STAR WOLVES

manual

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INTRODUCTION

We invite you to the world of space battles and pipe laying. To the world, where spirit of the chivalry compete with greed of gain, where danger tracks your very step and where everything sometime depends only from right choice. We invite you to space, where only real STAR WOLVES can survive.

The globalization process at XXII century caused mega corporations took control over all aspects of human life. That leaded to the break-up of democracy. To reestablish their power politics had to return to monarchism. Space expansion erased borders of past states and now, after lots of local conflicts, the Empire rules the humanity.

The government leaded by the Prime Minister is subdued to the Emperor. The judicial authority is represented by the Emperor himself and by planet supreme judges appointed by him. Authority at the local level is presented by governors also appointed by the Emperor. Armed forces of the Empire includes the NAVY and local ground troops. Protection of the order in space is provided by the Patrol.

Economics of the Empire is under total control of the three mega corporations: "USS", "InoCo" and "Triad". These structures includes nearly 99% of all production facilities. Each one have its "sphere of control", where it is most powerful.

For the "USS" it is mass production, huge plants, numerous mining and refinery stations.

For "InoCo" it is high technology, latest scientific researches, most perfect and madly expensive crafts, weapons and systems.

"Triad" does not have any of these miracles, but it has something even better – the shadowy past, good connections in criminal world and progressive personnel politics.

No one of the corporations cannot acquire dominance because of its business rivals. Meanwhile the monopolization leads to the constant sag of the living standard. And even more: the political crisis caused by the confrontation of politic and economic powers threatens to turn into open war.

The Emperor does not tolerate a disobedience. The war machine of the Empire crashes all intractable on its way. The perfect lesson to all inconsistent is the fate of Debris system. Proclaimed the independence it was totally erased by forces the NAVY and the Patrol during the "Fall of a Titan" operation.

Humanity, scattered across dozens of star systems depends from trade and cargo transportations. Numerous transport ships cruising between portals (often without any defence) are perfect targets for different criminals, who constantly attacks trade caravans. The Patrol tries to prevent this. But pirate's clans, that robs convoys successfully evades destruction. The cause of it is unclear: insufficient financing of the Patrol or the corruption of high authorities. Anyway, officials have to hire mercenaries, so called "head hunters".

INSTALLATION

INSTALLATION PROCESS:

1. Insert "Star Wolves" disk #1 into your CD-ROM. The Launch Menu will automatically appear. If by some cases option "CD Autoplay" on your computer is turned off, then you have to start the "**setup**" program from the CD manually using Windows Explorer.

2. Left click on the **INSTALL** button in the Launch Menu.

3. To finish the installation follow the instructions appears on the screen.

4. To erase the game from HDD choose **UNINSTALL** from the autorun menu or choose the appropriate point in the "Add or Remove Programs" menu of the "Control Panel" (**Start > Control Panel > Add or Remove Programs**)

MAIN MENU AND OPTIONS

Here we will briefly describe main menu items

Continue – load last save

Start New Game – this is the beginning of the "Star Wolves" adventure

Tutorial – to gain skills needed to handle a starfighter and a mothership, novice pilots have to complete this mission.

Load Game – to load saved game

Credits – you might get interested

Quit – sometimes we have to return into the real world

Current User – display name of the current player

Select User Profile – "Star Wolves" can be played by several players. Here you can create a profile for the new one or choose one from created earlier

Options – video, sound and game options

Game Controls – controls used in starships

BEGINNING

First of all you have to create a player profile and setup the game.

Enter player's name in **Select User Profile** menu and accept you choice.

After this you already can begin the game using default settings, but we advise you to take a look at them in **Options**.

Resolution – here you may change resolution of the screen. The higher is resolution the better is ingame graphics, but you'll need more powerful computer accordingly.

Fullscreen mode – you can play either in fullscreen mode or in window (if the resolution of your desktop is higher than ingame resolution).

Texture detail – texture detail may be high, medium, low and very low. This option changes looks of all ingame objects.

MipMaps – this option improves the look of textures from a distance.

Sound volume – volume of sounds and speech.

Music volume – volume of an ambient music.

Mouse sensitivity – this option changes the speed of the mouse cursor.

Mouse wheel sensitivity – this option changes the sensitivity of the mouse wheel so changing the camera speed in game.

Invert mouse – this inverts vertical movement of the camera.

Mouse scrolling – if you choose this, the ingame camera will automatically rotate then you move the cursor to the edges of the screen.

Additional options – here you may find additional options.

ADDITIONAL OPTIONS

Show hint boxes – if you choose this option, then hint boxes will appear to help you creating the character and become familiar with the menu.

Show helpers – tasks carrying out by a ship will be shown with special helper.

Launch fighters at mission start – this allow you to launch all your fighters at a mission start automatically.

Enable rockets at mission start – the use of missiles is prohibited at a mission start by default, but you can change that.


Show health bars – then a ship takes damage, the bars showing its armor and shield state will appear.

Victory in "Star Wolves" greatly depends from the usage of tactical pause. If you missed a critical situation by any means, "**Smart pause**" would help you.

Enemy detected – pause, when enemy appear in your radar range, will help to evade sudden attacks.

Enemy destroyed – pause after enemy ship blows up.

Player ship armor less than 50% – this means critical damage. You have to deal with it fast!
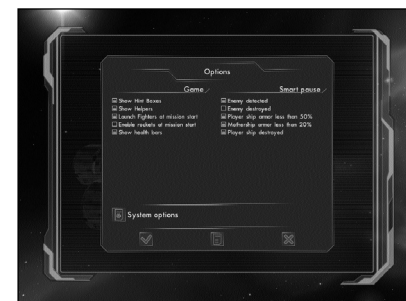
Mothership armor less than 20% – if this pause triggered, your mothership is in very bad shape. And if you don't take care about it, that will be your last mission. Do something and do it fast.

Player ship destroyed – now it is really late to do anything. Try to save a pilot, he may continue a fight on one of reserve fighters (if you have any, of course).

System options – return to the system options menu.

STARTING THE GAME

First you have to choose the difficulty level, name your hero (He is simple Hero by default) and his specialization. Skills your hero will have depend from your choice. There are four specializations: **piloting, gunnery, missiles and electronic warfare**.

Your hero may become the real expert in piloting any types of fighters, but without good AMS (anti-missile system) cover even he will be a dead meat.

Hero with the gunnery specialization will be a legendary sniper in time and will always hit an enemy, but cannot evade attack in critical situation or overwind a real ace.

Missile specialist neglects guns and cannot really use them, only missiles and torpedoes are his favorite weapon. During an attack on a big target there cannot be more useful character than a missile specialist.

Good specialist in electronic warfare is a half of a success. He will handle with a missile attack and repair his wingmate's damaged ships. But he is not so good in attack.

Possible ways of your hero's development are shown by the tree of perks. For successful actions during missions pilots gain experience points, that may be spent to further pilot's skills.

Different specialists have different trees of perks. Don't make a mistake in your choice, you can't change it later.

Other characters, who will join your hero during his adventures also have different skills and specializations.

THE GAME

This is the main interface you will see during the game. It displays your teammate's status, tasks and other useful information. Interface screen splits into three main zones: panel of pilots, panel of commands and panel of cameras. Let's speak about them in detail.

PANEL OF PILOTS

Panel of pilots displays the most important information about your mercenary unit. There are three main icons on the mothership's panel:
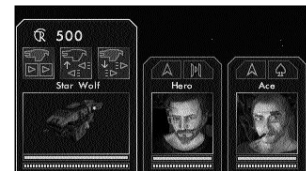
Enter the mothership and its hangars. The same action can be made by right clicking on the mothership's picture.

Hotkey "**B**"

The order to all fighters to dock with the mothership.

Hotkey "**Z**"

The order to all fighters to leave hangars.

"**Ctrl + Z**"

Above these three icons the sum of credits on your account is shown.

Under the picture of mothership (and also under pictures of your pilots) there is the bar showing shields and armor state. These are most important showing during combat.

Two icons opening **task menu** and **action menu** are on each pilot's panel. Using **task menu** you can change the role of this pilot in a wing and in **action menu** you can use expendable systems and special abilities.

PANEL OF COMMANDS

In the lower part of the panel of commands there are switchers that regulates the ingame time (pause, real time, double acceleration, fourfold acceleration)

Icons of main command are at the upper part of the panel

Movement in all directions
"**M**"

Escort an object
"**E**"

Docking of the selected wing with the mothersip
"**D**"

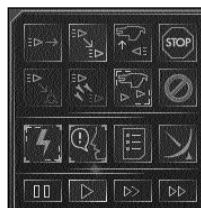Order to stop for the selected wing
"**S**"

Attack an object
"**A**"

Missile attack
"**R**"

Select all fighters and the mothership
"**Ctrl + A**"

Hold position (fighters do not attack)
"**C**"

Next are several secondary commands

Show/hide all action menus
"**X**"

Show/hide message log
"**L**"

Show/hide quest log
"**Q**"

Map of the system
"**Tab**"

Map of the system in very useful part of the interface. While in map you can give orders if your team was split or if you have to move for a long distance. Also it is easy to track enemy movements, if it is in range of your radars.

