidable defensive position around the planet. When the Kilrathi fleet arrives, however, it is quadruple the expected size. Several days of bloody fighting all but obliterate the defensive forces.

### 2634.239

The McAuliffe Ambush ends. Though the Confederation fleet is completely annihilated it manages to destroy the enemy flagship, causing a disruption in the Kilrathi chain of command and forcing a retreat.

### 2639.033

Kilrathi occupation forces land on Enyo and McAuliffe and hold a quarter of a million Terrans hostage, reinforced by orbital guns.

### 2639.036

The Confederation regroups under the leadership of then-Captain Geoffrey Tolwyn and brings in an attack force of Raptor-class heavy fighters.

### 2639.038

Simultaneously, TCN fighters drop porcupine mines in regions of space near the colonies where principal jump points are located. Kilrathi ships stay clear of the mined region, allowing the inception of Phase Two of the operation in which a scrambled radio signal detonates certain specially modified mines. This clears the way for the arrival of a sizable Terran reinforcement fleet through the jump point. Terran forces make an immediate strike against the gunships, threatening the population centers. The mines split the gunships and the fleet units assigned to intercept the Raptors, allowing the two Confederation forces to form a final pincer around the enemy fleet.

### 2639.040

After a pounding match which lasts only two days, the Enyo Engagement ends with the Kilrathi in full retreat. Casualties are nearly identical.

### 2642.082

The two sides settle into a long and unending stalemate, creating tension along the frontier. Several Terran worlds declare independence from the Confederation as a prelude to declaring neutrality in the conflict.

### 2644

The newly-launched TCS Tiger's Claw, on its shakedown cruise, carrying a minimal spacecrew and an under-experienced command, finds itself in the path of a surprise Kilrathi invasion force. The ship's unexpected presence along the Kilrathi flight plan, clever tactics on the part of the command crew, and performance above and beyond the call of duty by the spacecrews rout the superior Kilrathi force. Shortly thereafter, Tiger's Claw is given permanent assignment in Vega Sector.

### 2645-2653

Abandoning their effort to penetrate the Terran front lines in the central sectors of the border worlds, the Kilrathi switch the focus of their attack to the Pleiades Sector. After initial Kilrathi success, Terran defenses hold. This front, too, settles down to a stalemate.

### 2646.005

Beginning with Baird's Star, seven systems declare independence from the Terran Confederation. Confed attempts to break the stalemate and prevent other worlds from seceding by changing their strategic aims from direct engagement to intelligence and particularly cryptography.

### 2648.305

The Confederation succeeds in breaking the Kilrathi encryption code. In order to prevent a repeat of the McAuliffe debacle, Confed takes pains to ensure their interpretation of the code is accurate.

**2649.189**

Terran Command, using information on Kilrathi fleets and deployments gained through their breaking of encryption methods, assembles a force consisting of 60% of the Vega Sector Fleet aimed at invading and occupying Kilrah itself. Given the overwhelming superiority in force and information as well as strategy, a victory seems well in hand.

**2649.205**

Terran ground forces launch an attack on a fortified Kilrathi colony, only to be routed by unexpected Kilrathi fighter support. The TCS Tiger's Claw is detached from its previous station and assigned to intercept the pursuing fighters in a delaying action eventually known as Custer's Carnival. Swarmed and badly damaged by Kilrathi fighters, the carrier distracts Kilrathi forces long enough for the Terran fleet to reach safety.

Despite the fact that three-fourths of its engines are destroyed and half its pilots are listed as casualties, the heroic efforts of the Claw's crew allow the carrier to make it back into Terran space. Two Gold Stars and numerous other medals - many of them posthumous - are awarded to the ship's personnel. The carrier itself spends six months in spacedock for repairs and refitting.

**2653**

Because of recent heavy losses in battle against the Kilrathi, the 201st Plebe class of the Confederation's Space Naval Academy replaces the regular flight crew aboard the refurbished Tiger's Claw, Commodore Geoffrey Tolwyn commanding. The cadets are supposed to complete their course of instruction while performing routine patrols and flight training. But, in war, anything can happen...

**2654.074**

Aided by Pilgrim terrorists, a Kilrathi fleet destroys the Confederation's Pegasus Station and secures a path straight to Earth. Human ships rush from the front line to defend the homeworld. The Tiger's Claw, the only ship between the

Kilrathi fleet and Sol, fights desperately to delay the enemy advance. Using intelligence gathered by the Tiger's Claw, Commodore Tolwyn turns the tables on the Kilrathi, surprising them and eliminating the entire fleet as it arrives in the Sol System.

**2654.079**

Pilgrim traitors, frustrated by the failure of the recent invasion, mutiny and capture the Olympus, a Confederation cruiser carrying an experimental weapon. Human and Kilrathi forces both race against time to stop the Olympus and capture its technology for themselves. The weapon is ultimately disabled, but the Olympus and her crew escape.

**2654.130**

Pilgrim explorers thought lost for generations return to known space to collect their descendants. They briefly make war on both Terrans and Kilrathi before leaving from the galaxy and virtually eliminating the Pilgrim religion.

**2654.131**

Prince Thrakhath abandons his live-and-let-die policy towards border pirates by destroying Base Tortuga in a massive show of force.

**2654.162**

The Kilrathi begin a lend-lease program with non-spacefaring races along the frontier. The primitive natives of the Diosoeri system are armed with surplus Dralhti and ordered to make war against the Confederation.

**2654.176**

Admiral Rhea Bergstrom attempts to trap a Kilrathi fleet in the Seti Beta system using the Tiger's Claw as bait. Prince Thrakhath turns the tables, catching the Trafalgar battlegroup in a pincer. Bergstrom's carrier and her escorts are destroyed.

**2654.184**

The Empire its first stealth fighter, a specially modified Sartha with radar-reflective paint and a low-emission drive. It is code-named Strakha, meaning 'hidden

striker'. Confederation pilots working in pairs manage to trap and destroy the fighter.

**2654.185**

The KIS Naoukeric attacks Oasis, shattering a two-decade long neutrality agreement regarding the planet. The Kilrathi carrier is destroyed under mysterious circumstances.

**2654.190**

Dr. Bronwyn Sing, head researcher on Greenhouse, attempts to illegally infect a captured Kilrathi pilot with a bio-agent. The Kil is shot down before he can spread the disease to the rest of the army.

**2654.287**

Terran Intelligence reports that the Kilrathi High Command is directing war efforts from Venice System. Reconnaissance patrols identify Kilrathi ships and boldly give chase, uncovering an Imperial starbase. Terran patrols are lost, but not before relaying their coordinates back to HQ.

A small Terran fleet of elite fighters is dispatched to the Imperial starbase. The Kilrathi launch a significant resistance, but are eventually overpowered. Badly beaten, the Kilrathi move their central military command back to their homeworld of Kilrah.

Simultaneously, on the far side of the galaxy, the celebrated Battle of Repleetah unfolds. The small research planet of Repleetah has long been home to dedicated researchers from various corners of the universe. Once the declaration of war against the Kilrathi makes its way to this distant outpost, Terran scientists vote to pay a visit to a Kilrathi research facility. The goal of the Terran scientists is to reaffirm their dedication to the unfettered pursuit of knowledge and to offer a peaceful co-existence with their fellow scientists.

Instead, the Terrans are exterminated in a surprise biological attack by the Kilrathi. Marines from both sides of the Terran-Kilrathi conflict rush to Repleetah and engage in the most sustained land-based

fighting of the entire war. In trench warfare reminiscent of Earth's ancient World War I, each side fights with dogged determination and in full bio-resistant suits. Meager gains are bought with hundreds of lives, only to be lost to the next counter-attack.

