RULES AND REGULATIONS OF THE WING COMMANDER RPG

ABOUT THE WCRPG REGULATIONS MANUAL

The Regulations Manual is a great revision of the original regulations first used aboard the TCS Armageddon. The Regs Manual has information about WCRPG and other things you need to know. It would be good to print out the whole manual for ease of future reference.

WCRPG HISTORY

The WCRPG club was originally founded by KatanaFlt, just after the release of Wing Commander III. Originally named the Wing Commander III Club, we only traded hints, ideas, and games, via E-Mail.

When Sir Wells was able to get a message folder on the Warrior's Guild board, the club was renamed to the Wing Commander RPG. Additionally we adopted the new chat role playing style, based on the //ROLL command and player interaction. Zilor and Maniac, with input from other members, developed the first rules for the club. After we acquired the message folder, we had a sudden burst of members. **We have around 25 members now, half of whom are members of the Warrior's Guild, due to the WCRPG's location in the Warrior's Guild.**

Recently, we moved over to Confederation Special Operations, after our very successful strike against a Kilrathi ship yard, deep in Kilrathi space; Operation Phantom Strike. As part of Special Ops., not only will we have our standard patrol, strike, escort, and fleet defense missions; we will also be involved in planetary strikes, assaults missions, capture missions, search and rescue missions, etc.

Now there are three capital ships in service; CSO Armageddon, CSO Tarawa, and CSO Devastater.

Major General Katana commands the modified escort carrier CSO Tarawa. Brigadier General Zilor commands the CSO Armageddon, a modified light carrier. RPG Wedge commands the new heavy cruiser, CSO Devastater. Lt. Colonel Sir Wells, Major Geshtar1, and Major SYBERHAWK are the wing commanders for the Armageddon, Tarawa, and Devastater, respectively. The Armageddon and Devastater also have alternate wing commanders, Captain ThunderX99 and Captain Iceman1671, who step in for the regular wing commanders, or help the regular wing commanders during missions. The Tarawa may opt to have an alternate wing commander, once a qualified pilot becomes available.

As membership increases, we will be able to add even more ships.

In the future we will be able to make addition changes and expansions, using future releases of Wing Commander.

Additionally, the WCRPG will have its own home page on the WWW. We may also start producing a regular news letter.

Plus, the WCRPG will be starting a Team Simulation League, based on the WCRPG combat rules. The Team Simulation League(TSL) is a freindly competition between teams, with 2 pilots on each team. Matches will occur between two teams. Eventually the best teams will proceed to a tournament, where the best team will earn bragging rights, until the next tournament. Details on the TSL can be found in the later parts of the regs.

WCRPG PURPOSE

The main purpose is to have fun. The rules are designed to allow for fast and exciting game play, while, allowing for versatile and strategic game play. Creativity is often rewarded.

Also, the club can be informative. Most ship specs and ideas are loosely based on "Victory Streak". By doing so, the club will eventually increase your knowledge in the Wing Commander universe to at least a moderate level.

However, we do make some modifications or create new ships or weapons, in order to keep the game new, and to increase variety. But, any new ships or weapons are still based on technology from the Wing Commander universe, such as flak cannons from WC2 or proton torpedoes from Privateer(which are also mentioned in the Victory Streak).

WCRPG FOLDER

The WCRPG has its own folder, located in the Warrior's Guild board, in the Flight Sim Resource Center.

The folder serves several purposes. First, this is where new pilots post information about themselves. Plus pre-mission briefings, mission debriefings, mission stats, and in between mission updates are posted in the folder. The folder is also used by club members to communicate suggestions and new ideas. And most importantly, the folder provides another area for role playing; that is, promotions, special messages, and communication and interaction between the characters that each member plays.

Don't be shy. Please feel free to use the folder for questions about the regs or the club. Also, when you have a question or suggestion about mission or something else game related, your character can express themselves via the folder.

WCRPG FOLDER LOCATION

To find the WCRPG folder, use the following directions:

AOL Keyword: **FLIGHT**
Click on "**Message Board**"
Click Button "**List Categories**"
Click on "**Warrior's Guild**"
From there you will see "**///Wing Commander RPG**"

HOW DO I JOIN?