You can change the map scale with the mouse wheel or with "+" and "–" buttons. You can tilt the map by moving the mouse while holding its right button.
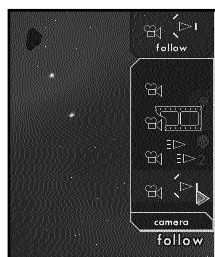
PANEL OF CAMERAS

Ships in radar range also are displayed in the panel of cameras. Enemies indicates with red, neutrals with yellow. By clicking on the icon of detected wing you may open the menu and see this wing strength. By double-clicking on a fighter you may focus on this fighter's wing.

There are four camera modes in the game:

Free	**"F9"**
View	**"F10"**
Chase	**"F11"**
Follow	**"F12"**

You can switch camera mode by clicking hotkeys.

Focus camera is default camera mode. It following a selected object and allow freely choose any foreshortening. You can rotate the camera by two ways: by moving the cursor to the edge of the screen, or, what is more suitable, by holding the right mouse button while moving the mouse. You can move in and out the camera using the mouse wheel or by simultaneously holding left and right mouse buttons while moving the mouse.

View camera always remains focused on the selected object, but is unmovable.

Follow camera always stays behind the selected ship and show everything from the pilot's point of view.

Free camera may move in any direction and choose any view. You can move it as by the mouse, so by cursor buttons.

Often during your adventures your hero and teammates will speak with different kind of people or even not people.

You can choose your answers using mouse or by numeral buttons. Remember that future and even life of member of the "Star Wolves" team depends form your words. Be wise in your decisions.

CONTROL KEYS

Mouse

LMB (Left Mouse Button)	selection
RMB (Right Mouse Button)	default action (movement, attack etc.)
Double-click LMB	focus on object
Alt + LMB -	focus on object
Mouse wheel	move camera in/out

LMB + RMB + mouse movement	move camera in/out
Ctrl + LMB	attack
Shift + RMB + mouse movement	vertical movement
Shift + LMB	selection of formed wings

Keyboard

[ ]	switching of game speed (slower/faster)
+	move camera in
–	move camera out
< >	show/hide all contacts at the panel of cameras
S	stop selected ships
TAB	switch to map mode
V	on map radar modes switching
Caps Lock	on/off altitudes
Q	on/off quest log
L	show/hide message log
X	show/hide all actions menus
Esc	deselect all ships, exit to main menu on second click
1/2/3/4/5/6/7	choose number of answer in a dialogs
1/2/3/4/5/6	choose the wings by numbers during game
Shift + 1/2/3/4/5/6	selection of formed wings
Ctrl + A	select all
D	dock selected wing with the mothership
Z	dock all fighter wings with the mothership
Ctrl + Z	launch all fighters
M	movement
C	hold position
A	attack
R	missile attack
Ö	escort
B	enter base and hangars
H	on/off helpers

Camera controls

F	switching from focus to free mode and vice versa
G	consistent camera modes switching
F9	free camera

F10	view camera
F11	chase camera
F12	follow camera
Additionally	
F1	help
F5	fast save
F8	fast load

INTERMISSON INTERFACE

After successfully finished mission you will see the "intermission screen". Here you can distribute earned experience points and spend so hardly gains credits.

Mission overall:

In this menu you can see how many experience points gained your pilots and what sum of money you earned. Also here you can get all information about the fate of pirates you captured during mission.

Team:

Here you may distribute gained experience and develope your skills. At the beginning of the game main hero may choose one of four specializations: gunner, pilot, missile specialist or specialist in electronic warfare. Each of variants have its pluses and minuses. Choose wisely, you cannot change your specialization later. Every man has its own skills, that is why all characters joining your team have their own tree of skills. Perks you may developed indicates with white. To see detailed description of the perk make right-click on its icon.
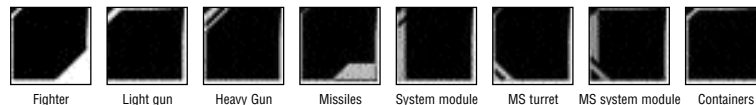
Mothersip:

From here you may enter the shop or "black market" to buy and sell weapons and systems, or make a reequipment of your mothership and fighters. The contents of you cargo bay is displayed at the bottom of the screen. At the left hangars with fighters and pilots are shown.

Shop:

At the shop or at the "black market" you can sell goods you have (are shown at the bottom) and buy new weapons and system modules for your fighters and the mothersip. The price are shown in the upper right corner of the item's picture. If it is red, you have too little pockets :)

Fighter	Light gun	Heavy Gun	Missiles	System module	MS turret	MS system module	Containers

Equipment:

To equip the mothersip or fighters click on its icon (while the fighter is in hangar) and drag weapons and system modules on their mounting places by the mouse. Also you can change pilots of fighters by this way.

News and mission selection:

On this screen you may choose to read news and letters. News might be very useful for mercenaries. Sometimes you might get a hint from them about your next assignments or read about history you have made by you actions. Also you can choose your next mission here.

FIGHTERS, WEAPONS AND SYSTEMS DESCRIPTION

MOTHERSHIP "STAR WOLF"

The "Star Wolf" was not designed as a military ship. But it was the swiftest cargo the main hero with his friend Ace were managed to find at the market. Now she has four turret slots, advanced shield generator and brand-new engines, which makes her rather dangerous opponent. Of course that's the way the pirates often do, but where could you find a second-hand battlecruiser?

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SHIELDS . . . . . . . . . . . . . . . .200
ARMOR . . . . . . . . . . . . . . . . .2000
MAX. SPEED . . . . . . . . . . . . .450
TURRETS  . . . . . . . . . . . . . .4
SYSTEMS  . . . . . . . . . . . . . .5
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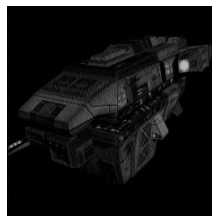
FIRST GENERATION FIGHTERS

EXCALIBUR

Superiority Fighter

Excalibur was made as a superiority space fighter. For doing its task it is seriously armed: one heavy armament gun, two standart missiles pods and also two mounted systems (the classical combination is one anti-missile system along with a repair one). The fighter appeared effective, universal, able to handle different tasks. Considered the best fighter of the first generation, it was able to compete with newest and expensive ones for a long time.

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SHIELDS . . . . . . . . . . . . . . . .50
ARMOR . . . . . . . . . . . . . . . .70
MAX. SPEED . . . . . . . . . . . . .750
MANOEUVRABILITY  . . . . . . .80
SLOTS  . . . . . . . . . . . . . . . .B1, R2, SYS2
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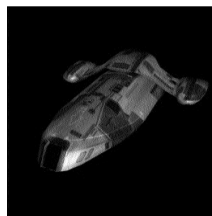
HATCHET

Special Purpose Fighter

Unusual design of this ship is the consequence of its special purpose: to support other spacefighters with special systems installed onboard. First series of this ship were produced in several modification: anti-missile, long range scout and repair. After the modernization in 2182 it is possible to reequip the fighter for completing any task in a field conditions by a replacement of a unified system modules.

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SHIELDS . . . . . . . . . . . . . . .30
ARMOR . . . . . . . . . . . . . . . .70
MAX. SPEED . . . . . . . . . . . . .700
MANOEUVRABILITY  . . . . . . .70
SLOTS  . . . . . . . . . . . . . . . .S2, SYS3
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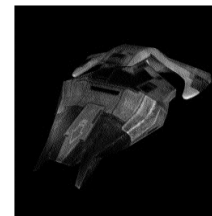
NAGINATA

Light Attack Fighter

It is an attack fighter of the first generation. Had good speed and armor for its time. After the modernization in 2179 gained modern computerized equipment and an ability to carry any missiles in two standart suspension units. Although nearly obsolete this fighter still able to take part of a light missile carrier in the Patrol forces and other paramilitary units.

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SHIELDS . . . . . . . . . . . . . . . .50
ARMOR . . . . . . . . . . . . . . . .90
MAX. SPEED . . . . . . . . . . . . .700
MANOEUVRABILITY  . . . . . . .60
SLOTS  . . . . . . . . . . . . . . . .S2, R2, SYS1
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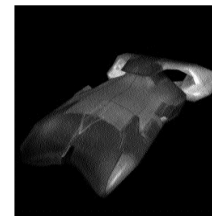
YARI

Interceptor

Once the best light fighter of the NAVY, this ship added many glorious pages to history. Even now, after so many years, it is surrounded by a halo of elitist. Meanwhile only foolhardy or real fool can fight with modern fighters on it. Yari is inferior to ships of the second and third generations in all characteristics (especially in protectability). Was phased out in 2205, but still is in the arsenal of the Patrol and lots of private owners.

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SHIELDS . . . . . . . . . . . . . . . .30
ARMOR . . . . . . . . . . . . . . . .50
MAX. SPEED . . . . . . . . . . . . .800
MANOEUVRABILITY  . . . . . . .80
SLOTS  . . . . . . . . . . . . . . . .B1, SYS1
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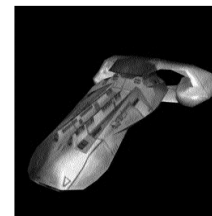
BRIGAND

Interceptor

Outmoded fighter, it is the first one equipped with a heavy gun. Due to the perfect technology and good assembling this mold were produced without changes during almost forty years. At the modern time is can be interesting only by its low price.