Since Repleetah quickly loses any strategic significance it might have had, it comes to represent what each side can win with as little investment as possible. Neither side is willing to commit anything more than ground troops, even though a single, thorough space strike could end the battle victoriously. The bloodshed continues unabated.

**2654.293**

Seeing an opportunity to prove himself after his disastrous involvement in the Olympus affair, Commodore Tolwyn deploys Tiger's Claw pilots infiltrate and disrupt the annual Sivar-Eshrad ceremony in the Dolos System. The plan is a success, delivering a heavy blow to Kilrathi morale and earning Tolwyn a promotion to Rear Admiral.

**2654.326**

Shortly after intelligence reports indicate that Kilrathi engineers have developed a new super weapon to use against inhabited planets, all radio contact is lost with the Goddard Colony. Fighter wings from the Tiger's Claw rush to Goddard and forge a path for transports and corvettes, only to discover that a quarter-million human lives have already been sacrificed by the Kilrathi.

Deeply angered by the tragedy, the crew of the Tiger's Claw pursues the Kilrathi strike force into enemy territory, where they are ambushed by a captured Confederation Exeter-class ship. Reconnaissance ships eventually locate the dreadnought ship suspected of carrying the prototype weapon. The Claw follows, and in a stunning display of deep space logistics and fighting skill, eliminates this Sivar dreadnought.

**2655**

The Tiger's Claw again travels behind

enemy lines, this time as part of a battle group charged with destroying the laboratories and shipyards which produced the Sivar weapon. Using captured enemy fighters to sneak behind fortified enemy lines, the carrier's pilots cripple the Kilrathi bases in the Jakarta System.

### 2653-2655

The Confederation pledges to protect a newly discovered bird-like race called the Firekkans, who plan to unite with the Terran alliance. In the interim, a huge Kilrathi battle fleet commanded by Prince Thrakhath and his Drakhai (Kilrathi Imperial Guard) moves into the Firekkan system. The fleet's intent is unknown until the Kilrathi defector Ralgha nar Hhallas exposes a plan to use Firekka for a religious ritual in which warriors rededicate themselves to Sivar, the Kilrathi god of war.

The Confederation decides to disrupt the religious ceremony in hopes of breaking enemy morale. Marine troopships jump into the system and stage an assault on the Kilrathi priestesses. The mission is successful, and the Claw retreats to Terran-controlled space under heavy Kilrathi pursuit. In short order, Firekkan natives revolt and force the remaining Kilrathi forces to withdraw. Another crisis has been averted.

Meanwhile, the Battle of Repleetah grinds into its third year, with neither side gaining a significant advantage. Despite heavy losses on both sides and the tolls taken by the extraordinarily bitter weather of the research outpost, Kilrathi and Terran Marines refuse to yield.

### 2656-2667

Over the next eleven years, Confederation forces attempt to remove the Kilrathi from Enigma Sector, where strategic jump nodes lead directly to human homeworlds. An attack on the Kilrathi headquarters at K'Tithrak Mang falls short when the renowned Tiger's Claw is ambushed and destroyed by Kilrathi stealth fighters. Still, Confederation forces are able to successfully defend Olympus Station - a Terran starbase established for

the rebel Kilrathi world of Ghorah Khar - from Kilrathi assault. Finally, in 2667, Terran forces daringly jump behind enemy lines and destroy the Kilrathi sector headquarters of K'Tithrak Mang.

During these years, the focus of the Intergalactic War drifts away from the decade-long Battle of Repleetah. Supply ships and reinforcements have long since ceased to visit the research planet. Finally, by late 2664, only a handful of troops remain on either side. The sole surviving Terran officer, Lieutenant Miles D'Arby, leads his men in a last ditch effort to overrun the Kilrathi position. No one lives through this last action on either side. The Battle of Repleetah has finally come to an end.

### 2667

Confederation forces dispel a Kilrathi attack on Pembroke Station, the gateway system between Enigma and Vega Sectors. These same forces then attend to a mutiny aboard Rigel Supply Depot, where mutineers split into two factions. The pirated ship is eventually gunned down.

The Kilrathi unsuccessfully attempt to quell rebelling planets in Ghorah Khar System, and an Imperial leader tries to assassinate Prince Thrakhath. Thrakhath is captured and brought aboard the Bonnie Heather, but eludes his captors through a daringly engineered escape. Finally, a desperate attack against Olympus Station in Ghorah Khar is thwarted, saving the rebel Kilrathi planet.

A massive Kilrathi invasion of the Deneb Sector eliminates the Confederation's 6th Fleet in a matter of hours. The tattered remnants of the fleet escape to the Enigma Sector.

The Concordia begins testing the new Morningstar heavy fighter, a powerful new ship which carries a nuclear missile. Society of Mandarin traitors, lead by Zachary Colson, interrupt the tests and steal a prototype Morningstar. Special Operations responds by locating the Society's main base of operations. A team

sneaks behind enemy lines in a captured freighter to destroy the base and the stolen fighter.

Hoping to reverse recent setbacks in the Deneb Sector, the Confederation plots a trap for the Empire. Human escort carriers launch an amphibious invasion of Vukar Tag, a planet considered sacred by the Kilrathi. Their warrior culture forces the Kilrathi to respond in force, deploying their entire home fleet to retake the planet - where a large Confederation force is waiting to spring the trap.

In order to divide the Kilrathi fleet, the Tarawa is sent through a newly discovered jump point to threaten Kilrah itself. What is planned as a suicide mission succeeds beyond anyone's expectations - Tarawa pilots destroy carrier construction yards on Kilrah's moon, significantly damaging the enemy war effort.

### 2668

Terran Fleets strike hard against Kilrathi Forces on the front lines, eliminating nine carriers under construction and crippling dozens of transports and four shipyards. Running low on combat ships, the Kilrathi military appears on the verge of retreating for supplies.

As the pendulum of war swings toward the Terrans, a peace accord is unexpectedly offered by Kilrah. All fleets are withdrawn, even those in the midst of combat.

In the following months, several frontier colonies refuse to abide by the armistice rulings, investing both forces and ships in an attempt to search out suspected active shipyards on the far side of the Kilrathi Empire. Using captured stealth equipment, private forces intercept a HoloVid of the rumored facility along with a message that Kilrathi forces are embarking to attack Earth. The armistice is renounced, and a hastily assembled force of still-intact Confederation ships prepare to defend against the attack, bolstered by private ships and carriers.

The first hits result in total radiation-war-

head destruction of Warsaw, Gilead and Sirius Prime. Front line Marines land on the Imperial flagship carrier where a few brave volunteers place mines in suicide missions. The volunteers destroy three of the super carriers, but the remainder of the fleet reaches striking distance. The Kilrathi successfully launch anti-matter rockets on crucial defense cities - Chicago, Pittsburgh, Boston, Miami, Quebec, Berlin, Paris, Kiev and others - then retreat to friendlier space.

### 2669

Following the attack on Earth, the Terran Intelligence Agency deploys a top secret, tactical search party through a previously uncharted Kilrathi jump point. The TCS Lexington is equipped with self-sustaining recycling systems, mining apparatus, and a 62 person Special Operations team. This unit leaves Goddard Transfer Station on 2669.011 and passes through a newly discovered jump point. Its mission - to search out and destroy Kilrathi forces, sector by sector. Though the Special Operations team reached Kilrah, the Lexington was never recovered.