You can join by either posting in the WCRPG folder, or e-mailing Sir Wells@aol.com, Zilor@aol.com or KatanaFlt@aol.com (l is a lower case L). That is all that it takes. Even if you have never played Wing Commander, you can still join.

Please use the following form:

NAME:
SCREEN NAME:
CALLSIGN/HANDLE:
SHIP PREFERENCE:

That should look something like this:

NAME: Jason Bondarevsky
SCREEN NAME: KatanaFlt
CALLSIGN/HANDLE: Katana
SHIP PREFERENCE: CSO Tarawa

The name you use should be the character you are playing as. It does not have to be a real WC character.

Ship Preference is the ship that you would prefer to serve on. If a ship is full, you may be assigned to another ship. Currently, the three available ships are the Armageddon, the Tarawa, and the Devastater.

MISSION TIMES

Currently missions are every Tuesday at 8:00 p.m. EST. If membership and missions attendance warrants, another mission day may be added.

Pre-mission briefings will usually be posted in the WCRPG folder by the Sunday night before the Tuesday mission. The pre-mission briefing will describe the up coming mission, the reason for the mission, a basic idea of how the mission will be flown, a list the expected enemy ships and which Confederation fighters, along with their weapon loadouts, will be available for the mission.

Reading the pre-mission briefings will help lessen confussion during missions. It is a very good idea for all wing commanders to read the pre-mission briefings.

If you, that is, your character has a suggestion for a change to the mission plan, please feel free to express it. The best way to fly a mission is not always the mission plan that is posted. This allows for players to have more say and interaction in the missions.

TRAINING MISSIONS

Training missions are held every Monday at 8:30 p.m. EST. They are held by KatanaFlt, or L Whiskey when Katana is not available. Pilots who attend will have a choice of the fighter/ship and they wish to fly. A mission will be planned out that uses the selected fighters/ships for the reason they were designed.

For example, say the attending pilots selected to fly a Longbow. A Longbow's purpose is to deliver torpedoes to enemy capital ships. A mission will be layed out that involves the pilots with capital ships.

If the mission objectives are completed, each pilot who contributed to completing the mission will be awarded a training patch for the fighter/ship they flew.

The training missions will help familiarize pilots with each fighter(Confed and Kilrathi), promote working as a team, and the use of strategy.

TRAINING COURSE

Though it is not required, it is a good idea to schedule an initial training mission on the training course. The training course will give you chance to try out each weapon in a non-combat environment using a special training fighter. This will get you use to using the weapons and making attacks, and will help build your confidence before your first mission. This will also give you a chance to try out the dice macros or dice program, or the necessary dice commands.

The training mission is a type obstacle/target course.

First, you will enter the gun range, where you will have a chance to use guns on 2 drone targets. After you have destroyed both targets, you will move to the missile range.

On the missile range, you will make single missile attacks on targets.

First you will make single missile attacks on drone targets. First, using direct fire/unguided missiles; dumbfires and proton torpedoes. Second, you will use locking missiles; heat seekers, image recognition, and leeches. Finally, you will use auto targeting missiles; friend-or-foe missiles.

Then you will rerun the missile range, making missile salvo attacks on the drones.

Now, you will move to the capital ship range.

First, you will destroy a turret on the drone capital ship.

After destroying a turret, you will afterburner away from the drone and make a torpedo run on the drone capital ship.

Upon successful completion of the target range, you will move to the obstacle course.

On the obstacle course, you will avoid gun and missile fire, and if necessary, use defensive maneuvers, such as routing weapons power to shields.

Upon completion of the obstacle course, the instructor will give you your score, and you will be ready for you first mission.

You may schedule a training course mission with any of the qualified training instructors. The current qualified instructors are KatanaFlt, L Whiskey, and Zilor.

ORGANIZATION

The WCRPG is divided by ship. A certain number of people serve on each ship. You are ranked based on what you have achieved in missions, and in means of helping the club. Each member will serve in one of the following: the Confederation Space Force, the Confederation Navy, the Confederation Reserves, or the Confederation Special Operations.

Pilots are usually officers in the Confederation Space Forces. Capital ship commanders are usually in the Confederation Navy. However, we do allow officer and flag ranks from the Confederation Space Force to command capital ships, since they may want to fly a fighter from time to time.