SHIELDS 20
ARMOR 40
MAX. SPEED 700
MANOEUVRABILITY 70
SLOTS B1, SYS1

HAMMERHEAD

Heavy Gunship

A heavy gunship of the first generation. At the moment of the appearance it was counted as the real "flying tank". But soon, after the development of new shields, it lost the main advantage - protectability. Nowadays most pilots think that fighter is too awkward and poorly armed, but sometimes it is being used as a cheap missile platform.

SHIELDS 40
ARMOR 110
MAX. SPEED 600
MANOEUVRABILITY 60
SLOTS S2, R2, SYS1
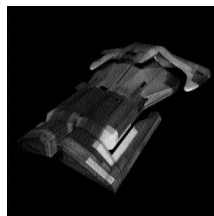
SECOND GENERATION FIGHTERS

BIDENT

Gunship/Missile Carrier

The appearance of this missile-carrier in 2199 marked the beginning of the new stage of the space military forces development. Before it all military theorists believed that a massive attack of the fighter, gunships and corvettes required to destroy the single capital ship. The first use of new missile carriers showed, that the single salvo of a one wing is able to put out of action a whole squadron consisting of a carrier and several escort ships.

SHIELDS 140
ARMOR 200
MAX. SPEED 750
MANOEUVRABILITY 70
SLOTS S2, R4, SYS2

CLEANER

Heavy Fighter

Second generation heavy fighter. In the process of its developing constructors pursued two goals: to drastically improve a fire power and to maintain high maneuverability. First goal was reached by an installation of two heavy guns and to archive the second they had to reject the installation of missile weapons and use unusual composition. The fighter became short, wide and abruptly stand out from its "form-mates". Pilots of the NAVY took this fighter suspiciously at first, but then appreciated its fire power and good protectability. At the moment this fighter is widely used all over the Empire. Officially it still stays at the arsenal of the NAVY, but is almost replaced by the new fighters by now.

SHIELDS 110
ARMOR 250
MAX. SPEED 800
MANOEUVRABILITY 90
**SLOTS** B2, SYS2
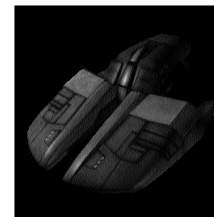
RAPTOR

Recon Craft

Second generation rapid reconnaissance fighter. It was developed according to the conception, that the main weapon of the reconnaissance craft is its speed. But the main constructor preventing all attempts of the leadership of the corporation to interfere installed not two but four light guns to the fighter. As a result this craft became unexpectedly "sharp-toothed", able to stand up for itself even in any situations. Its success at a weapon market was so great, that it was positioned in several classes at the same time supplanting specialized anti-missile ships, repair crafts and even light fighters.
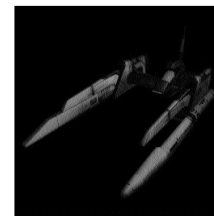
SHIELDS 130
ARMOR 130
MAX. SPEED 850
MANOEUVRABILITY 90
SLOTS S4, SYS3
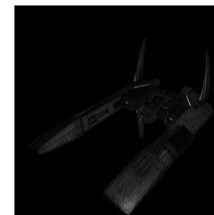
STORMCROW

Light Fighter

Second generation light fighter. The conception of a light fighter gained its realization at the new technological level. Besides its highly specialized purpose this ship is able to handle many different tasks arise in a modern spacefight. This is reached by the installation of different missiles, guns and systems to standart suspension units. High speed and mobility of that fighter makes it one of the most deadly enemies in a close fight.

SHIELDS 120
ARMOR 100
MAX. SPEED 900
MANOEUVRABILITY 110
SLOTS B1, R1, SYS2

TIE-FLY

Light Fighter

It is second generation light fighter - reconnaissance craft united record speed, great mobility and universality. All of these characteristics were reached by rejecting the usage of massive and bulk heavy guns. To compensate its lack of firepower the development of a new generation light gun was started (later this gun were added to the arsenal of the NAVY as M-103 "Mace"). The massive use of new fighter clearly approved its combativity, so was during the operation "Fall of a Titan", then aggressive raids at rebel communication won the war. Nevertheless the NAVY regulations order to use light fighters only as a support excepting reconnaissance operations. This fighters were never produced for an open trade, so one can buy it only at black market.

SHIELDS 100
ARMOR 80
MAX. SPEED 950
MANOEUVRABILITY 120
SLOTS S2, R1, SYS2

THIRD GENERATION FIGHTERS

EVIL EYE

Light Fighter

This is all-purpose third generation light fighter. The newest (and the heaviest) ship in its class. Nevertheless it became the most fast and mobile fighter available at free market. Although many technology novelty were used during its development the producer were able to hold its price on acceptable level. It is constantly said in advertising about an universality of this fighter, reached by the ability to install wide assortment of systems on it. But the high command of the NAVY after long debates rejected to add this fighter to the arsenal because of its not big enough firepower and "high" price.

SHIELDS 200
ARMOR 200
MAX. SPEED 1000
MANOEUVRABILITY 120
SLOTS B1, R1, SYS3
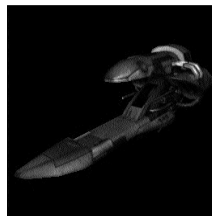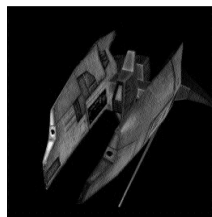
GUNSLINGER

Heavy Fighter

There are many rumors about the creation of this third generation fighter, the most powerful in history. So they say, that during secret meeting of representatives of three corporations the idea of a creation of the newest fighter excels the NAVY ones was created. Anyway, the new fighter armed with three heavy guns (unexampled case) and having a protectability higher than any gunship appeared. There isn't any information about how many such fighters were produced, but it is known, that most of them are at the arsenal of the corporations. The rumors about a commercial production of this ship are still unconfirmed.

SHIELDS 450
ARMOR 430
MAX. SPEED 950
MANOEUVRABILITY 100
SLOTS B3, SYS2

HRIMTURS

Heavy Missile Carrier

Three main corporations took part in the tender for the development of this third generation assault ship. The special demands were made for its protectability and missile weapons. Although all three prototypes didn't meet the requirements, the decision to start production of the "USS" prototype as less expensive was made. After half a year after the adding of the fighter to the arsenal agents of the Imperial Security Service revealed facts, proving rumors about bribery of the experts and members of NAVY high command, who were in the commission. Besides the real price of this fighter appeared to be twice higher, than the it was declared. Apparently this scandal contributes its share to the cooling of relations between the Emperor and the corporates.

SHIELDS 350
ARMOR 450
MAX. SPEED 850
MANOEUVRABILITY 80
SLOTS S1, R4, SYS2

TIGER

Heavy Fighter

Third generation heavy fighter armed with two heavy guns was created at the beginning of the century as the main fighter for the NAVY and the Patrol. Because of the prevailed idea of narrow fighters specialization the requirements specification didn't suppose the installation of missile weapons. Meanwhile the
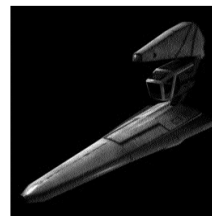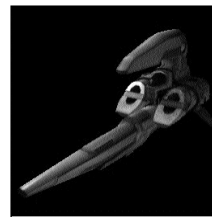
developing was delayed, so then the new fighter appeared it had to compete not only with the second generation fighters but also with the newest ones (such as "Evil Eye" and "Trident"). But in spite of its rised cost the first production sample started to arrive into squadrons of the NAVY. The fighter is produced only for the NAVY. Now it is the base fighter of the Imperial forces.

SHIELDS 320
ARMOR 320
MAX. SPEED 900
MANOEUVRABILITY 100
SLOTS B2, SYS3

TRIDENT

Special Purpose Fighter

his is third generation special purpose fighter. The base NAVY support craft, it can carry onboard up to four special systems, that allows it to perform a wide range of tasks. Unfortunately, because of its high cost reequipment of special squadrons of the NAVY goes very slow.