A rogue Steltek Drone, an unmanned fighter belonging to a precursor civilization, begins terrorizing the Gemini Sector. Meanwhile, Dr. Lemuel Monkhouse discovers a mysterious map on Mars, leading to another cache of Steltek technology. Mercenaries, explorers and Kilrathi race to find this unexplored star system. Grayson Burrows, a Privateer, finds the treasure, a powerful new type of gun, and uses it to defeat the deadly drone fighter.

### 2669.221

Dr. Forbin, a prominent scientist aboard the solar shadow ring station La Belle Dame Sans Merci, reports gravitometric disturbances in the Tanhauser Nebula. This radiation is determined to be consistent with that emitted during jump point formation. In the midst of investigating what might have been the first ever observations of a jump point formation, the solar shadow ring station was viciously attacked by a raiding party of Kilrathi light attack fighters that were apparently us-



ing the nebula as camouflage. Despite its total lack of military value, all aboard the defenseless station were slaughtered, many of them inexplicably tortured to death. This marks the eighteenth such occurrence that has been reported in the last two years. Forbin's discovery later leads to a peacetime TCN task force designed solely for the purpose of observing and analyzing jump points.

### 2669.233

The Trafalgar Outerworlds report a devastating outbreak of disease that eradicates in excess of four percent of the system's population. The disease vector is proven to be human blood, most commonly found in the world's contaminated blood supply. Trafalgar Disease Control halts the mortality rate at 23 deaths per day and identifies biochemical weaponry as the guilty carrier.

Simultaneously, the Kilrathi mount a constant series of similar bioweapons attacks in Locanda and Delius systems. The presence of the Victory spared all but one of the Locanda worlds, but several colonies in Delius were eliminated before Confed forces could respond to the attacks. The accountable death toll was last reported at 2,867.

Linguistics specialists at the University of Hawaii on Earth make marked progress in deciphering the intricacies of the Kilrathi language and begin publishing their research in leading journals. Civilian research to these discoveries becomes sharply restricted after this news causes Kilrathi forces to adopt another encryption scheme.

### 2669.242

Confed forces liberate the enslaved population of Cabrea System. But the TCN Human Relations Agency clamps down on all vid-transmissions from the system, citing "the interests of Confed-security." Reports emerge that horrific conditions exist within the system. A psychological assistance team en route to counsel survivors and deliver supplies is obliterated in a surprise attack as they pass through a normally peaceful asteroid belt. Trans-

missions from the cargo ship indicate that the Kilrathi have developed a new fighter that is nearly indistinguishable from a small asteroid chunk.

TCN headquarters orders a strategic withdrawal from outlying Confederation sectors as part of a larger operation to give up sectors of minor importance. It is hoped that the Kilrathi will spread themselves too thinly across the galaxy. Military strategists receive great criticism from those who claim that the withdrawals are only an improvised response to the advance of the enemy. The criticism lessens, however, with the advent of the new Excalibur fighter and with successful pushes into Ariel System.

### 2669.247

Confed Intel tests its new secret weapon, the Behemoth super gun, on a Kilrathi colonial planet. Humanists argue against its use to no avail, and the test run disintegrates an entire planet in just under five seconds. Approximately 1,500 Kilrathi settlers are eradicated, raising critical judgments from the Terran Diplomatic Association. An internal security leak reveals design information to Kilrathi forces, who intercept and eliminate the prize offensive weapon.

Several weeks later, Victory squadrons support a Marine-led effort to liberate Dr. Philip Severin from a Kilrathi prison planet. A key player in TCN detonation technology, he immediately begins research on another weapon, the Temblor bomb.

TCN military police fighters squelch a civilian attack on Rampart military station in Enyo System, where organized protesters attempted to damage communication facilities and 27 fighters parked for repairs. The leader of the protest, Alexander Romorin, was killed by one of his own followers during the hand-to-hand melee as he struggled with minimally armed personnel. Participants are questioned and sent to a minimum security holding moon. This event marks a swelling current of civilian unrest after forty years of the Terran-Kilrathi conflict.

### 2669.262

Confederation forces break through Kilrathi lines into Freya and Hyperion Sectors, where they meet heavy Kilrathi resistance. Facing an imminent homeworld invasion, the enemy boosts its forces here and eases up attacks on outlying colonial worlds. Construction begins on temporary bases, and Confed transmissions in and out of the area are encoded with the newly discovered UUENSX-17 encryption system. The conflict index reaches 10.2, the highest average posted in the war's history. Galaxy Red Cross troops run medical supplies, food and fuel dangerously close to the front lines, losing approximately 1/3 of their transports to ambushes. The Civilian Pilot's Association volunteers troop and supply transport runs as the war progresses closer and closer to the Kilrathi sector.

The Temblor test project enters the completion stage and the prototype model is successfully detonated on a seismographic fault in Hyperion System. Dr. Severin is subsequently named an honorary captain in the Terran Navy and awarded a research bonus of 1.2 million credits.

### 2669.267

The President and the Scientific Warfare panel approve the use of the Temblor bomb in six instances, including that of attacking the aggressive Kilrathi home planet. Having expected this decision, the Victory pushes into the far region of Hyperion sector. Col. Christopher Blair, Maj. Todd Marshall, 2nd Lt. Winston Chang and 2nd Lt. Robin Peters launch from the carrier at 0545 hours. With the aid of covert fuel depots, they penetrate Kilrah's atmosphere and launch the Temblor into the V'rakath fault.

In a devastating tectonic blast, the bomb rips Kilrah along its three major faults, killing millions of inhabitants. Aboard the Hvar'kann, Kal Shintahr Melek nar Kilra'hra formally surrenders to TCN officials. After decades of loss, 4.2 quadrillion credits' worth of war materials, and a total count of 9,500,012,432,187 deaths, the Terran-Kilrathi war is finally over...

### 2669.322

In the ensuing months, a P.O.W. exchange is implemented and sectorial diplomats begin negotiations with Kilrathi colonial settlers. Eighty-six new bills are introduced in the 1,234th Confederation Congress, all of which pertain to the rights of Kilrathi survivors. Riots driven by racism among Terran colonies peak, paralleling the integration of the early 20th century.

M'ragrath nar Hhallas is appointed as the main Kilrathi spokesperson and is assassinated during an international conference on Alliance Rights on Venus. Following his death, an overwhelming percentage of Kilrathi survivors commit Zu'kara, a popular form of ritual suicide. In an effort to ease tensions, the Terran Diplomatic Association sets up eighteen reservation worlds and fights to incorporate them into the Alliance.

The Terran Navy concentrates peace efforts on outer worlds, where renegade forces stage brutal attacks on the Kilrathi colonial worlds. Many of the rebels are from Sol System, where unemployment has skyrocketed to 22.3 percent since three-quarters of the TCN enlistees were decommissioned.

Analysts predict that recovering from half a century of warfare will be a long, consuming task that requires at least two decades of economic and social adjustment in every facet of life...

The Terran Confederation assigns eighteen reserve marine units to civilian trade bases in Gemini Sector, where reports filter in concerning contraband activity. Gemini has long been a problem area for patrolling forces due to the large number of Kilrathi inhabitants and the localized Free Trade Agreement. The move sparks unrest among the Merchant's Guild after over half the trading force relocates across enemy lines. Military officials step up patrols along the Kilrathi lines as attacks on civilian merchant ships reach an all time high.

A team of sociologists and archeologists en route to Gemini Sector are captured

and vid-transmissions of their torture beamed back to Sol. News leaks out to the general public, who become outraged and demand reprisals on Kilrathi P.O.W.s. The four men aboard had been undertaking the dangerous trek to investigate rumors of a Steltek alien "Rosetta" stone believed to contain valuable information about uncharted sectors.