The Confederation Reserves are for occasional players. Reservists do not receive military rank, but do receive a Reserves rank. Captain is the highest Reserve rank available. You may convert from the Reserves to either the Confederation Space Force or Navy at anytime you choose. Your Reservist rank will be converted to the appropriate rank in the service that you joined. Those who are not able to spend bundles of money on AOL, may want to be in the Reserves. You only need to fly when you have enough money.

Confederation Special Operations actually makes use of all three Terran Confederation military branches.

SHIP COMMANDERS

Each ship has an officer, Lt. Colonel or above, that is in charge of the operation of the ship. This officer will decide how the ship will be involved in combat. During combat, the ship commander will make all of the attacks for their ship.

Ship commanders are responsible for assigning pilots to specific positions on their ship, such as wing commander, and handling promotions on their ship.

Ship commanders are also allowed to fly missions, especially when their capital ship is not needed in the mission. This is especially true in Confederation Special Operations.

WING COMMANDERS

Each ship with fighters will have one pilot who is the wing commander.

The wing commander will assign pilot to an available fighter. The wing commander will direct the actions of the pilots on their wing during combat; such as suggesting a target, suggesting a method of attack, or ordering a pilot in a highly damaged fighter to eject or to return to the ship.

The wing commander will also have to make important tactical decisions, which need to be broadcasted to the host, such as 'we will only be attacking the port side of ship, in order to avoid turret fire from both sides of the ship'.

Additionally, the wing commander may provide direction to, or request action from, their home ship, such as 'the area is clear, you may start you CSM attack' or 'please move in and assist us with your turrets'. And, the wing commander will listen to and evaluate requests and suggestions from the other wingmen.

So a wing commander needs to be able to work under heavy pressure, while keeping track of the actions and status of his/her wingmen and of the enemy, while making important tactical decisions.

During a mission, the wing commander needs to know, track, and be aware of the following infomation:

  - Pilots on his/her wing and the status of their fighters.
  - Status of any friendly ships in the area.
  - Mission objectives.
  - Enemy ships in the area and their status.
  - The weapons load outs for the fighters in his/her wing. If there are late arrivals to a
    mission, the wing commander for the late arriving pilot will need to bring the pilot
    up to speed on the mission, assign them a figher, and explain the weapons load out
    of the fighter.

Basically, the wing commander's primary responsibilities are to make sure that mission

objectives are met, and that all pilots make it home safely.

Additionally, the wing commander usually acts as the 1st officer for their ship, though on a ship with a large number of pilots, the 1st officer position may be assigned to another pilot.

ALTERNATE WING COMMANDERS

A ship may also have one or more alternate wing commanders. The alternate wing commander will take over the position of wing commander if the ship's regular wing commander is not available.

Also, the regular wing commander may delegate some responsibilities to the alternate wing commander(s), freeing themselves up for other purposes. For instance, the ship's regular wing commander may split the ship's wing into two individual wings and assign an alternate wing commander to each wing. Then, the regular wing commander will give assignments and orders to the alternate wing commanders, who will then give the necessary orders to the other pilots on their wing. This will free up the regular wing commander, allowing them freedom to move to where they are needed, and to be able to better track friendly and enemy ships, and their stats.

PILOTS

Pilots are obviously the backbone of any battle group. Many of the capital ships boast a lot of firepower, especially those designed or modified by the Confed Special Ops., but they still remain vulnerable to enemy fighters, especially fighters with torpedoes.

A Confed pilot performs many roles: defending friendly ships, recon an unknown area, patrols, strikes against enemy target, area superiority(the elimination of enemy fighters), escorts, and main force support.

Though your wing commander will provide you orders on what targets to attack, and possibly how to attack, you are always free to express any ideas on tactics or strategies to your wing commander. You may have seen something that they overlooked, or you may know something that they might not(such as the host IMing you with information that is not available to everyone else).

OTHER SHIP POSITIONS

Training Instructor - these pilots are qualified to hold training missions or to host new pilots on the training course.

Test Pilot - these pilots are qualified to try out new or modified fighters and/or new

weapons. They will evaluate the effectivness of a new or modified fighter or a new weapon by using them in combat. Obviously this can be a risky position.

Tactical Commander - higher ranking officiers who are qualified to command capital ships. These officiers are able to take command of a ship, if the ships normal commander is absent. They are also able to assit the ship commander.