SHIELDS 400
ARMOR 300
MAX. SPEED 900
MANOEUVRABILITY 90
SLOTS S3, R1, SYS4
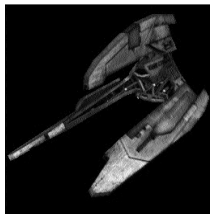
CAPITAL SHIPS

CAVALIER

Patrol corvette

Middle class ship. For serious questions the Patrol has serious answers. This powerful chip perfectly suited the role of strike groups leader. Used as by the Patrol so by the NAVY. But because of its high price there are not so many of them.
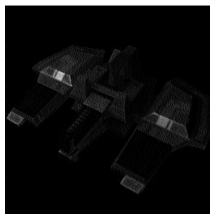
BUTCHER

Corvette

Middle class military ship. . This powerful chip perfectly suited the role of strike groups leader. Used only by the NAVY. Because of its high price there are not so many of them.
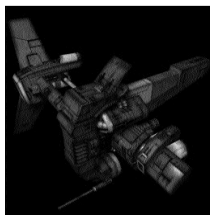
STONEARROW

Cruiser

Despite its weak armament a cruiser of this class with fighter support might be a very dangerous foe. Appearance of such cruiser in a system always calms a situation and hotheads.
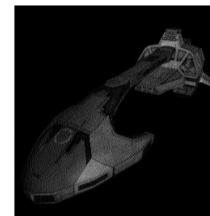
BATTLESHIP "STALINGRAD"

The main argument of the Empire in any military conflicts. Powerful armament, perfect fighters support. One has to be very confident in itself to dare attack such ship.
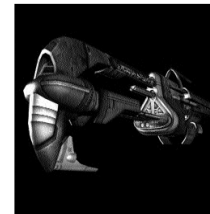
ARBA TRANSPORT
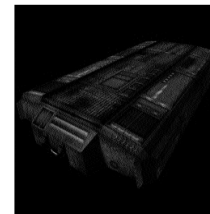
Heavy transport

It is a common heavy transport for long hauls. Usually follows the rout under fighters cover. Favorite ship as material for recasting into mobile pirate's base. Later even peaceful traders started to install turrets on their ships.
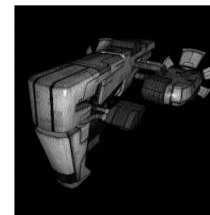
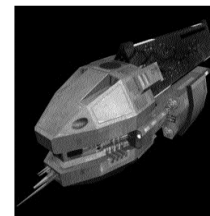## BETA TRANSPORT

Middle transport

Common middle transport. Having rather low price, big cargo bay and powerful engines this one might be a bestseller if not constant problems during exploitation. This transport can't be equipped with weapons. That's why it commonly goes with an escort.

"WALRUS"

Middle transport

This is a quite fast and maneuverable transport. Usually it has light armament, which gives some feeling of safety to all those traders. False feeling. Any transport ship without cover is doomed in the case of a serious attack.

HMQ TRANSPORT

Light transport

It is just an unarmored container with a towboat. Very popular because of its cheap cost. Totally helpless without an escort.
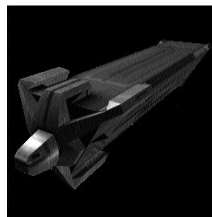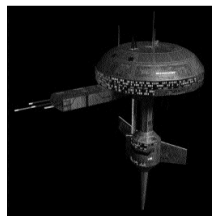

STATIONS

UNIVERSAL STATION

Huge universal stations are the main inhabited places in space. The most perfect technologies used during its construction. Artificial gravity, big inner space, clear air and even forests made the life of colonists not so bad. Real universality allows to use this stations for different purposes: as living or trade stations or as research centers.
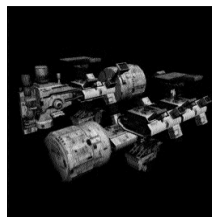
PATROL STATION

This type of stations is commonly used by the Patrol in different systems. Big hangars, long range sensors, all that is needed for pilots. These stations were created as the perfection of space constructions, but constant problems and malfunctions do not allow proving it.

OXYGEN STATION

The infention of photosynthesis secret in 2128 allowed to create cheap oxygen without much expenses. But the technology was rather dangerous so it was decided not to produce oxygen right at living stations. Many accident didn't hinder lots of people to became workers at oxygen plants. High salary compensates high risk.
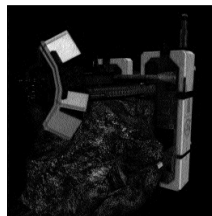
STATIONS ON ASTEROIDS.

Asteroids are perfect bases for different constructions, making them many times cheaper. So asteroid stations are common throughout space.

FIGHTERS ARMAMENT

(technical data is presented in the table)

## HEAVY GUNS

M-106 "POLEAXE"

Heavy kinetic cannon.

A classical kinetic weapon, equiped with recoil and muzzle brakes. It is a deep modernization of a M-105A "Masakari" - the first heavy armament gun developed in the 2177 specially for new fighters. It fires armor-piercing sub-caliber rounds with a separated pan and a ceramic core. M-105 and M-106 guns proved itselfs as powerful and reliable weapon that is why they are in requisition during almost half a century.
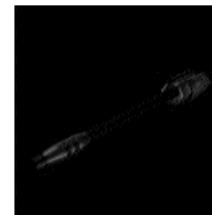
M-110 "WAR AXE"

#### Advanced heavy kinetic cannon.

It is a modernized kinetic weapon. The last kinetic gun added to NAVY arsenal in 2198. The main differences from a M-106 are: binary liquid projectile array, new recoil brakes and automatics. Also it uses rounds with depleted uranium core. Although this weapon considered obsolete, it still is mass produced and is in requisition at a weapon market.
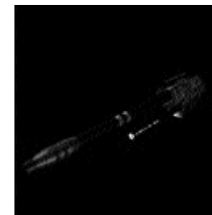
### M-200E "VOLCANIC"

Rapid-firing heavy cannon.

Rapid-firing cannons with a rotating barrels had appeared at the prespace era and didn't change much since then. Their enormous rate of fire allows even a novice gunner to hit a small-size target. M-200 "Volcano" was used by the NAVY at the first time during "Phoenix" operation, then two cadet wings from the carrier "Besstrashniy" destroyed during one operational flight more that twenty rebel fighters.
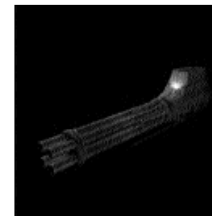
M-201 "GATTLING"

Second generation rapid-firing cannon.

It is one from the new series of rapid-firing guns, excel with increased rate of fire and more powerful ammo. Many pilots prefer to use this reliable and good recommended in fights weapon rather than new ones. Pilots of the Patrol said that two "Gattling" bursts were enough to practically cut through any pirate fighter. But, as some experts note, because of the appearance of M-201 in free market, anyone can become a target for this gun.
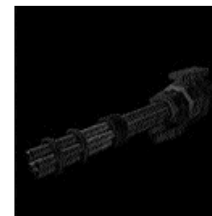
HCB-2 "MELTER"

Heavy plasma cannon.

Heavy plasma gun intended to damage heavy armoured targets, for example such as corvettes or bombers. It fires high-temperature plasma dealing great damage to any ship. The main disadvantages are a low rate of fire and slow plasma clots flight speed that allows a mobile target to evade the hit. Nevertheless, during The Red Corsair's War imperial pilots prefer to use this weapon, rightfully thought, that one-two hits would be enough to eliminate any pirate's fighter.

XHCB-5 "INFERNO"

Heavy plasma cannon prototype.

This is a preproduction prototype of the newest plasma gun, developed by the "InoCo" corporation. Its purpose is like a purpose of any other plasma gun, but this one has great advantage in power of single shot. It was represented by the first time at the last year perspective weapons show at Avalon. According to the document it excels its predecessors in all characteristics. But there are rumors, that a serial production is being delayed because of a general unrefinement of that system. Also they say, that there was a crash on trials caused severe casualties.

LIGHT GUNS

M-91 "MAKSIM II"

Large-calibre Machine-gun.

After the appearance of heavy armament guns, all old kinetic weapons were retrained to machine-guns. In 2176 the most perfect weapon system was M-91 "Maksim II" named so in honor of the legendary inventor, who had lived at the end of the 19 century. For more than fifty years of its history this machine-gun was produced by many corporations, had more than twenty modifications and still is used everywhere. Unfortunately the best time of "Maksim" is gone and now it is a "weapon for poor".
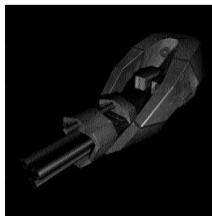
M-100 "MINIGUN"

Large-calibre Machine-gun.

Because even after heavy guns were added to the arsenal of the NAVY, machine-guns remained the primary weapon of the missile carriers and special purpose crafts, many attempts to rise their firepower were made. The most perspective method were considered rising of a rate of fire, because this allowed to use old
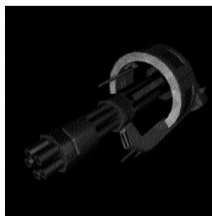
ammunition along with increased probability of hitting a fast target. M-100 is the most typical result of this idea realization, it successfully combines high rate of fire and acceptable reliability. But the next development of such weapons became impossible because of an insufficient power of a single shot.

M-126 "BLACK JACK"

Autocannon.

Because of active constraints in a size light guns couldn't compete with heavy armament guns. But constructors didn't stop searching the way to radically improve that primary defensive weapon of bombers. During the development of that gun the main characteristic of machine-guns, high rate of fire was sacrificed to power of a single shot. "Black Jack" was created by the "Triad" corporation for arming of their special purpose crafts and wasn't widely advertised. It became famous later, then a single missile carrier without marking attacked an uranium convoy. Bursted through to transports and successfully torpedoed them, it instead of fleeing, destroyed in the short fight three escort fighters. After this incident "Black Jack" started to produced in big parcels and were added to the arsenal of the NAVY.
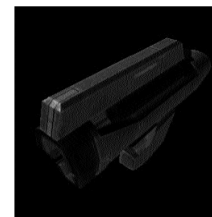
### M-133 "MACE"

Advanced Autocannon.