### 2670

Mordecai Jones, leader of the Church of Man temple, is exposed as having headed up an attack on a Terran super-weapon tested in a nearby sector. The church, which vehemently preaches antitechnology measures, denies responsibility for the attack, which was led by several squadrons of Kilrathi ships. All 25 technical assistance crew members that were working on the weapon's components were killed when three squadrons of Kilrathi fighters ambushed the light fleet.

Six months later, Jones is reported as missing by his Retro church followers, and his temple is bombarded. Following his death, TCN officials inspect the remnants of Base Gaea and find detailed accounts of over 35 attacks on orbital guns and scientific research outposts.

### 2669-2671

For the Terran Confederation, the war is over. Not so for outlying colonies. In the Free Republic of the Landreich, raids by independent Kilrathi warlords become more frequent. The Republic's President, Maximilian Kruger, authorizes massive expenditures towards the goal of creating a modern space navy. The fledgling Free Republic Navy recruits a cadre of Kilrathi War heroes, including Geoffrey Tolwyn, Vance Richards and Jason Bondarevsky. It receives a major boost when a crippled Kilrathi super-carrier is found abandoned in a nearby star system. Landreich pilots salvage the alien technology just in time to fight off a major Kilrathi invasion.

### 2671-2672

Open warfare breaks out between the Free Republic of the Landreich and the Terran Confederation. Rear Admiral Ja-

son Bondarevsky takes command of the Landreich's escort carrier fleet, ultimately ending the conflict in a strategic draw with the help of Vance Richards, who comes out of hiding. President H. Maximilian Kruger's hold over the government begins to slip as a result of the affair.

### 2672

A rare Steltek weapon is discovered on Challenger. As the conflict in the border worlds heats up, Joe Turner and Marc Lassiter race against time to stop Phillip Rickman's crime syndicate from acquiring it. In the process the pair involve themselves in a Church of Man plot to destroy Perry Naval Base and an SRA scheme to reappropriate munitions from the Gemini Sector fleet for Admiral Tolwyn's black ops division.

### 2673-219

The galaxy's peace is interrupted once again as pirate raids against peacetime shipping become more and more common. Admiral Geoffrey Tolwyn, having descended into madness in the years following the war, has recruited a secret team of pilots to instigate a new war between the Terran Confederation and the newly formed Union of Border Worlds. Believing that the human race needs to be genetically purified before it faces another threat like the Kilrathi, Tolwyn begins secretly eliminating massive populations using biological weapons. As civil war breaks out, pilots on both sides rush to prove to the Senate who is responsible for the attacks. The final battle takes place on the floor of the legislature, where Colonel Christopher Blair confronts Tolwyn into implicating himself.

### 2675

Murragh Cakg dai Nokhtak leads the FRLS Karga into Kilrathi space in a bid to take the Kiranka throne for himself. However, expected support from the Landreich Navy never materializes and Murragh's coup falls apart short of the planned invasion of Pasqual. Murragh fights an epic retreat, pursued by Chancellor Melek's police forces. He returns to the Landreich to live in exile.

### 2680

The Confederation in conjunction with Hurston Dynamics begins field-testing chain ion or "cloud burst" weapons technology at Krieger Starbase.

Influence of Kilrathi culture on fashion and entertainment begins to spread outside of the Border Worlds. Some systems put a ban on the import of all imitation Kilrathi weaponry and human-styled armor/clothing wear. This only increases the value of the items on the market.

Border Worlds Kilrathi TPFs (temporary placement facilities) are reduced to only three planetary locations (as opposed to 50 a decade earlier) as another displaced clan is relocated to a system within Kilrathi space. These facilities, nothing more than reservations for the Kilrathi, were beginning to come under the scrutiny of several Sentient Rights groups. Charges of neglect and cruel treatment go unheard at the General Assembly. Governor Cavazos, then head of the General Assembly, publicly states that the remaining Kilrathi will be relocated in under five years. His statements are almost drowned out by representatives of the Border Worlds calling for faster action.

Rein Ertrobs releases the fourth book in his wildly popular series of fantasy novels set within the Darkening universe. The book, entitled *Lev's Pact*, forces the publisher to restructure its flat-scan transmit hub in order to accommodate the over one billion requests.

### 2681

The Nephilim, a race of insect-like creatures from outside our galaxy, terrorizes remote Confederation installations. Their motives are unknown, but Confed reacts in force, sending out the newly commissioned "Super Carrier" Midway to assist in quelling the threat. After intensive engagements over the course of several months the Nephilim are defeated in the Kilrah System.

This feature concludes next month with a 2681-2700 timeline of the Nephilim War, starting with the first Confederation counter-attacks on Reef 68C-Delta.

Leonard Styles, staff photojournalist for ISDN (Intersystem Daily News) takes the first shots of the Nephilim in action against a transport convoy fleeing the Kilrah Sector after the official evacuation order was given. His stark images of a Nephilim destroyer slicing through a civilian transport with a plasma beam put an image to the threat most remote sector citizens had dismissed.

A joint Hurston/Bartok Industries and Confederation research program develops the "dust cannon", a mass-driver variant using "dust-cull" technology to recycle power plant waste matter into a limitless ammunition supply.

Robert Brindle's novel, *Clipped*, about conditions at Kilrathi placement facilities is criticized by veterans and administrators as both inaccurate and inflammatory. The publicity generated causes thirty system representatives to call for a committee to be formed on placement conditions.

The TCS Cerberus a new "quick strike" cruiser is unveiled by the Confederation. Constructed by Bartok Industries, the Cerberus is quickly put on a secret assignment by the TCIS to investigate reported straggler Nephilim within Sol Sector.

As the galaxy mourns the loss of Christopher Blair and begins to repair its wounds, a larger Nephilim strike force emerges. At the same time, a deadly virus released by the alien ships begins causing even greater casualties. Intelligence believes that the Nephilim are searching for something — or someone. The Cerberus fights through the alien hoards to capture their new wormhole in the Proxima System. While the Confederation prepares to use its newly captured wormhole to strike back against the Nephilim, three more open — in the K'sktag System, the Hhallas System and the Valgard System...

# LIFE AT PORT BROUGHTON

by Chandra Karr



TCS Midway's rec room, circa 2681.

The bridge is empty now. The massive plate windows which once commanded the expanse of the Confederation's fleets now reveal only an asymmetrical mass of towers and habipods running the length of her hull. Bank after bank of terminals stare back at me with empty eyes, long ago stripped of their precious ICIS computers. To the left there is an uncomfortable void left by her commissioning pennant, removed by Commodore Strevell after Firekka. On the opposite bulkhead a sloppy coat of gray matte barely obscures the nine-pointed star of the New Confederation. I stare out into space, losing myself in the moment.

I stare out into space, losing myself in the moment...

The Port Broughton, formerly TCS, is a Midway megacarrier which has become in peacetime a massive space habitat. Her crew now numbers in the hundreds of thousands, a number impossible to pin down because of the constant movement of refugees on and off of her flight decks. Once praised for her ability to comfortably support a few thousand sailors and spacemen, the Port Broughton is now packed to overflowing with all forms and walks of life. New hull constructions are erected weekly, expanding her capacity outside her shield barrier. In spite of all this, the bridge is an island of calm, a respected tomb left bare to honor her service. From here above she seems a sleeping giant which can never awaken, military honors traded for an unlikely new purpose. I take the turbolift down, putting this out of my mind.