RANKS

Ranks basically determine who is called "sir" or who has privilege to command you, or not. You will move up in rank depending on your ship commander. They decide whether you deserve a promotion or not. Here is a chart of the ranks.

Space Force	Navy	Reserves	Special
***************	*******	************	**********
(Officer Ranks)	(Officer Ranks)	(Officer Ranks)	
---------------------	--------------------	--------------------	
2nd Lieutenant	Ensign, 2nd Class	Reserve	The rank you start at.
1st Lieutenant	Ensign	Reserve 1st Lieutenant	Requires at least 5 kills
Captain	2nd Lieutenant	Reserve Captain	
	1st Lieutenant		
Major	Lieutenant Commander		
Lieutenant Colonel granted	Commander		Capital ship may be (Ace of Aces, &
Bronze Star			required)
Colonel	Captain		
(Flag Ranks)	(Flag Ranks)		
------------------	------------------		
Brigadier General be	Commodore		At this point you may
Lieutenant General	Rear Admiral		granted a capital ship
Major General	Vice Admiral		
General	Admiral		
	Space Marshall		

Note: Confederation Special Operations makes use of all three branches; space forces, navy, and reserves.

AWARDS, MEDALS, and RIBBONS

You get certain awards and medals after performing certain deeds. The awards and medals are:

Award	Requirements
********	******************
Five Missions Ribbon	5 missions flown
Fifteen Missions Ribbon	15 Missions flown, Promotion given

Fifty Missions Ribbon	50 Missions flown
Ace Ribbon	5 kills; Promotion given
Ace of Aces Ribbon	25 kills; Promotion given
Ace Extraordinar Ribbon	100 kills; Promotion given
Ace Supreme Ribbon	200 kills; Promotion given

Command Ribbon	**25 kills for capital ship, Promotion given**
Superior Command Ribbon	**100 kills for capital ship, Promotion given**
Command Excellence Ribbon	**200 kills for capital ship, Promotion given**

* Command Ribbons are awarded to capital ship commanders for ship performance, when the ship is directly under their command.

Bronze Wings	**Exceptional maneuvering skills**
Silver Wings	**Exceptional targeting, 7 or more kills in a mission**
Gold Wings	**Exceptional combat flying, 10 or more kills in a single mission**

*** Silver Wings can also be award for especially impressive maneuvers, such as hitting 11 out
 of 12 shots, or making 4 successful missile attacks in a row.**

Bronze Star	Bravery under fire
Silver Star	Bravery in overwhelming opposition
Gold Star	Bravery in hopeless odds; Promotion given

Purple Heart	**Being wounded in combat**
Platinum Cross	**For exceptional dedication and service**

Star of Terra	Exceptional Defensive skills
Golden Sun	Survival of the destruction of your ship
Terran Confederation Medal of Honor	Highest honor possible

Special ribbons will be created as needed.

Some of the ribbons and medals have preset criteria for being awarded, while others are awarded when your commanding officers thinks you are deserving.

ROLE PLAYING

This part of the regulations will describe how to fly the missions. Missions are played via an AOL chat room, using a combination of messages that describe what you are doing, or what is happening, and the chat dice rolling command.

The dice rolling command uses the following format:

//roll-dice#-sides20

Replace the '#' with the number of dice you are rolling. The number of dice needed is dependant on what you are doing, and will be explained in some of the up coming sections.

During non combat situations, you are pretty free to do what you want to, but within reason. Don't get to far ahead of everybody else.

During combat, action is based on combat rounds, during which, each pilot, including the enemy, gets one turn to perform a main action; such as attacking a target, landing to get a new fighter, launching in a new fighter, moving to a different area of combat, etc.

Before entering a mission, make sure that your chat preferences have a check for alphabetizing the member list. During combat, the players will each get their turn, in alphabetical order. The host will let you know when it is your turn. This will help cut down on confussion.

ACTION

Just type in what you're doing. ::ahem:: But do try to remain realistic. Actions in the game are done by placing "::" around the description of what you are doing. For example:

 :: walks to his office ::
 :: ejects quickly ::
 :: fires guns ::
 :: salutes ::
 :: launches ::
 :: afterburning back to the Tarawa ::
 :: landing ::
 :: pulling up behind the dralthi and attempting a missile lock ::

During missions, you can direct a message to a specific pilot or enemy, by using the pilots name or the enemy's designation, followed by a '>', and then the message.