This cannon were developed specially for "Tie Fly" fighters, but later were modified for installation to any starfighter. Before it was added to the arsenal many had thought, that a fighter without heavy cannons is an anachronism doomed to loose. But then the NAVY took part in the final stage of the "Fall of a Titan" operation just high speed and powerful armament of light fighter decided the fate of rebels. Breaking through the defenses and destroying transports and repair bases these ships easily handled with any resistance.

M-150 "TETSUBO"

The Newest Autocannon.

The "InoCo" corporation always keep an eye on realization of high-tech novelties in their production. Recently presented at weapon market "Tetsubo" canon fully continues this tradition. Such things as reactive shells and unfriction obturation of a barrel was realized in that cannon at first time. This allowed to noticeable increase the efficiency of the new gun, but also rised its cost to Heaven. Nevertheless according to last 2225 year data, the M-150 "Tetsubo" became the best-seller. As legendary colonel Malles said: "It is easier to change a weapon now, then to send your fighter to demolition after a fight".
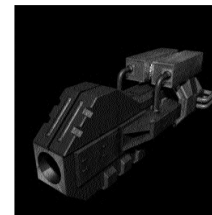
LASER CANNONS

M-79 "SCORCHER"

Combat Laser.

This combat laser stays in the arsenal of the NAVY for almost fifteen years. It had been developed as the replacement of all kinetic guns. But were unable to do it, because its great power of a single shot and an excellent accuracy are compensated with a low rate of fire, caused by an unremovable defect of the cooling system. As a result combat lasers became the weapon of the elite gunners able to finish a fight with a few aimed shots. Less experienced pilots usually prefer to use rapid-firing guns.

AML "RAPIER"

Second Generation Combat Laser.

Although "Rapier" demonstrated its absolute superiority over other lasers during the trials in the year 2214, the command of the NAVY refused to add this weapon to the arsenal, considering it too expensive and with not enough rate of fire. But two year later navies had to review their attitude to laser weapons, after the NAVY had clashed with elite mercenary units equiped with "Rapiers" during the "counterterrorist's" operation in Proserphine system. The number of the NAVY casualties was never published.

M-801 "POLARIS"

Combat Pulse Laser.

In 2216, then the command understood, that almost all fighters of the NAVY are armed with a morally outmoded guns, the order was made to the three biggest corporations to develope a new battle laser. The most attention was given to the rate of fire and reliability. Engineers of the "InoCo" perfectly handled with the order preparing the prototype in the shortest possible time. As a result, there was no any contest and even before the end of trials a new generation battle laser were added to the arsenal as M-801 "Polaris". It is first universal laser united the advantages of a high-precision weapon with a burst fire possibility.

MD-1 "THUNDERBOLT"

Particle Accelerator.

It is a very perspective weapon, wasn't added to the arsenal of the NAVY only because of its high value. Based on the principle of particles acceleration, it excels in battle characteristics standart "sniper's" lasers. The weapon have very low rate of fire, but the power of a single shot exceed anything, that was created earlier. The perfect gun for a keen gunner.


MISSILES

S-4 "DART"

Unguided Rocket.

A suspended container with four rockets.

Unguided rockets of that type were widely used during ancient wars for the unity of the Empire. In spite of such unremovable drawbacks as a low accuracy and a little distance of effective salvo, they continues to produced in really great numbers. They still are effective against nearly immobile capital ships. S-4 "Dart" differs from its predecessors only by the fuel mark and use of a standart 4 rocket's discharger.
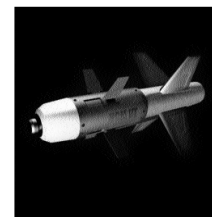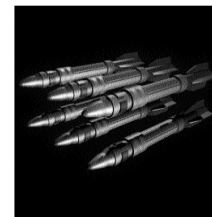

S-16 "MINI"

Unguided Rocket.

A suspended container with sixteen rockets.

Cheap and easy to use S-16 unguided rocket is generally recognized. The construction of a container allows to launch all sixteen rockets in less than half a minute, that makes S-16 very deadly in trained hands. Many pilots prefer unguided rocket for their high stability against ECM.


SRM-6E "PIRANHA"

Short Range Missiles.

A suspended container with three missiles.

Having really short range of effective usage and a primitive thermal guidance system, these missiles still able to be a threat to an enemy not using modern AMS. SRM-6E were removed from the arsenal of the NAVY almost 30 years ago, but still are being produced for the Patrol and free market.
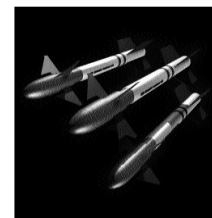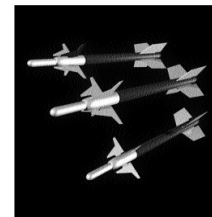

SRM-8M "DAGGER"

Short Range Missiles.

A suspended container with three missiles.

SRM-8M missiles were beyond comparison for a long time, because of their excellent guidance system, making a lock on by a thermal and electromagnetic radiation and also by a neutron emission of a central reactor. During several years there was no an effective system that could protect from that weapon, so SRM-8M were produced in large numbers. There were nearly twenty modifications of the SRM-8. Although AMS able to withstand these missiles appeared by now, SRM-8M "Dagger" still enjoy wide popularity.
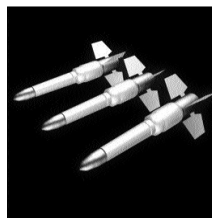
SRM-15 "WARHAWK"

Short Range Missiles.

A suspended container with three missiles.

SRM-15 "Warhawk" is a joint development of the NAVY and "InoCo" scientists - short range missiles system intended to replace a SRM-8M "Dagger", that is ineffective against modern AMS. It is too early to value the result, but small numbers of these missiles already had appeared at black market.

LRM-7 "STARSHARK"

Long Range Missiles.

A suspended container with two missiles.

LRM-7 "Starshark" is the first long range missile goes to repetition work. The model appeared so good that it stays in the arsenal of the NAVY and the Patrol for more than sixty years. Also it is widely used by criminals and bounty hunters. Reliable and cheap, this missile nevertheless isn't very effective, because of the constant AMS progress.

LRM-9 "AVALANCHE"

Long Range Missiles.

A suspended container with two missiles.

LRM-9 "Avalanche" is a profound modernization of a LRM-9 missiles. The engines efficiency was rised along with using of a new guidance system. As a result were increased the range and anti-interference against ECM systems.
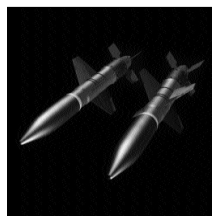
"ALRM"

Long Range Missiles.

A suspended container with two missiles.

Having great range "ALRM" may be launched far beyond the detection range of enemy sensors. Effectively, safely and suddenly. For right use the carrier must be equipped with the advanced sensors or be supported by a scout craft. Because of their high cost these missiles isn't widely accepted, but is very popular weapon of different special services.
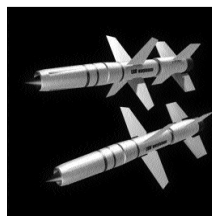
HT-4 "ERASER"

Heavy Torpedo.

One torpedo in a suspended container.

The usage of antiship torpedoes needs great skill and caution. Torpedoes have big lock on time and big explosion range, that's why it is recommended to launch them from maximum distance. Intended to be a weapon against capital ships torpedoes haven't enough speed and maneuverability to be used against fighters.
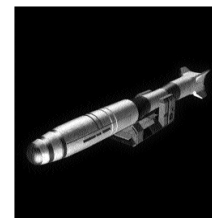
HT-6 "HELLBRINGER"

Heavy Torpedo.

One torpedo in a suspended container.

Torpedo HT-6 recently passed official trials, but there is no any proved information about its combat usage. Although constructors say, that this weapon is absolutely safe and reliable, pilots fear to use it. According to rumors The NAVY and the Patrol also demand retests to be made and only after that they will decide to add this torpedo in the arsenal or not. The main discontent is summoned by the fact, that HT-6 has too short launching range, so there is a danger for a pilot to get into its explosion.
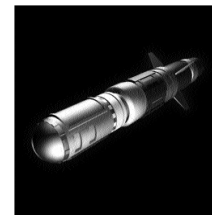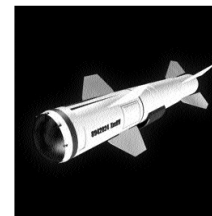
MIRV "SWARM"

Missile with MIRV warhead.

One missile in a suspended container.

MIRV warheads is the last word in missile weapons. Having good range and anti-interference against ECM and AMS along with an excellent power they are deadly and effective weapon. After coming close to an enemy MIRV "Swarm" split to four self-guided missiles that are able to seek a new target even before the destruction of initial one.

MIRV-2 "TORNADO"

Missile with MIRV warhead.

One missile in a suspended container.

MIRV-2 "Tornado" is a modification of the MIRV "Swarm" equipped with six separated vehicles. If skillfully used such missile can destroy the entire first generation fighters wing. Also as "Swarm" rarely appears at free market and costs a lot.