I step into an unusually preserved hallway. Here, perfectly presented, are the carrier's

framed plaques displaying the first ten Midways. Someone is still devoting precious resources to taking care of them, treating them almost like religious shrines. I run through the list, wondering where they are today. Midway... Mistral Sea... Tafanda Bay... Coral Sea... Jutland... Ptoloman's Rift... Enyo III... Bataan... Tripoli... and then this ship, Port Broughton. I know Mistral Sea and Jutland are gone and that Bataan is lost in alien territory. A host of small candles light Tripoli's plaque, though I haven't heard any news. Are the others still out there, defending whatever was left of the Confederation? I hope so. At the end of the corridor I can see the open deck.



The Port Broughton's locker room.

The flight deck is a shock to the senses. Gone is the ordered dance of mechanics and weapons loaders, traded for an impossible hustle of life which assaults the senses. Thousands upon thousands of refugees line up facing makeshift customs stations where their arrivals are barely acknowledged. Countless others make their homes in plain sight. Canvas tents form a cityscape across former runways. Even the burned skeleton of a Shrike bomber has become home to a family of Jarma lizards. In the distant sky, lines of freighters wait for days at a time for their chance to dock.

I turn left, into a tent city. Suddenly the cavernous flight deck has become a claustrophobic bazaar. Local merchants hawk goods of all sorts: platolum jewelry, scrap metals, optic nerves, Firekkan feather trinkets, Marine dog tags. I wave away a man in a tattered leather jacket who shoves a tray of Varni potato geodes at my chest. A bartender of sorts offers me a Hell's Kitchen – equal parts Bourbon, Tennessee and Brimstone whiskeys with a splash of tabasco. I turn him down, never one to drink on an empty stomach. Spices of all sorts vie for control of my nose as pots of delicacies from around the galaxy stew to all sides. I turn down a raw Kilrathi guave-ape but hand over a credit chit for a Terran hamburger. The meat tastes almost real.

A huge swath of Durasteel has been cut away...

I pass a crippled human playing a Wu stringo, stopping to put a two-dol chit in his hat. He looks up at me with unmasked disgust. I walk for what seems like hours, passing through a thousand universes. Huge Kilrathi fighters offer to inscribe war-tattoos; ladies of the evening ply their avocation; mission fixers call out bids for mercenaries. I stop once to ask directions and regret that I never learned to speak Gorth. A dealer in a faux-arthrosquid jacket flashes me his wares: Brilliance, Ultimate, Elysium, Warp Steroids, Happy Death, Kilnip... anything to escape life here. I wave my hand no, he responds with a vacant stare. Finally, I reach my destination: the carrier's hull. A huge swath of Durasteel has been cut away, removing metal which once divided artificial gravity from deadly vacuum. Here, as a dozen other places around the hull, an enormous cargo container has been mated to the ship. This single habitat, Kennedy, provides living space for a thousand families. I step through.

Kennedy Annex consists of a single common area surrounded by hallways leading to a warren of individual homes. The commons is a microcosm of the tent city, another bustling crowd engaged in all forms of commerce. A long central window looks out on a stellar prominence, bathing all with a red tint. There is movement all around,

which the lighting makes seem almost Kilrathi.

I poke my head into the cube-warren to ask a few questions of the inhabitants and got a host of Nep horror stories: a woman who survived the fall of Xanadu, a man who saw his kids dissected in a Centrax, a family that gave up everything to bribe their way off Celeste right near the end. All too common stuff. A Varni lizard with a poorly attached servo-arm is eager to show me the Warlord shell piece he collected as a Confed Army Ranger. These personal



Militia units fend off a Dralthi attack on the carrier's bridge.

**Dozens  
run over  
themselves  
towards the  
main hull  
exit...**

are sparsely decorated, save one common element - nearly every wall has a cheap, gold-bordered holoframe containing the face of either Lance Casey, President Harrison or Maverick Blair. Everyone lived through too much in that war, but for these people it is still going on.

I spend another half hour trying to flag down someone in the common area for another interview. I am turned down by everyone from a Sorn weaver to a Ka threemale in a medical vest. Then a short man in a purple jumpsuit taps my shoulder: "Hector Paz. What can I do for you?" Mr. Paz is a hu-

man, roughly seventy. Not old by any means for a core civilian, but an amount of years which can take its toll on the frontier. I accept his introduction without question, as he has the build and the standing of a Confederate Marine. In fact, I realize as I start to reply he is not wearing a jumpsuit but a chameleon BDU which has long ago malfunctioned. "Well, I —"

Everything stops. The red haze is interrupted by a flashing blue strobe. The collected masses go quiet in unison, replaced with a blaring alarm that seems all the more deafening for its ability to silence. Panic. Dozens run over themselves towards the main hull exit as others stare stone faced at the large window. Mothers cover their children. Men and women in the casual uniform of the carrier's police force rush through the scene. I realize quickly: Port Broughton is under attack.



A Paktahn bomber approaches Port Broughton.

The ship is a constant target for everyone from Sivarist terrorists to Terran megacorporations seeking to alter the flow of commerce. On an average day there are four such alarms, at least one of which is serious. Everyone around me realizes the truth of the situation, that an external habitat is the worst place on the ship to be during a battle. Not protected by the carrier's massive phase shields, a single, well placed missile will open them to space.

There, illuminated by the prominence, are the bat wings of a dozen Dralthi Rhino fighters. The tiny, knife-like fighters bear straight down on the megacarrier. Missile flashes escape from their hardpoints, impacting seconds later. The room begins to shake and feels as though it will never stop. Out the window, the results of the first strike become deadly serious as a wave of debris fans out from the left. Another habitat has been destroyed; over eight hundred are dead. There is a collective gasp as the realization spreads.

Then space flashes white. And again. And again. And again.

There is a deafening thunder as a perfect diamond of space fighters buzzes the side of the carrier, crossing our view port; F-44X Rapier II Cavaliers, bearing the white with blue flames of the 3129th InSys. The sweetest thing I have ever seen. The shaking dies down as dogfights erupt around the carrier. Only a fraction of the



An overview of Kennedy Annex.

**Everyone  
lived through  
too much in  
that war...**

sky is visible from where I stand. Blasters fire, missiles impact, explosions erupt around... but it is impossible to track the action from my perspective. My survival is in the hands of a thin line of fighter pilots willing to risk all for thousands they do not know. Neutron bolts cut the sky. Missiles lance out towards unseen targets. Chains of lasers fly in all directions as Port Broughton's defense net sluggishly comes alive.

Suddenly, a massive Rhino ducks in from above my view, its elaborate wing markings filling the view port. It is followed closely by a Rapier, firing all guns. Half a second later the Rhino is an expanding field of space debris. The module's collected inhabitants erupt in a cheer.

Long minutes seem like hours. Finally, the all clear sounds.

Life continues.



Better Days: a megacarrier in her prime.

Chandra Karr is a journalist and author of some two-hundred "Interview With a Frontiersman" articles. He is best known as Heroic CrabSpider, frontman for the Kirankan Pulse-Funk Warcore group HamTwsLices.



# GAR'S EMPORIUM

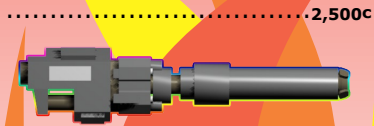
High Muniton Costs Got You Down? Need to Buy in Volume? Look No Further! Gar's Emporium Can Fill Your Bill.

SALE!

## GUNS

### Mk.13 Meson Blaster

The Meson Blaster is a good low-end gun. Their low cost and high refire rate make them ideal for outfitting turrets or for use as a secondary or tertiary fighter gun. Buy in bulk!



Velocity: 1300 kps  
Refire delay: 0.4 s  
Energy use: 8 GJ  
Armor penetration: 3.2 cm

Mk.30 Mass Driver Cannon

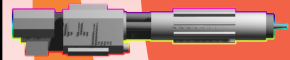
This gun turns space itself into a weapon — the Mass Driver charges tiny particles of debris into deadly weapons. An excellent midrange gun.