RPG Wedge> Requesting permission to engage enemy

Kilrathi> You cats are going home in a box

Messages can be broadcasted to a specific group, such as a wing, in the following way:

Alpha Wing> Engage the Darkets first.

Messages can be broadcasted to everyone using '<comm>'.

<comm> All fighters, launch when ready.

Additionally, you will see messages from the host that represent communications from specific ship, both friendly or enemy.

<Armageddon> All fighters return immediatelly

<Kilrathi> Confed apes want to play. Hahahahaha...........

These are just some of the examples of what you may do, or see, during a mission. Often, abbreviations are used, in order to save time, such as the Armageddon are referred to as the 'Arm' or Kilrathi are referred to as 'K' or the common ship abbreviation(see Ship Specifications) for a ship is used.

<Arm> All fighers, launch when ready.

<K> You descendants of monkeys.

D1> Prepare to meet Sivar, kitty.

Obviously, between your turns, you may communicate freely with the other pilots, such as getting updates, requesting orders, making a suggestion, etc. Do try to keep the communications mission related, since to much chatter can make it hard for some players to keep up with what is going on.

SOUNDS

Chat sounds (WAV's) are always used during missions. A sound is played by sending a "{S" followed by the name of the WAV file. Example: {S boom

There are several sound files that have been created and distributed for use during missions; and new ones are being created all the time. However, please refrain from using sounds at inappropriate times, or to often, since they can slow down or disrupt game play. Only the host or the player making an attacking should be using a sound files, except for the APPLAUSE wave file, and a few of the other wave files, then only when appropriate.   Over use of the wave files can be disruptive.

The sounds files are located in two different locations:

 1) File Transfer Protocal (FTP) at: ftp://users.aol.com/tcstarawa/wcrpg/

 2) America On-line FSRC Clubs file area.

TACTICS

It is important to inform the host of your tactics and strategies.   Tactics and strategy are as important as firepower and skill.

For instance, a wing commander may let the host know that all of the pilots on their wing will only be attacking one side of an enemy capital ship. Such a strategy would effectively cut down the number of turrets that the enemy capital ship could use against them and the pilots on their wing. Otherwise, the host would assume that the wing was swarming around the enemy capital ship, allowing the enemy to use all of their turrets against the wing.

Example:

Sir Wells: L Whiskey, afterburner out of gun range and start a torpedo run on the cruiser's port side
Sir Wells: All other pilots start attacking the turrets on the cruiser's side

Creative tactics and strategies, as long as they are reasonable, will be usually be effective.

Pleasae, no, "I'm going full afterburner into the side of the enemy carrier, and ejecting at the last second", unless you want to die while doing very little damage to the enemy carrier.

TAUNTING

Taunting is an important tactic that can be used to draw fighters away from another ship, such as a transport or a weakened fighter.

:: taunting Vaktoths :: Here kitty-kitty-kitty-kitty!

V1> Kitty want a bowl of milk.......

FIRING GUNS

Firing is done with the dice command.

//roll-dice#-sides20

Just replace # with the number of guns on your ship (see Ship specs below). Everything is

measured in "damage points". A single hit of a gun is 10dp (except for Excaliburs and Bloodfangs, which do 15 dp with each tachyon gun). For example, if you are flying a Thunderbolt, you have 6 guns.

//roll-dice6-sides20

Be sure to state that you are firing your guns, and your target.

::Guns, D1::

A dice roll of 12 or above is a hit. Excaliburs and Bloodfangs only require an 11 or above to get a hit, since they have autotargeting.

FIRING REAR GUNS

If your ship is equipped with a rear gun, you can fire it only when you have an enemy attempts a missile lock on you. A Thunderbolt has 1 rear gun.

//roll-dice1-sides20

A dice roll of 12 or above is a hit.

FIRING MISSILES

You still use the //roll command for firing missiles. There are several types of missiles in WCRPG.