SYSTEM MODULES FOR FIGHTERS

RADARS

"SCOUT"

Long Range Scanner.

Detection range 160 clicks. Called usually radars these systems actually aren't so. Almost two centuries had past from the time, then radar waves became ineffective method of enemy detection. This happen because of high speeds and long distances in space fights. The invention of sensor able instantly detect any changes of space density made by a starship was a perfect decision. Added to the arsenal in 2145 such sensors now are being used everywhere.
"Scout" is a addition to sensors of a ship, increasing its range and chance to locate "hidden" target.
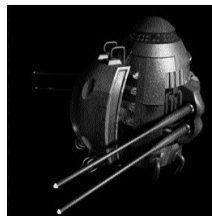
"RANGER"

Long Range Scanner.

Detection range 175 clicks, increased radar sensitivity (better chance to locate "hidden" target). Like "Scout" this system is an additional module, connected to the standart sensors system. Intended mostly to control the energy level stability allowing scanners to function at the maximum energy-conversion efficiency.
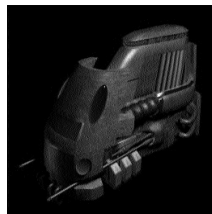
### "SENTRY"

Long Range Scanner.

Detection range 190 clicks, increased radar sensitivity (better chance to locate "hidden" target). "Sentry" alike previous models is equipped with an heuristic module allowing it to locate and identify targets from long distance or in noise area (such as space dust or asteroid fields) with higher efficiency. Also this radar can detect an enemy using stealth system that made it indispensable during reconnaissance missions.
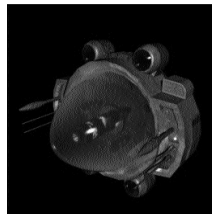
"SPY"

Long Range Scanner.

Detection range 210 clicks, increased radar sensitivity (better chance to locate "hidden" target). This sensor system is the last development of the "InoCo" corporation, made just a year ago and hasn't finished its trials yet. The samples appearing at free market are bought up at the moment, although "InoCo" don't guarantee its stable work. But that interested no one: in a real fight, the one, who see an enemy first, will win.
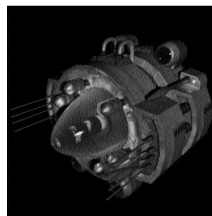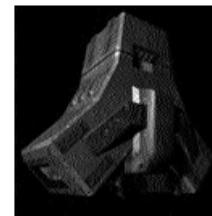

ANTI-MISSILES SYSTEMS

ECM "MISTRAL"

Anti-missile Chaff System.

Effective ECM factor - 10. (May deviate a first generation homing missile.) "Mistral" automatically shoots small plasma clots, if a homing missile locked on the fighter, this system is installed on. Unfortunately such ECM system may be effective only against missiles with thermal guidance systems.

ECM "STORM"

Anti-missile Chaff System.

Effective ECM factor - 20. (May deviate a second generation homing missile.) "Storm" is the next step in the development of ECM. Thermal traps, that is automatically shot then an incoming homing missile is detected, are able to imitate the thermal mode of a starfighter engines, that allows to deviate even missiles with high-tech guidance systems more stably.
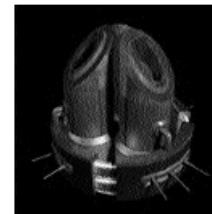
### ECM "SQUALL"

Anti-missile Chaff System.

Effective ECM factor - 30. (May deviate a third generation homing missile.) ECM "Squall" is one of the most reliable and making a good showing ECM at the weapon market. To derivate enemy missile this system shoots quite complicated device, able to fully imitate thermal and electromagnetic emanation of a fighter. At the moment this system can be used against all types of homing missiles.

ECM "CYCLONE"

Anti-missile Chaff System.

Effective ECM factor - 40. (Deviates a third generation homing missiles.) The most perfect passive ECM "Cyclone" by the moment haven't finished trials. According to the possessed information devices, that are used by this system as anti-missile traps are able to imitate not only thermal and thermal and electromagnetic emanation, but also a change of space density made by a fighter. How such effect was acquired is unknown, but information of from reliable sources said, that during trials this system had distract even capital ship sensors. ECM "Cyclone" also can track a fighters maneuvers and calculate the optimal time of traps shooting. All these factors gave it the guaranteed efficiency against newest missiles.
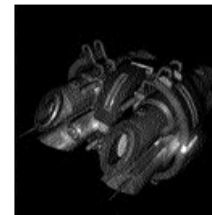
AMS "BOXER"

### Active Anti-missile System.

This system installed on a support craft tries to destroy incoming missiles locked on wingmate ships. Factor of efficiency is 15. To defend your wingmates from enemy missiles change the pilot's task to Missile Defense.IAMS "Boxer" is a rapid-firing laser able to track enemy missiles and destroy them while they flying up. This system in many cases is more effective, than a ECM, because it intercept all missiles locking on any fighter in a wing. The only drawback of such systems is the great energy and computer calculations consumption, that results in inability to use weapons and other systems during a fight.

AMS "GLADIATOR"

Active Anti-missile System.

This system installed on a support craft tries to destroy incoming missiles locked on wingmate ships. Factor of efficiency is 25. To defend your wingmates from enemy missiles change the pilot's task to Missile Defense. AMS "Gladiator" is a quad rapid-firing laser gun having united guidance and tracking system. Each laser have a separate suspension, that allows to fire four targets at the same time. For a long time this system was produced only for the NAVY, even now it isn't easy to find it at free market.
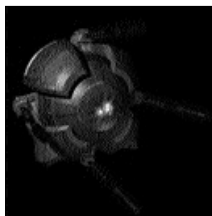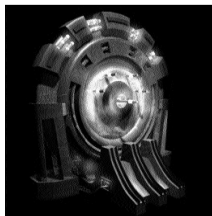
STEALTH SYSTEMS

"SHADE"

Stealth System.

Decreases the RCS (Radar Cross-Section) of your craft by 30% (thus reducing its detection range by enemies). Stealth system "Shade" generates a force field with a chaotic density. This makes the ship a system is installed on harder to locate, because it seems "less dense" object to modern sensors. As many other ingenious inventions, this one was created by chance. It is rumored, that its author is a scientist that had lived for a long time as a hermit in his asteroid laboratory. They say that he searched the new way to travel in hyperspace that would allow doing it without huge and madly expensive portals. Then his regular model didn't reach the goal, he just bargained it away to a trader, who supplied the scientist with food and materials.

"SHADE" MK.2

Stealth System.

Decreases the RCS (Radar Cross-Section) of your craft by 45% (thus reducing its detection range by enemies). The principle of the chaotic density field generation was a real hard nut to crack for scientists of the NAVY and the "InoCo" corporation, that's why all stealth system were just copies of the first one. Everybody knew parts it was assembled, but no one could understand how it worked. But anyway, the problem was solved and scientists found the way to improve such systems by simple replacement of components to modern models.

"GHOST"

Stealth System.

Decreases the RCS (Radar Cross-Section) of your craft by 60% (thus reducing its detection range by enemies). After the revelation of the working principle of "Shade" systems and appearance of the "Shade" Mk.2 system, the series of researches were made to invent the way of rising up its efficiency. In a result a "Ghost" system was made. It allowed to create several copies of stealth field with a considerable distance from each other, what, after little time, leaded to stealth systems able to mask several friendly crafts.
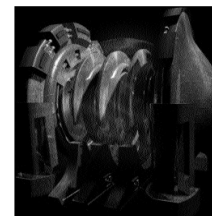
"NEBULA"

Wing Stealth System.

Decreases the effective RCS (Radar Cross-Section) of all crafts in the wing by 40% when active (thus reducing their detection range by enemies). To activate this system change the pilot's task to Cloaking. The next development of a stealth systems was the creation of a system able to generate several copies of stealth field so decreasing the effective RCS of all fighters in the wing. Unfortunately, this system takes all energy and computer time of the support fighter so it becomes unable to fight while the system stays activated. But sometimes just a good stealth rises the wing's chances to win.
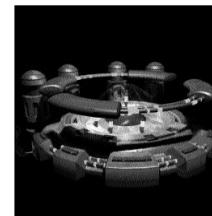
"BLACK HOLE"

Wing Stealth System.

Decreases the effective RCS (Radar Cross-Section) of all crafts in the wing by 60% when active (thus reducing their detection range by enemies). To activate this system change the pilot's task to Cloaking. The most perfect stealth system at the moment. It is able to decrease the efficiency of enemy sensors nearly more than twice.
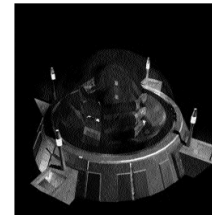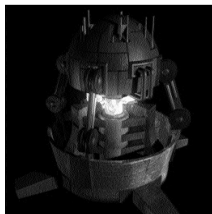
REPAIR SYSTEMS

"TROLL"

Emergency Repair System.

