

WING COMMANDER™

The 3-D Space Combat Simulator

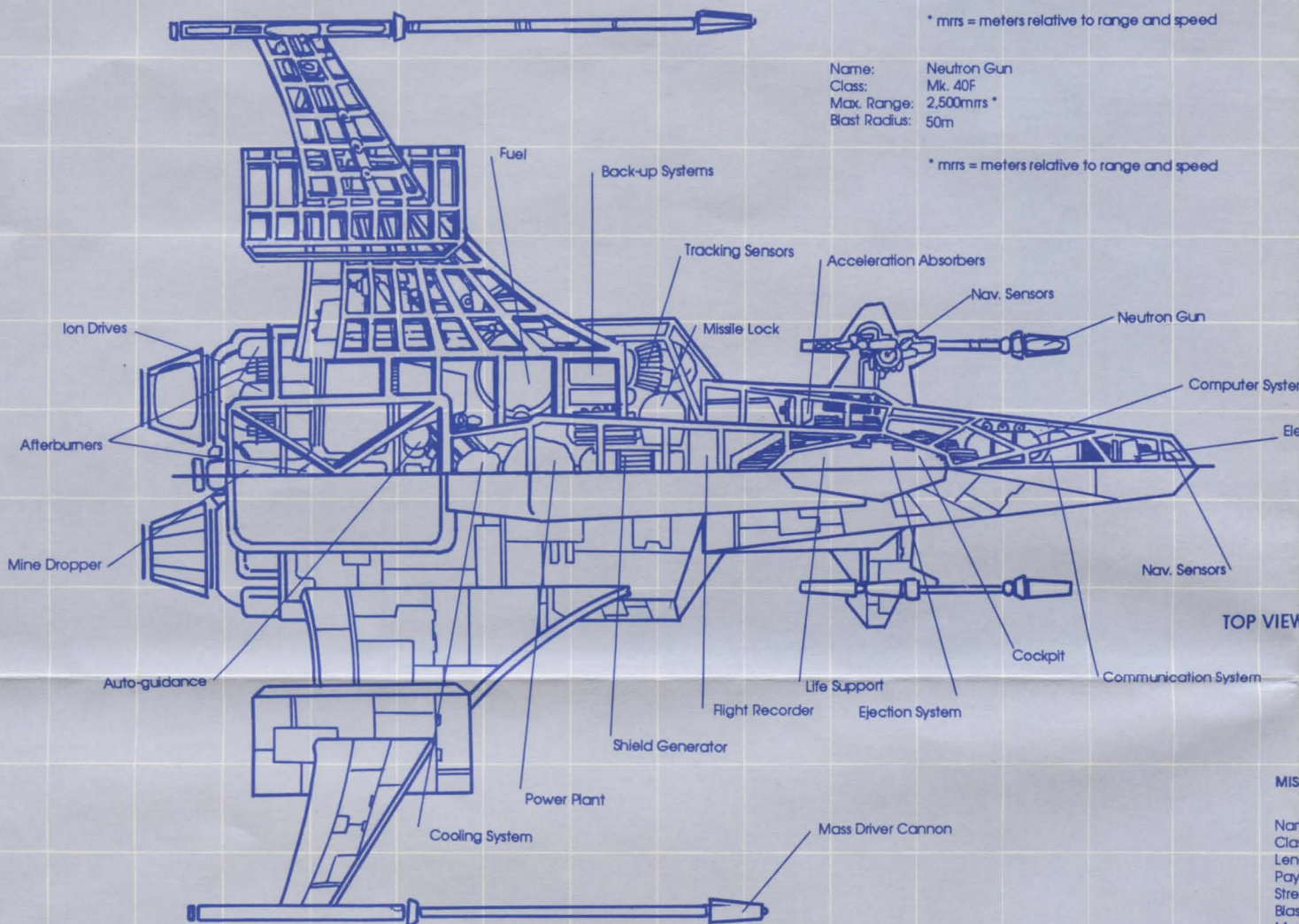
GUNS:

Name: Mass Driver Cannon
Class: Mk. 30A
Max. Range: 3,000mrrs*
Blast Radius: 50m

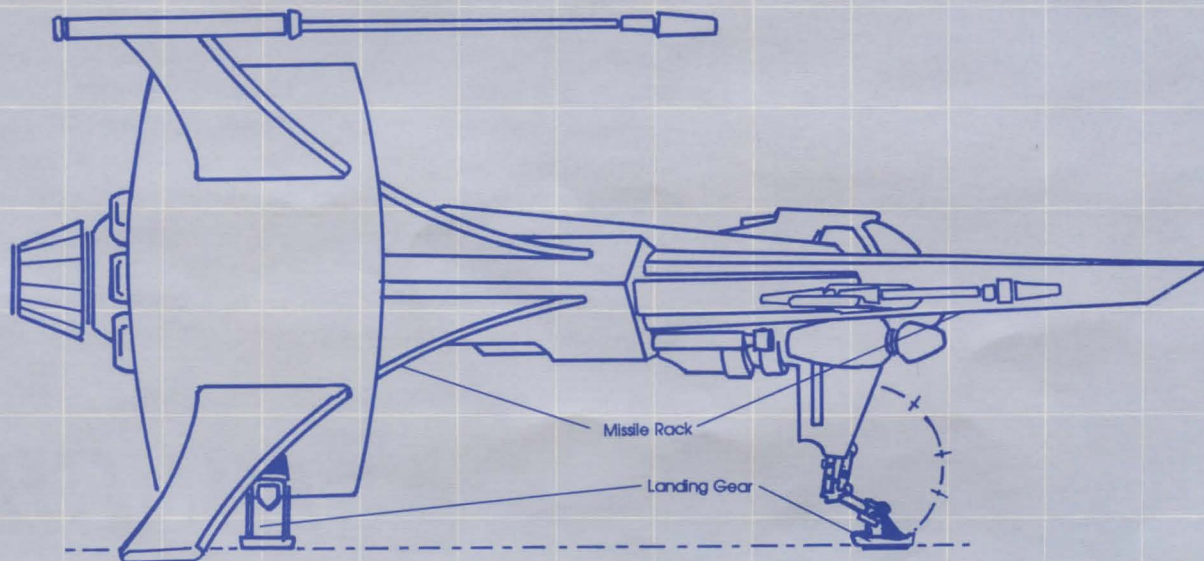
* mrrs = meters relative to range and speed

Name: Neutron Gun
Class: Mk. 40F
Max. Range: 2,500mrrs*
Blast Radius: 50m

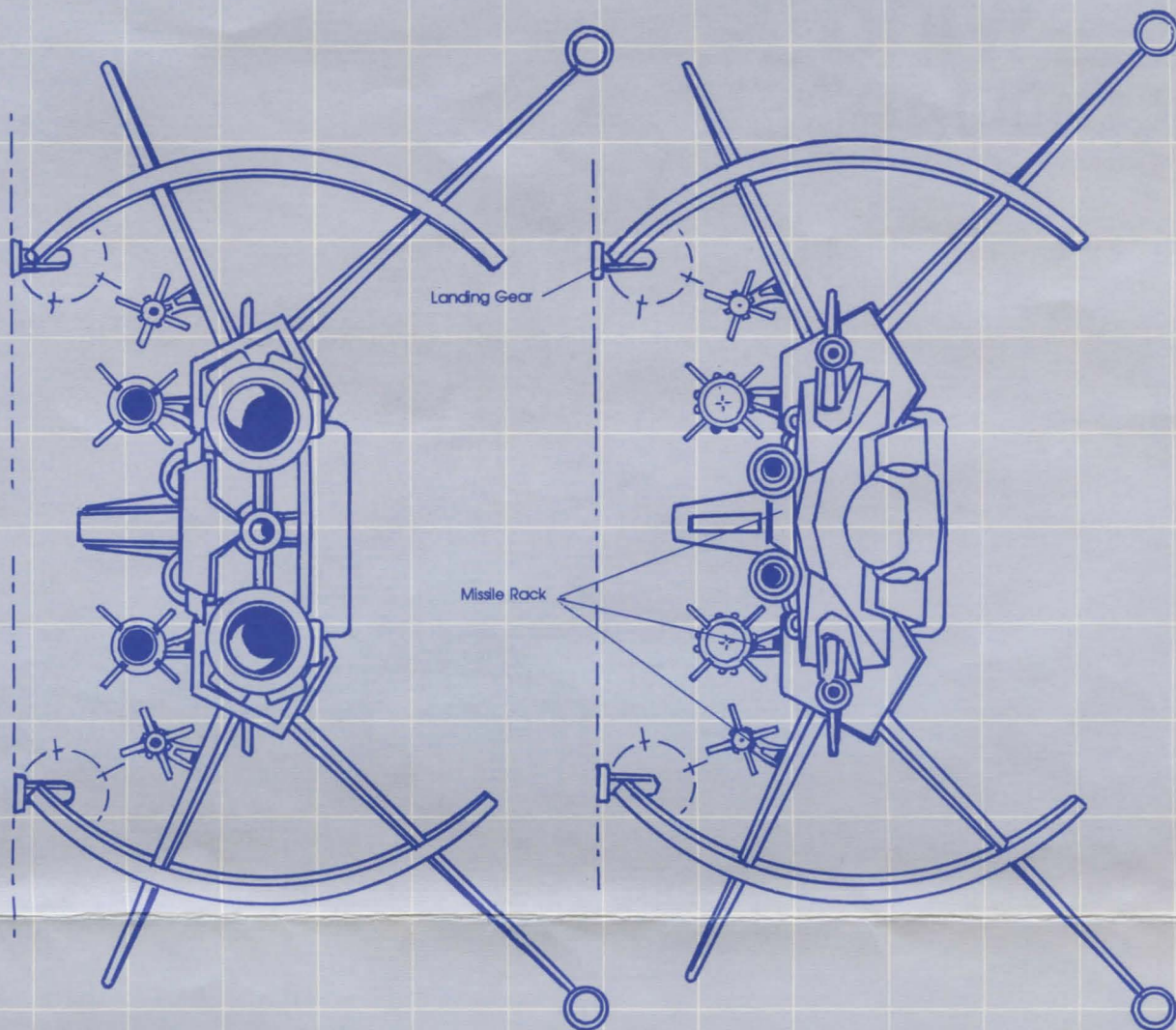
* mrrs = meters relative to range and speed