DUMBFIRES

They're fired just like guns, only you have a limited amount of dumbfires. A 12 or above is a hit. Each hit does 40 dp damage. To fire a dumbfire barrage, you roll a dice for each dumbfire you are launching. The maximum number you can fire is based on the number of missile hardpoints that are on the ship. In the case of firing 4, you would type:

:: firing 4 dumbfires on Transport ::

//roll-dice4-sides20

Each dice roll above 12 is a hit.

PROTON TORPEDO

These new missiles are similar to dumbfire missiles, being that they are an unguided missile. They are more powerful than dumbfire missiles, doing 50 dp damage, but have a shorter range.

Instead of being loaded on a hardpoint, a proton torpedo is fired from a launcher. The launcher replaces the normal missile hardpoint on a ship, and holds 5 proton torpedoes. Due to the cost and low availability, you will not see proton torpedoes in use very often.

Due to the shorter range, proton torpedoes hit on a 13 or above. To fire a proton torpedo barrage, you roll a dice for each proton torpedo you are launching. The maximum number you can fire is based on the number of torpedo launchers attached to the ship. In the case of firing 4, you would type:

:: firing 4 proton torpedoes at Transport ::

//roll-dice4-sides20

Each dice roll above 13 is a hit.

GUN, DUMBFIRE, and PROTON TORPEDO ATTACKS on CAPITAL SHIPS

When attacking a capital ship with a fighter, you get a small bonus due to size and maneuverability differences. Gun, dumbfire missiles, and proton torpedo attacks made by fighters against capital ships are at +2.

Bonuses for other weapons used against capitals ships, such as locking missiles and Friend-or-Foe missiles, will be noted in the section for the appropriate weapon.

LOCKING MISSILES

Locking missiles would be heat seekers(HS), leeches, and image recognition(IR) missiles. For these missiles, you need to get a lock first. You must also state that you are going to fire a locking missile. Then roll one 20 sided dice.

::Attempts HS lock on D1::

//roll-dice1-sides20

A lock is made when the player rolls the necessary number or higher, based on the type of missile being fired.

Missile Type	Lock on Fighter	Lock on Capital Ship

Heat seeker	10 or higher	7 or higher
Leech	7 or higher	5 or higher
Image Recognition	5 or higher	3 or higher

If you get a lock, the missile will be fired and the target will get a chance to evade your missile. They will role one dice with 20 sides.

::Evading missile::

//roll-dice1-sides20

If the target rolled a 10, you must role a 11 or better to get a hit.

If you want to fire a barrage, you use one dice for locking. Then the target will roll a number of dice equal to the number of missiles you have locked. Then you will roll a number of dice equal to the number of missiles to see which missiles hit the target. The maximum number of missiles that you can fire is equal to the number of missile hardpoints on the fighter.

There is one exception to evasion. When you are firing locking missiles at capital ships, the capital ships defensive role must beat your offensive role by at least 5 points, since a capital ship is not very maneuverable.

Example:

You get a lock on a transport and fire 4 missiles at it. The transport would roll 4 twenty sided dice for defense. Let's say they rolled 10, 7, 19, and 12. Then, you would roll 4 twenty sided dice for offense. Let's say that you rolled 11, 2, 15, and 1.

So the first missile would hit, the second would miss (since the defensive roll is 5 points higher than the offensive roll), the third would be a hit (since the defensive roll is only 4 points higher that the offensive roll), and the forth would be a miss.

PILUM FRIEND-OR-FOE MISSILES

Pilum Friend-or-Foe (FF) missiles are self locking missiles, that seek the nearest ship without a friendly radio transmission. Therefore, you do not need a lock to use a Friend-or-Foe missiles. Instead, you just fire the missile and the missile will home in on the nearest enemy target.

Basically, you fly close to the target you want to attack, and fire the missile. When the missile is fired, the target will try to evade. The enemy will roll a dice for each missile you fire. If the enemy gets a 16 or better, **or 18 or better of capital ships**, that missile was evaded. If a Friend-or-Foe missile misses, the host will pick a new target for the missile on the next turn. The next enemy will try to evade. If the missile is evaded, then it will self-detonate.

Example:

:: I fly close to V1 and fire a full salvo of FFs ::

The enemy rolls to evade.

//roll-dice4-sides20
OnlineHost: Host rolled 4 20-sided dice: 11 3 17 19

In this case, the first 2 missiles hit, and the last 2 missiles missed.
On the next turn the 2 missiles will find other targets, to be determined by the host.