Disposable emergency repair nano-bot tank. It can restore up to 150 hp in 15 sec. Manual activation required. Most of the modern repair systems based on the usage of nano-bots. These diminutive devices are able to do simple repair tasks and might be a repair material by themselves. During dozens years of history they became nearly perfect. Having something like a collective mind, at the moment of a system activation they "know" the construction of a ship and disposition of damage. During repair process nano-bots covers its entire surface thus making it like a mirror. "Troll" system and its advanced analogue "Werewolf" is a disposable system. It becomes useless after first usage. But nevertheless such systems are very popular, because of their reliability and speed of repair.

"WEREWOLF"

Emergency Repair System.

Disposable emergency repair nano-bot tank. It can restore up to 300 hp in 15 sec. Manual activation required. Like other systems of that type "Werewolf" based on nano-bots usage. At the moment this system provides the highest speed of repair. Pilots say that it makes miracles, repairing their almost destroyed ships in seconds.
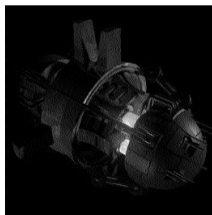
"GNOME"

Repair System.

The nano-bots production system that provides a field repair for the ship damages. The repair rate is 1 hp/sec. "Gnome" system is a real nano-bots production plant with almost inexhaustible resources. After gaining information about any damage system automatically turns on and produces hundred thousands of microscopic bots, programmed for repair. The shortcoming of such systems is a small speed of work, but during long fights these systems might be more useful, that disposable emergency repair systems.
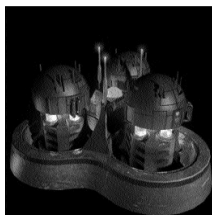
"KOBOLD"

Repair System.

The nano-bots production system that provides a field repair for the ship damages. The repair rate is 2 hp/sec. "Kobold" is a logical development of a "Gnome" system, with all merits and demerits of the last one. Because of energy usage optimization constructors were able to improve the speed of repair.
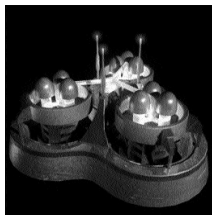
"CLERIC"

Ranged Repair system.

This system provides the repair of any damaged craft in the same wing when active. The repair rate is 1 hp/sec. To activate this system change the pilot's task to Repair. As others repair systems "Cleric" based on nano-bots usage. It is tracking the condition of every craft in a wing and is able, if it is needed, to repair them, sending nano-bots through tunnel field. The drawback is a high energy consumption that leaves a support craft unable to fight.
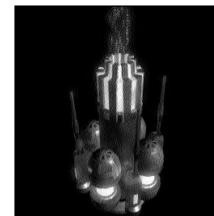
"REDEEMER"

Ranged Repair system.

This system provides the repair of any damaged craft in the same wing when active. The repair rate is 2 hp/sec. To activate this system change the pilot's task to Repair. Having all merits and demerits of its precursor, "Redeemer" have more precise system of tunnel field focusing along with a higher nano-bots regeneration speed, that all together allows to rise the speed of remote repair nearly twice.
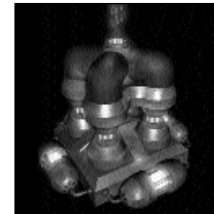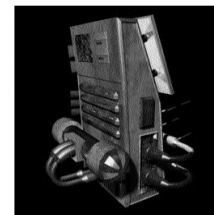
SHIELDS AMPLIFIERS

"BASTION"

Shield Amplifier.

The shield energy is increased by 20 sp and its recharge rate is boosted by 0.5 sp/sec. "Bastion" is an additional energy unit connecting with a standart shield generator of a craft. It is one of the first models, but still is widely used.

"CITADEL"

Shield Amplifier.

The shield energy is increased by 30 sp and its recharge rate is boosted by 1 sp/sec. The great advantage of this system is a high shield recovery speed. "Citadel" was used for a ling time by the NAVY and became the best-seller model.
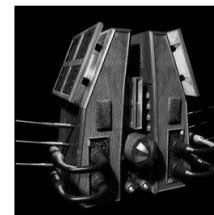
"STRONGHOLD"

Shield Amplifier.

The shield energy is increased by 50 sp and its recharge rate is boosted by 1 sp/sec. The best choice. The shield recovery speed stays at the level of the previous model, but overall power rises almost twice. "Stronghold" is being constantly revisioned during last ten years and many of last modifications may be seen at the market.
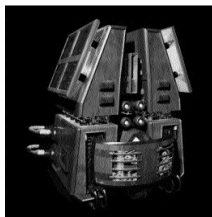
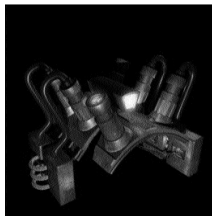## ENGINE AMPLIFIERS

"TARPAN"

Engine Amplifier.

Engine amplifier system. The maximum speed of a ship is increased by 10%. "Tarpan" is one of the successful home-made systems of fuel cell control. A short time after its appearance it started to produced serially and became wide spread, usually being used in light scout fighters.


"MUSTANG"

Engine Amplifier.

Engine amplifier system. The ship's maximum speed is increased by 20%. Unlike its predecessor "Mustang" was developed by the "Triad" corporation. Besides fuel cell control system it has systems of emergency cooling and power control, that allow an engine to work 20% more effectively. It is rumored that the head of the corporation couldn't decide for a long time would it be smart to sell the module at free market. Anyway, this system appeared at the market only after four years of its development.

"RACER"

Engine Amplifier.

Engine amplifier system. The ship's maximum speed is increased by 30%. A military development this system is being produced only for the NAVY. There is a few modules at free market and most traders knows, it is better not to interest, how. This system developed at the same time with the "Mustang", but excels it in all characteristics. It is possible to boost a craft's engines almost by one third using "Racer" and if you have a speed advantage, you have an advantage in general.
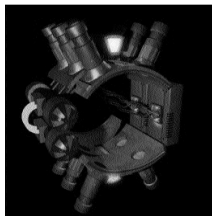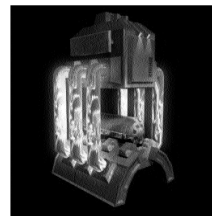

BOOSTERS

"SNOWSTORM"

#### Emergency Weapon Booster System.

Disposable activated weapon booster. Increases rate of fire of all guns by 50% for 75 sec. Manual activation required. This system unites cryogenic cooling and weapon control modules. It allows drastically boost the rate of fire of all onboard guns for a short time. Such systems gained ground only recently after some unification of electronics and software used by different weapon producers.

"BLIZZARD"

Emergency Weapon Booster System.

Disposable activated weapon booster. Increases rate of fire of all guns by 100% for 90 sec. Manual activation required. It is the most successful from the modern extra cooling systems. "Blizzard" is able to provide a great increase of fighter's firepower that leads to a victory even in most hopeless situations.
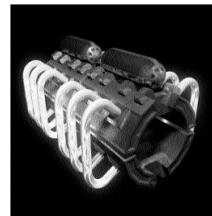
### "AFTERBURNER"

Engine Booster System.

Disposable activated engine booster. Increases ship's maximum speed by 100% for 60 sec. Manual activation required. This system is actually an additional generator and fuel cell connected right to the engines. It allows the ship to have nearly impossible speed for a short time. The first mentioning about such systems usage had appeared during the first part of the previous century, then pirates of Endoria system were able to escape the counterattack of the Patrol.
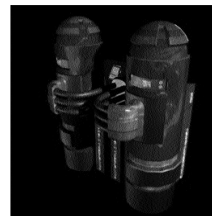
"SUPER AFTERBURNER"

Engine Booster System.

Disposable activated engine booster. Increases ship's maximum speed by 150% for 90 sec. Manual activation required. The usage of engine booster systems is quite dangerous for a pilot because of a high overloads and for a craft because of high deterioration of engines. But after the appearance of gravjacks and mass usage of composite materials, the mass production of more powerful boosters had started. Such systems are usually used during reconnaissance missions or for fast retreat from a fight.
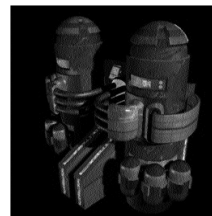
CARGO

Space trading is a difficult and responsible business. A customer first of all is interested in cargo safety, while a carrier of cargo is interested mostly in his own safety. What's why corporation considered this very seriously and developed many special containers for even most dangerous cargo. It is said that such containers are totally safe, but it is rumored that many accidents were never a subject of news.

Pilots escape pods also were developed on the base of trade containers technology.

ARMAMENT OF THE MOTHERSHIP

Turrets for capital ships are developed usually on the basis of fighter's approved cannons, so names and combat characteristics of them are usually the same.
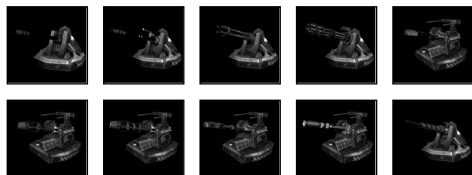
MOTHERSHIP SYSTEM NODULES

LRS "EAGLE"
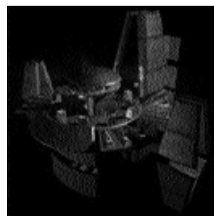
"Eagle" Long Range Scanner.

It is long range military scanner. It became obsolete more than half a century ago, but still might be useful, because its scanning range exceeds the standart sensors installed on commercial ships. Its low price is explained by the spare parts shortage and difficult maintenance. Detection range is 160 clicks.