Velocity: 1100 kps  
Refire delay: 0.35 s  
Energy use: 6 GJ  
Armor penetration: 2.6 cm

NO MONEY DOWN!!

### Mk.40F Neutron gun

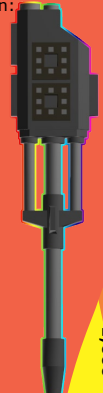


Want more bang for your credit chit? The Neutron Gun is a true heavy hitter — it digs into shields and armor with charged nuclear particles.

Velocity: 900 kps  
Refire delay: 0.65 s  
Energy use: 18 GJ  
Armor penetration: 6.2 cm

### Mk.58G Plasma Gun

Guns don't come any heavier. The Plasma weapon is a scaled down version of the gun used on Hades-class ships. The energy costs are high... but if you're a good shot, this is the gun for you.



Velocity: 840 kps  
Refire Delay: 0.8 s  
Energy Use: 22 GJ  
Armor Penetration: 7.2 cm

Mk.25 Laser cannon  
The classic laser is the most servicable weapon in space. It doesn't hit as hard as a plasma gun, but its range and speed are absolutely unmatched!

Velocity: 2000 kps  
Refire delay: 0.3 s  
Energy use: 4 GJ  
Armor penetration: 1.8 cm

### Mk.44L IONIC PULSE CANNON

Velocity: 1200 kps  
Refire Delay: 0.7 s  
Energy Use: 15 GJ  
Armor Penetration: 5.4 cm



Being hit by an ionic pulse is a disorienting affair. This heavier gun is an excellent choice for anyone who needs to engage both enemy fighters and capital ships.

.....40,000c

Long hailed as the most efficient gun in space, the Tachyon Cannon is an excellent mix of range, refire and energy use.

Velocity: 1250 kps  
Refire Delay: 0.4 s  
Energy Use: 8 GJ  
Armor Penetration: 3.7 cm



Mk.55 TACHYON GUN

FINANCING AS LOW AS 0.9%



# GAR'S EMPORIUM

High Muniton Costs Got You Down? Need to Buy in Volume? Look No Further! Gar's Emporium Can Fill Your Bill.

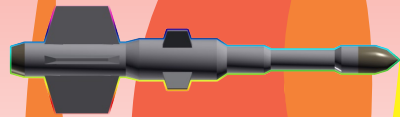
WE SPEAK TERRAN STANDARD!

## MISSILES

### SPICULUM IR

Pilots who don't want to worry about the difficulty of leading a Dart or locking a Javelin would be well advised to stick to the Spiculum. The electronics involved are more expensive, but it's almost a sure hit!

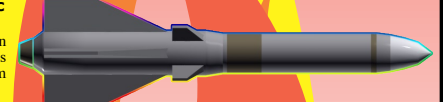
Lock: Image Recognition  
Speed: 850 kps  
Armor Penetration: 50 cm



### DART DF

For crack shots only! The Dart makes a big bang... but only the best pilots can hit a target without needing a locking mechanism. Best bang for your cred! Dragonfly technology allows many Darts in a single launcher!

.....74c



\*\*\* ALSO IN STOCK! PAW DF \*\*\* 20c

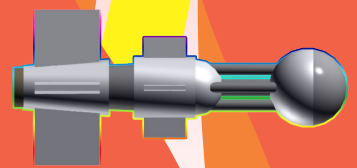
Lock: Dumb Fire  
Speed: 1000 kps  
Armor Penetration: 30 cm

VAMPIRE HS

One of the Confederation's rarest high tech weapons is now on the civilian market! The Vampire doesn't cause physical damage; instead, it delivers an EMP pulse that briefly knocks holes in a target's shields.

.....90c

Lock: Heat Seeking  
Speed: 800 kps  
Armor Penetration: 0 cm

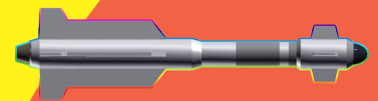


BULK DISCOUNTS AVAILABLE

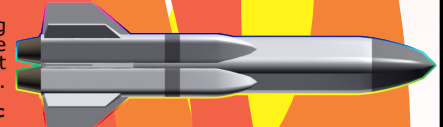
### Javelin HS

The oldest targeting missile is still going strong. Once you're on a bogie's tail, fire off a Javelin — it will lock into his heat signature and turn him into space debris.

.....35c



### LANCE TORPEDO



Want to make a big bang? Torpedoes are a must for anyone planning on attacking a capital ship... but a carefully placed shot can also deliver the killing blow to any fighter!

.....100c

Lock: Dumb Fire  
Speed: 1200 kps  
Armor Penetration: 500 cm

\*\*\* ASK ABOUT CLAW HS \*\*\*



# GAR'S EMPORIUM

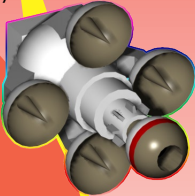
High Muniton Costs Got You Down? Need to Buy in Volume? Look No Further! Gar's Emporium can fill your bill.

## DEVICES

### Paulsen Kinetics L33 Tractor Beam

Grab hold and never let go! Tractors aren't just for salvage ops anymore... new models can be used for stopping a target dead in space.

.....15,000c



A larger power reserve means a bigger gun capacitor, a bigger fuel reserve or thicker shields. Power cores give you just that. Available for engines, shields or guns — improve the system you use the most!



### EMP-7 Sonar

In space, all cats are cloaked... so pick up a sonar system to turn the tables on your invisible foes! Electromagnetic pulses will identify cloaked fighters and mines!

.....75,000c



### Blackfish Cloak

The weapon that destroyed the Tiger's Claw, Concordia and Behemoth... the feared Kilrathi cloak is now available for both human and Kilrathi fighters! They won't see what hit them...

.....100,000c ea.

.....100,000c



### Mark XII Fusion Batteries

Less time recharging means more time fighting. A larger power reserve gives you a bigger gun capacitor, a bigger fuel reserve or thicker shields. Available for engines, shields and guns — improve the system you use the most!

.....50,000c ea.



### DC-V.15 FLARES

Wingleader One! Boggles all around! Can't shake 'em! If you've ever suffered through the agonizing experience of a missile lock tone, then you'll know the value of flares. Drop them as chaff to keep missiles off your tail.

.....2,000c



### SINGLE MOUNT TURRETS

Cover your rear with a turret or turret system! Turret networks can be installed in heavier bomber craft... and separate automated deployable turrets are also available!

.....70,000c

Trade in old gear for **CASH BACK!!!**

## CLASSIFIEDS

★ Patriots, the True Terran Militia Wants You! Lancers, Pirates, Kilrathi, Nephilim and others threaten our homes - the center must hold!  
Contact [deacon7@churchofman.religious](mailto:deacon7@churchofman.religious)  
Contact [filho@circe.government](mailto:filho@circe.government)

★ HELP! Family stranded on Port Broughton. Will pay c500 for escort to safety on Circe.  
Contact [ninja@avalon.government](mailto:ninja@avalon.government)

★ Single Orange Kil seeks Wing-Cat, Lair Mate for blood-feud against nar Qarg. Enjoys bare-claw hunting, Maxims of Xag and the true path of Sivar. No hairlesses.  
Contact [dshrill@som'mers.clan](mailto:dshrill@som'mers.clan)

★ The Path to Sivar is one of sacrifice. Honored warriors are reminded they \*MUST\* tithe 20% of mission profit to local Priestesses.