You cannot use a FF missile to shoot a target that is far away, if another enemy ship is closer, since the FF missile always lock onto the nearest target.

Also, a friendly ship, whose communication system is damaged, could be targeted by a FF missile, so be careful.

TORPEDOES

Torpedoes require 3 locks in order to fire. You must get a roll of 5 or better in a turn to get a lock. After you get 3 locks, the torpedo is fired. If you roll less than 5, you must try for the lock on the next turn.

You do not have get 3 locks in a row, but for each turn you roll less than 5, is one additional turn that it will take you to get a full lock on the target and launch the torpedo.

Targets can not evade torpedoes. Torpedoes have the damage power of 400 dp. The maximum number of torpedoes that may be fired at one time is equal to the number of torpedo hardpoints on the fighter.

:: Attempting 1ˢᵗ torpedo lock on carrier ::

//roll-dice1-sides20

When you make a torpedo run, the ship that you are attacking can not fire on you until the next round, since you will usually move out of gun range before starting a torpedo run.

:: afterburning out of gun range, preparing for a torpedo run ::

However, after you first lock, you can be guaranteed that the enemy capital ship, and probably any nearby fighters will be taking an interest in you.

CAPITAL SHIP MISSILES

These missiles are only armed on capital ships. The modified escort carrier CSO Tarawa and the heavy cruiser CSO Devastater are armed with CSMs.

CSMs take at least 2 turns to lock and fire. One to lock, the other to launch. Like torpedoes, if you do not get a 5 or better, you will need to try for a 5 or better on the next round, but you will not lose a previous lock, if you have one. CSMs can be shot down by enemy fighters. CSMs have the damage power of 3,000 dp, in other words, it destroys virtually anything it hits. Only one CSM can be fired at a time; of course, why would you need more than one.

:: attempting 2nd CSM lock and fire on cruiser ::

//roll-dice1-sides20

After a CSM is launched, it takes at least one round for the CSM to hit its target. If the CSO Tarawa launched a CSM at a Kilrathi carrier, the CSM would not hit the Carrier until the Tarawa's chance to fire, in the next round. If a target is a long distance away, then it may take 2 or more rounds for the CSM to reach the target. Such as a target that is at least 3 or 4 rounds away at normal cruise, would require 2 rounds for a CSM to hit. The reason being that a CSM only moves at about 500 kps. A Longbow at full afterburner (700 kps) can easily overtake a CSM.

A CSM can be destroyed by fighters, but not by capital ships, since a CSM is small, compared to a fighter. Since a CSM is small, a roll of 15 (14 for an Excalibur) or higher is required to hit a CSM.

It takes 25 dp of damage to destroy a CSM. So it would take 3 hits from a normal fighter to destroy a CSM, or 2 hits from the tachyon cannons on an Excalibur. Of course, a single dumbfire will destroy a CSM, but once again, a roll of 15 or better is required to hit the CSM, for all fighters, including Excaliburs.

A CSM cannot be hit with locking missiles(IR or heat seekers) or with self targetting missiles(FF missiles).

Firing a CSM doesn't interfere with the operations of turrets.

After a ship fires a CSM, it takes 1 round to reload the CSM tube.

CSMs cannot be used against a capital ship in close proximity to yours, or that is not in front of your capital ship.

FLAK CANNONS

These turreted cannons were once popular on capital ships, as protection against fighters and torpedoes. The Flak Cannon(FC) lays down a rapid, heavy barrage of energy weapons fire, making it harder for fighters to attack.

Today's Flak Cannons are updated versions of the originals. Because of the nature of the weapon, each turret gets two attacks, requiring an 11 or better to hit, due to the amount weapons fire. Flak Cannons do 25 dp of damage. Also, due to their high fire rate, Flak Cannons use a lot of power.

:: firing Flak cannon at attacking Darket ::

//roll-dice2-sides20

A dice roll of 11 or above is a hit.

ANTI-MATTER GUNS

These powerful, turreted guns are only found on capital ships, and do 70dp of damage. Anti-Matter Guns(AMG) are generally for use against other capital ships, requiring a 12 or better to hit. If an AMG is used against a fighter, the attack is made at -5, due to the slowing aiming, which makes them accurate against capital ships, but not very effective against fighters.