TOP VIEW



SIDE VIEW



BACK VIEW

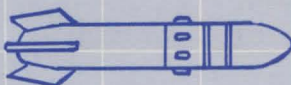
FRONT VIEW

SILES:

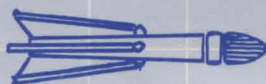
ne: Pillum FF
s: Friend or Foe
gth: 2.2m
oad: Illudium PEW 36
ngth: 9,500 ESK
Radius: 50m
t. Range: 12,000m
Range: 8,000m
city: 800 KPS
t. Yaw: 10 DPS
t. Pitch: 10 DPS
t. Roll: 10 DPS



ne: Spiculum IR
s: Image Recognition
gth: 2.2m
oad: Illudium PEW 36
ngth: 9,500 ESK
Radius: 50m
t. Range: 8,000m
Range: 6,000m
city: 800 KPS
t. Yaw: 10 DPS
t. Pitch: 10 DPS
t. Roll: 10 DPS



ne: Javelin HS
s: Heat-Seeking
gth: 2m
oad: Illudium PEW 36
ngth: 10,500 ESK
Radius: 50m
t. Range: 9,000m
Range: 6,000m
city: 800 KPS
t. Yaw: 10 DPS
t. Pitch: 10 DPS
t. Roll: 10 DPS



Raptor

Class: Heavy Fighter

Length: 36 meters

Maximum Velocity: 400 kps

Acceleration: Good

Maximum Pitch: 5 dps

Mass: 20 tonnes

Cruise Velocity: 250 kps

Maximum Yaw: 6 dps

Maximum Roll: 6 dps

Ship's Weapons: Neutron Guns (2), Gatling Mass Driver Cannon (2), Heat-Seeking Missiles (2), Spiculum IR (Image Recognition) Missiles (2), Pillum FF (Friend or Foe) Missile, Porcupine Space Mine.

Ship's Armor: Fore Shield: 7 cm equivalent; Aft Shield: 7 cm equivalent. Front: 8 cm; Right: 6 cm; Left: 6 cm; Rear: 8 cm.