LRS "HAWKEYE"

"Hawkeye" Long Range Scanner.

It is relatively new long range scanner system, but easily to find at market, because the NAVY removed it from the arsenal and allowed working systems to be free saled. Detection range is 190 clicks.

LRS "PARALLAX"

"Parallax" Long Range Scanner.

And again it is the high technology product of the InoCo Productive Laboratories designed for old generation ship modernisation. May be installed almost at any ship and takes only five cubic meters of inner space. Can be used with any navigational system. Detection range is 220 clicks.
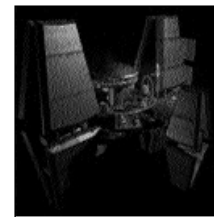
ABM "BLINDER"

"Blinder" ABM System.

It is an active ABM system, able to destroy incoming missiles by laser. An efficiency of usage depends on the generation of a missile, all new ones are equipped with a ABM neutralization systems. The efficiency rating is considered as 15.

ABM "HAZE"

"Haze" ABM System.

It is An active ABM system of capital ships. Was used on the first series of the "Stone Arrow" class cruisers. The efficiency rating is considered as 25, that now is enough for nonmilitary ships.
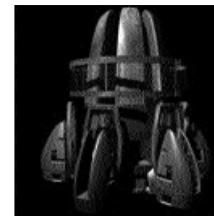
ABM "MIST"

"Mist" ABM System.

Modern active ABM system of capital ships, designed to deflect mass missile attacks. The efficiency rating is considered as 35, but its cost is too high to use anywhere except the NAVY.

ARS "CHROMIUM"

"Chromium" Automated Repair System.

This system is intended for a field repair of a hull and equipment of capital ships of any class. The reconstruction speed is 1 hp/sec.

ARS "NICKEL"

"Nickel" Automated Repair System.

A modernized system that is intended for a field repair of a hull and equipment of capital ships of any class. The reconstruction speed is 2 hp/sec.

ASR "VANADIUM"

**"Vanadium" Automated Repair System.**

The newest special system, is intended for a field repair of a hull and equipment of capital ships of any class. The reconstruction speed is 3 hp/sec.

SA "SCUTUM"

"Scutum" Shield Amplifier.

Shields amplifiers are being produced under many names by different firms and often are used by the local officials and pirates for increasing a fighting efficiency of armed civilian ships. This system is able to increase the energy of deflection shields by 100 sp and the speed of its recovery by 0.5 sp/sec.
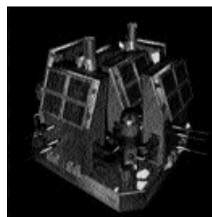
SA "AEGIS"

"Aegis" Shield Amplifier.

"Aegis" shield amplifier technology commonly had been used on all ships, produced by the "USS" corporation during 20 years. Recently the modernized system with that name was put out. This system is able to increase the energy of deflection shields by 200 sp and the speed of its recovery by 1 sp/sec.
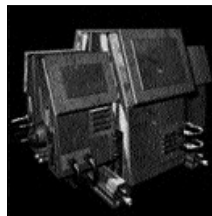
SA "SHIVA"

"SHIVA" Shield Amplifier.

InoCo Productive Laboratories is the first-rate supplier of the newest weapons and equipment intended for modernisation of obsolete ships. This system is the new generation of shield amplifiers and the best choice on a weapon market, although someone thinks, that its price is too high. This system is able to increase the energy of deflection shields by 300 sp and the speed of its recovery by 1 sp/sec.
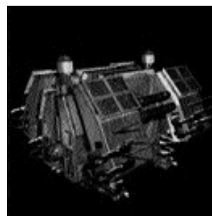
TECHNICAL CHARACTERISTICS TABLES

B-big guns, S-small gins, R-rockets, Sys-systems, Tur-turrets

Fighter	shields	armor	speed	mobility	slots
1st generation					
Excalibur	50	70	750	80	B1, R2, Sys3
Hatchet	30	70	700	70	S2, Sys3
Naginata	50	90	700	60	S2, R2, Sys3
Yari	30	50	800	80	B1, Sys1
Brigand	20	40	700	70	B1, Sys1
Hammerhead	40	110	600	60	S2, R2, Sys1
2d generation					
Bident	140	200	750	70	S2, R4, Sys2
Cleaner	110	250	800	90	B2, Sys2
Raptor	130	130	850	90	S4, Sys3
Stormcrow	120	100	900	110	B1, R1, Sys2
Tie-Fly	100	80	950	120	S2, R1, Sys2
3d generation					
Evil Eye	200	200	1000	120	B1, R1, Sys3
Gunslinger	450	430	950	100	B3, Sys2
Hrimturs	350	450	850	80	S1, R4, Sys3
Tiger	320	320	900	100	B2, Sys3
Trident	400	300	900	90	S3, R1, Sys4
capital ships					
"Cavalier" class corvette	500	1600	600	-	S2, R4, Sys2
"Butcher" class corvette	750	3000	600	-	B4, Tur1, Sys2
"Stonearrow" class cruiser	1000	4000	400	-	Tur3
Battleship "Stalingrad"	3000	15000	350	-	Tur16

Missile	range	number	stability	damage
S-4 "Dart"	60	4	-	35
S-16 "Mini"	60	16	-	20
SRM-6E "Piranha"	125	3	low	35
SRM-8M "Dagger"	135	3	average	45
SRM-15 "Warhawk"	140	3	high	60
LRM-7 "Starshark"	350	2	low	50
LRM-9 "Avalanche"	450	2	average	70

Missile	range	number	stability	damage
ALRM	600	2	high	90
HT-4 "Eraser"	120	1	low	250
HT-6 "Hellbringer"	150	1	low	400
MIRV "Swarm"	130	1(4)	high	30 (x4)
MIRV-2 "Tornado"	130	1(6)	high	30 (x4)

Gun/Laser	rate of fire	damage	range	accuracy
M-106 "Poleaxe"	80	15	70	low
M-110 "War Axe"	90	15	70	low
M-200E "Volcanic"	154	9	65	low
M-201 "Gattling"	205	9	65	low
HCB-2 "Melter"	15	95	70	low
XHCB-5 "Inferno"	15	170	70	low
M-91 "Maksim II"	180	2	60	low
M-100 "Minigun"	270	2	60	low
M-126 "Black Jack"	120	5	65	low
M-133 "Mace"	160	5	65	low
M-150 "Tetsubo"	200	6	65	average
M-79 "Scorcher"	15	55	75	high
AML "Rapier"	15	75	80	high
M-801 "Polaris"	45	45	80	high
MD-1 "Thunderbolt"	17	105	80	high

COMBAT TACTICS

The most important tactical element is a wing. Appointing the wing leader a player must take into consideration his skills and abilities. Another important part is to choose wingmates and their tasks such as "attack", "defence", "anti-missile defence". By changing these tasks during a fight and by reappointing the leader a player have a possibility to tune his wings according to enemy type and number and to special equipment installed on fighters of "Star Wolves".

To create a wing simply drag the icon of second wingman to the icon of the leader.

Wingmen are able to perform different tasks:

Attack – pilot will attack his leader's target.

Defence – pilot will attack any enemy ships firing at his wingmates.

**Repair** – pilot will repair his wingmate's damaged fighters (if he has distance repairing system)

BMD – wingman will use active AMS against any missile tracking fighter of his wing.

**Stealth** – wingman will use wing stealth systems, hiding the wing from enemy sensors.

Use of special abilities – special abilities of some pilots allow them to make miracles in combat, thus rising the efficiency of their wing. The drawback is that these abilities may be used only several times.
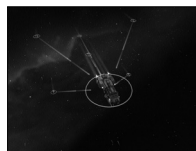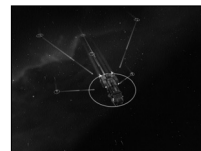

Your wings may work at its own so in escort mode.

A wing, a group of fighters or one fighter may escort any neutral ship, defending it from any threats. Fighters in escort mode try to stay close to the guarded ship, but not to came very close thus remaining some space for maneuver.
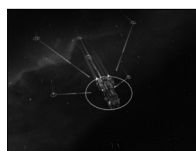
The mothership is escorting by separated fighters
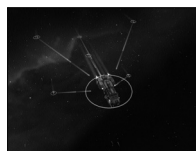
The mothership escorted by two wings

The mothership escorts the transport.

Fighters are ready to repulse an attack.

You can change your wings right in combat with help of the tactical pause (SPACE button). Because of fast changes of situation in a fight an effective wing at the beginning may become easy pray at the end of it. Do not afraid to experiment and use different kinds of formations according to the situation.

GOOD HUNTING, "STAR WOLVES"!

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Composers
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is used in the game.

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Dmitry "Elm" Gulin
Anton "Traf" Trofimov
Nikolai Sidorenko
Anton Senik

Manual
Max "Nutcracker" Nutcracker

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Mothership – Elena Solovieva
Hero – Alexander Andrienko
Astra – Elena Solovieva
Corsair – Arthur Bitov
Viper – Elena Ivasishina
El – Elena Zubkova
Phantom – Sergey Sazoniev
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