★ DO NOT APPROACH NEPHILIM DERELICTS. Disease risk is at an all time high! Public service message from Military Governor Masterson.

★ The Jetlag Corporation Wants You! Experienced long-haul pilots needed for mission to Isaac System. Dedicated freighter crews needed for three to five year Hopper flights. Unexplored region of space home to precious Titan Alloys, astounding Pleasure Borgs and more. Percentage of profits guaranteed!  
Contact [jbiermann@jetlag.corporation](mailto:jbiermann@jetlag.corporation)

★ Expert assassin needed. Governor Murphy of Bistango System has declared ruins off limits, costing loyal citizens trillions in tourism credits. Pilot willing to take justice into his own hands wanted. Pays c150,000.  
Contact [omatta@watchmaker.corporation](mailto:omatta@watchmaker.corporation)

★ Free to Good Home: litter of Discurian Ovizards. Stealthy, egg-chomping space weirdos are all the rage in Sol!  
Contact [creid@dioscuri.science](mailto:creid@dioscuri.science)

★ WAR MEMORABILIA! Nephilim husks! Kilrathi claw knives! Rare Yan tails! Ears, ears, ears!  
Contact [spork@ivanscollectables.commercial](mailto:spork@ivanscollectables.commercial)

★ BOUNTY MISSION! Telamon survivor will pay big creds for capture of Lance crews, sympathizers.  
Contact [analik@vega.civilian](mailto:analik@vega.civilian)

★ Have You Heard the Truth? Lo-

cal Church of Man seeks those interested in enlightenment and opposing technologies. Willing to hire non-believers for combat missions.  
Contact [deacon7@churchofman.religious](mailto:deacon7@churchofman.religious)

★ RE-ELECT HALAS HODGE, GOVERNOR OF THE UNION OF BORDER WORLDS. He won the war!

★ Used ships available! Navy surplus means your lucky day! Fighters? F-36 Hornet, F-38 Talon, F-71 Stiletto, F-98 Phantom, F-95 Morningstar, F-97 Wraith! Bombers? A-14 Raptor, A-15 Gladius, even A-20 Banshee! Collectables and like new!  
Contact [crazyjoe@shipsmustgo.corporation](mailto:crazyjoe@shipsmustgo.corporation)

★ How few remain! Did you skip Ivar Chu's departure? Then contact [crossbearer@mcddaniel.reserve](mailto:crossbearer@mcddaniel.reserve) for a revival of McDanielist Faith.

★ Will pay BIG CREDITS for ANY Steltek artifacts! Your junk is my treasure.  
Contact [lmonkhouse@oxford.archaeology](mailto:lmonkhouse@oxford.archaeology)

★ ACTORS WANTED. Primary casting for holovid story of TCS Midway, CASEY TAKES CHARGE. Seeking slightly awkward actor of moderate build for male lead.  
Contact [ascendant@digitalholovid.productions](mailto:ascendant@digitalholovid.productions)

★ Duty, honor, adventure! Romance of the frontier! Serve the Free Republic of the Landreich Navy and see the galaxy.  
Contact [adventure@landreich.military](mailto:adventure@landreich.military)

★ Glory to Kilrah! Planetary reconstruction project seeks human engineers, supervisors. Help put the pieces back together.  
Contact [murragh.cakg@nokhtak.clan](mailto:murragh.cakg@nokhtak.clan)

★ FIREKKAN UNIONIST PARTY SEEKS PILOTS. Leaving the Confederation was a mistake, help us rectify it! Report for duty at T'kirsra Customs House.

★ AMAZING NEW GUN MOUNT. Twice the firepower, twice the recharge! Kraven Laser is unbelievable.  
Contact [johnmaddox@kraven.corporation](mailto:johnmaddox@kraven.corporation)

★ PATROL MISSION. Hit every nav point in the Perry System, scan for bugs. Pays c50,000.

★ BOUNTY OFFERED. c10,000 for every gutless Sihkgag pilot killed, for the glory of the nar Qarg.

★ WANTED: engine manifold for 2673-model F-107 Lance. Will pay c5,000. Must be discreet.  
Contact [anonymous@212.squadron](mailto:anonymous@212.squadron)

★ JACK OF ALL TRADES. Expert Vindicator pilot seeks employment. Willing to do what it takes to win! Must cover loadouts.  
Contact [mason@borderworlds.government](mailto:mason@borderworlds.government)

★ BOUNTY OFFERED. c11,000 for every dishonorable Qarg pilot killed, for the honor of the Sihkgag.

★ HAVE SHIP, MUST TRAVEL. Interested in exploring the Hari Sector and beyond? No return date!  
Contact [lemmings@vukartag.civilian](mailto:lemmings@vukartag.civilian)

★ FREE FURNITURE! Must ship from Nephilim Infected Zone, no passport available.  
Contact [jefferson@camelot.industries](mailto:jefferson@camelot.industries)

★ BOMBER PILOTS NEEDED. Hulk of Behemoth-class TCS Gargantuan is menace to navigation, galactic threat. Help dispose of this weapon of mass destruction.  
Contact [david.terrell@gemini.government](mailto:david.terrell@gemini.government)

★ MANTU SPOTTED. Warship responsible for destruction of TCS Tsiolkovsky is being tracked. Get in on the kill, pays c9,000.  
Contact [vengeance@aussie.hrai](mailto:vengeance@aussie.hrai)

★ WHO KILLED THE INVISIBLE SHIP? Stunning new book reveals international conspiracy which delayed the Strakha fighter! A must read - know the truth!  
Contact [rburns@hope.civilian](mailto:rburns@hope.civilian)

★ GOT SPEED? Space racers wanted for professional circuit. More dangerous than combat!  
Contact [mmahadeen@avalon.civilian](mailto:mmahadeen@avalon.civilian)

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## NEXT MONTH

**JOAN'S FIGHTING SHIPS, VEGA SECTOR SUPPLEMENT** - We profile Confleet's first line of defense, the Fury, Hurricane II and Aurora fighters. Also includes full specifications on six types of fighting freighters: Barque (UBW), Dramik (FA), Fluyt (UBW), Vrystall (FA), Merchantman (UBW) and Warrax (FA).

**GHOSTS OF THE VACUUM** - From Ghorah Khar to Vukar Tag the Jutland class carriers took the fight to the Kilrathi. We tour the last surviving example, the ex-TCS Philippine Sea, to see what held her together.

**LOOKING BACK, PART II** - From the Brimstone Massacre to the Burning Battle, we chronicle the darkest days of the Nephilim War.

**INTERVIEW WITH A VAMPIRE** - The editor sits down with Lieutenant Colonel Jean Talvert, the Confederation's top-scoring F-109 pilot. Find out what fighting the bugs was like from a true pro.

**LASER BOLTS VS. AMMUNITION** - We settle the age old argument as to which is superior for use during ship-to-ship boarding actions the only way we know how - by testing them both in action!

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Interested in completing your Star★Soldier collection or simply owning a piece of history? Contact [backissues@starsoldier.tnc.media](mailto:backissues@starsoldier.tnc.media) for pricing and availability. Samples include:

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**OCTOBER 2669 (VOL. XV, No. 10)** - PEACE IN OUR TIME! What the Kilrathi armistice means for the working mercenary. Also: stunning Steltek discovery in the Gemini Sector.

**JULY 2673 (VOL. XIX, No. 7)** - War Is Good For Business: Why the Landreich and other border worlds are building up their navies.

**FEBRUARY 2681 (VOL. XXVII, No. 2)** - INSECT INVASION?! How do the alien craft stack up against humanity's finest? We take you aboard the TCS Eisen as it moves to intercept.