Aerospace Engineering:



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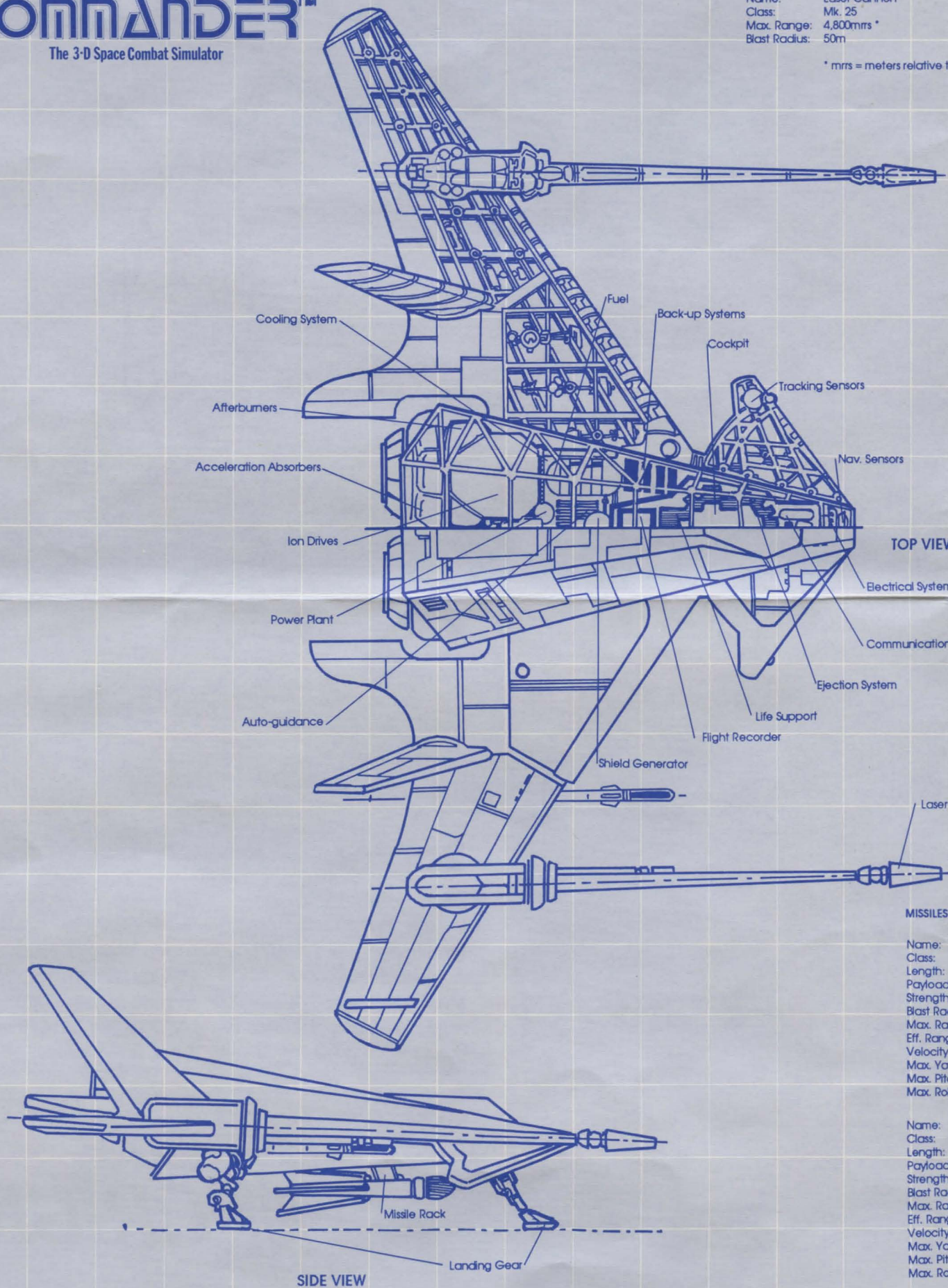
WING COMMANDER™

The 3-D Space Combat Simulator

GUNS:

Name: Laser Cannon
Class: Mk. 25
Max. Range: 4,800mrrs *
Blast Radius: 50m

* mrrs = meters relative to



TOP VIEW

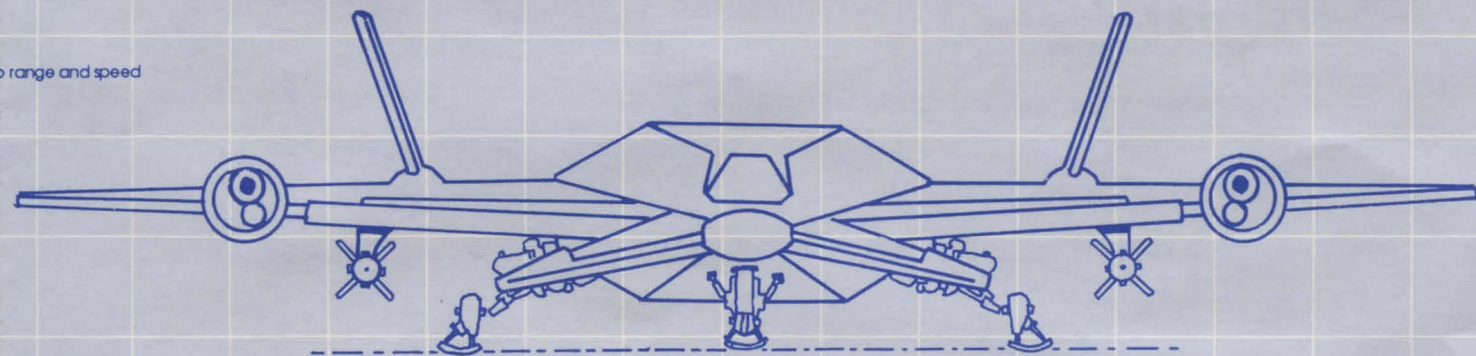
MISSILES

Name:
Class:
Length:
Payload:
Strength:
Blast Radius:
Max. Range:
Eff. Range:
Velocity:
Max. Yield:
Max. Pitch:
Max. Roll:

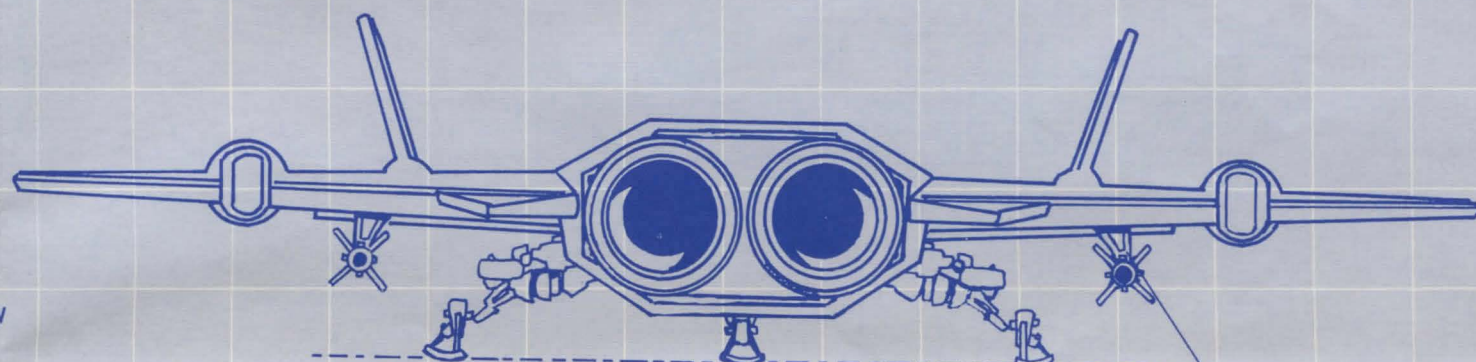
Name:
Class:
Length:
Payload:
Strength:
Blast Radius:
Max. Range:
Eff. Range:
Velocity:
Max. Yield:
Max. Pitch:
Max. Roll:

SIDE VIEW

range and speed



FRONT VIEW



BACK VIEW

Missile Rack

Landing Gear

System

Cannon

Dart DF
Dumb-Fire
2.6m
Illudium PEW 36
11,000 ESK
50m
10,000m
2,000m
900 KPS
10 DPS
10 DPS
10 DPS



Javelin HS
Heat-Seeking
2m
Illudium PEW 36
10,500 ESK
50m
9,000m
6,000m
800 KPS
10 DPS
10 DPS
10 DPS



Hornet

Class: Light Fighter

Length: 20 meters

Maximum Velocity: 420 kps

Acceleration: Good

Maximum Pitch: 9 dps

Ship's Weapons: Laser Cannon (2), Dumb-Fire Missiles (2), Heat-Seeking Missile.

Ship's Armor: Fore Shield: 3 cm equivalent; Aft Shield: 3 cm equivalent. Front: 3 cm; Right: 3 cm; Left: 3 cm; Rear: 3 cm.

Mass: 12.5 tonnes

Cruise Velocity: 300 kps

Maximum Yaw: 8 dps

Maximum Roll: 8 dps

Aerospace Engineering:



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