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# HOLD THE LINE



**GODDARD SYSTEM** - When the men and women of the forward deployed 419th Fighter Wing were called to defend Stelkta, they knew they could rely on the best equipment and the finest training in space. So when their Crusader fighters went up against a Landreich probe they were ready for action!

The Space Force wants you for the adventure of a lifetime – serve your country and see the galaxy! Whether it's fighting off Kilrathi or deploying relief supplies to a supernova zone, the Terran Confederation Space Force is there! Now you can join the excitement and help save the universe, all while earning up to 75,000 credits for college. Kilrathi who serve a six year term are guaranteed Confederation citizenship!

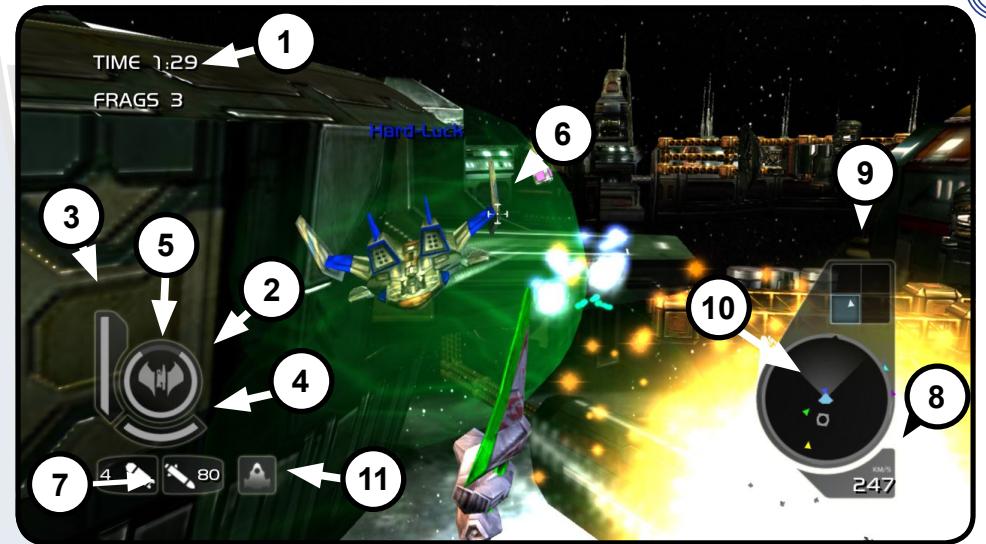
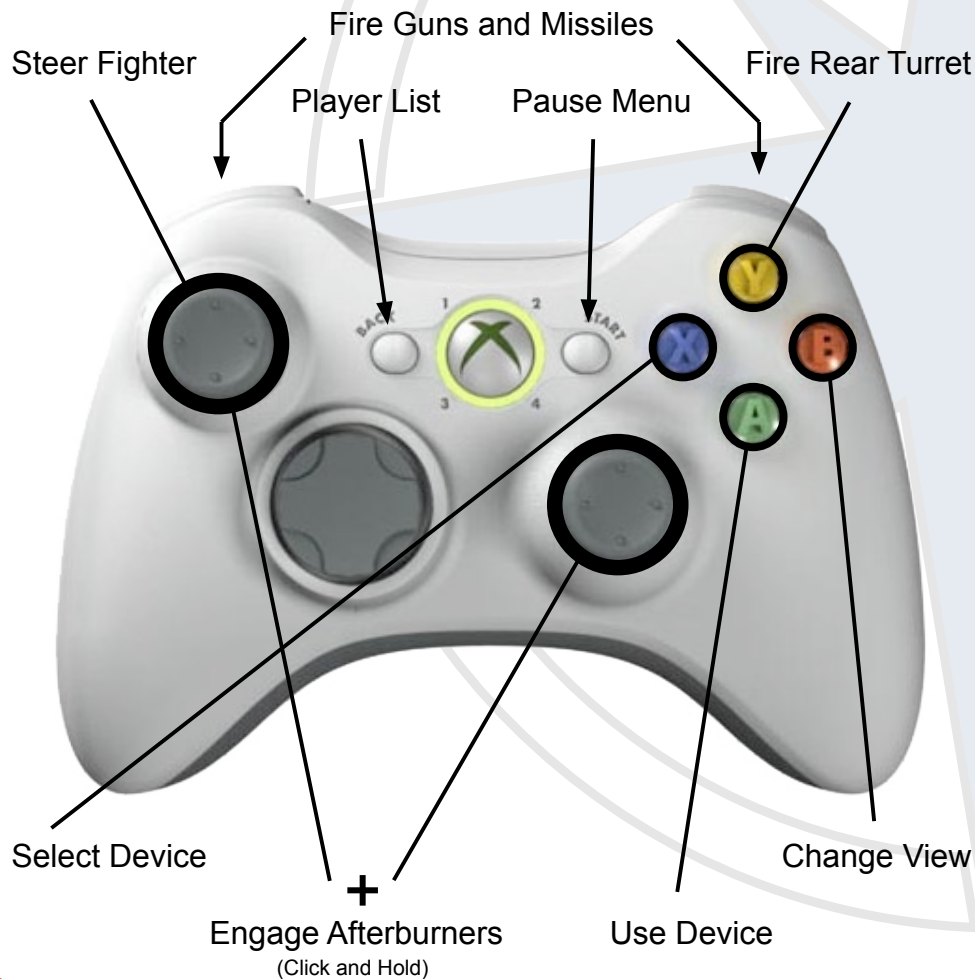
Contact [recruitment@tcsf.military](mailto:recruitment@tcsf.military) for more information and a free holodisk action scenario.

The Terran Confederation Space Force is unable to accept recruits from the Vega and Epsilon Sectors due to the current political situation on the frontier.



Long Live the Confederation!

# WING COMMANDER ARENA



## HUD Items

- |                           |                   |                       |
|---------------------------|-------------------|-----------------------|
| 1) Multi-Function Display | 2) Shield Power   | 3) Gun Power          |
| 4) Engine Power           | 5) Armor          | 6) Crosshairs         |
| 7) Missiles Remaining     | 8) Speed          | 9) Long-Range Scanner |
| 10) Radar                 | 11) Active Device |                       |

## Advanced Maneuvers

- |                                   |                                   |
|-----------------------------------|-----------------------------------|
| Reverse Thrust:                   | Tilt L stick back.                |
| Strafe Sideways:                  | Tilt R stick Left or Right.       |
| Perform a Dip:                    | Tilt R stick Forward and Release. |
| Perform a Hop:                    | Tilt R stick Back and Release.    |
| Perform a Loop                    | Tilt R stick Back and Hold.       |
| Inverted Loop:                    | Tilt R stick Forward and Hold.    |
| Immelman Turn:<br>(During a Loop) | Tap R stick Left (x2).            |
| 180° Turn:<br>(Fighters Only)     | Tap R stick Back (x2).            |
| Barrel Roll:                      | Tilt R stick Left then Right.     |
| Dock with Satellite:              | Line up and Move Forward or Back. |
| Un-dock:                          | Move Forward or Back.             |



**G R A Y S O N B U R R O W S**

**WANTED**

**DEAD**

**OR**

**ALIVE**



**FOR MURDER AND PIRACY ON THE SPACELANES**



Age:	56	Eyes:	Brown
Height:	5'11"	Hair:	Brown
Weight:	180 lbs	Nationality:	Confederate
Build:	Medium	Known Alias:	Aaron Burton

Last seen flying a 2670 model Centurion with distinctive shark teeth and green cannon.

Do not attempt to apprehend; suspect is considered armed and extremely dangerous.



Posted by: Epsilon Prime Sheriff's Dept.