:: firing an AMG on enemy cruiser ::

//roll-dice1-sides20

A dice roll of 12 or above is a hit.

Firing an AMG may interfere with the operation of other energy weapons, if the ship doesn't not have enough surplus power.

PHASE TRANSIT CANNON

This is the most power weapon in existence. This weapon is found on only the largest capital ships. The Phase Transit Cannon(PTC) usually forms the keel of the ship that is equipped with one. The PTC can be used against space and ground targets.

When fired, an expanding bolt of energy is released from the PTC, that speeds towards its target. The only way a PTC can be fired is to point the ship that the PTC is mounted on at the intended target. The PTC works best against far away targets, since the farther away the target, the less the angle of attack and the larger the PTC shot will become.

The PTC uses an immense amount of energy. After the first firing, the PTC must spend at least 4 rounds recharging, during which time, no other energy guns may fire, unless the ship has an extremely powerful reactor. If other energy guns on the ship are used, the recharge time will increase.

:: firing the PTC at the enemy carrier ::

//roll-dice1-sides20

A dice roll of 16 or higher is a direct hit, resulting in the complete destruction of the target, along with any small targets that were in way when the PTC is fired, such as corvettes and fighters.

A dice roll of 12 to 15 means a heavy hit, that is the PTC shot did not directly hit the target, but did hit a majority of the target. Damage would be 2000 dp.

A dice roll of 9 to 11 means a light hit, that is the target was only partially hit. Damage would be 1000 dp.

A dice roll of 6 to 8 means a glancing hit, that is the target was grazed. Damage would be 250 dp.

Stationary targets, such as stations, depots, and ground targets would be attacked with a +5 on the attacking die roll.

If a miss or partial hit occurs, the host needs to determine if the shot hit any other nearby target, since a PTC is so large. It is also possible to target several ships at once, it they are close enough together.

If the PTC is used against enemy fighters, approaching from a distance, the attack would be at -5. A PTC shot could be useful in dispersing or destroying a large group of fighters, assuming that there is enough time for the ship to turn and aim at the approaching fighters.

LIGHT PHASE TRANSIT CANNON

This is a smaller, less powerful version of the Phase Transit Cannon. This weapon was design to mount on the keel of medium to large capital ships. The LPTC can be used against space and ground targets. Though it is less powerful version of the PTC, it is a little easier to aim since the LPTC is mounted on smaller, more maneuverable capital ships. The capital ship may even be modified to increase maneuverability. The light carrier CSO Armageddon has been modified with newer, more powerful engines; and now has a LPTC mounted along the keel of the ship, with the muzzle protruting past the bow enterance of the flight deck.

When fired, an expanding bolt of energy is released from the LPTC, that speeds towards its target. The only way a LPTC can be fired is to point the ship that it is mounted on at the intended target. The LPTC works best against far away targets, since the farther away the target, the less the angle of attack and the larger the LPTC shot will become.

The LPTC uses a large amount of energy. After the first firing, the LPTC must spend at

least 2 rounds recharging, during which time, no other energy guns may fire. If other energy guns on the ship are used, the recharge time will increase.

:: firing the LPTC at the depot ::

//roll-dice1-sides20

A dice roll of 16 or higher means a direct hit, doing 1400 dp of damage.

A dice roll of 11 to 15 means a heavy hit, that is the LPTC shot did not directly hit the target, but did hit a majority of the target. Damage would be 700 dp.

A dice roll of 7 to 10 means a light hit, that is the target was only partial hit. Damage would be 350 dp.

A dice roll of 4 to 6 means a glancing hit, that is the target was grazed. Damage would be 150 dp.

Stationary targets, such as stations, depots, and ground targets would be attacked with a +5 on the attacking die roll.

If a miss or partial hit occurs, the host needs to determine if the shot hit any other nearby target, since a LPTC shot is so large. It is also possible to target several ships at once, it they are close enough together.

If the LPTC is used against enemy fighter(s) approaching from a distance, the attack would be at -5. A LPTC shot could be useful in dispersing or destroying a large group of fighters, assuming that there is enough time for the ship to turn and aim at the approaching fighters.

MINES

Mines are slow moving devices, that can lock onto and approach a capital ship, assuming that the capital ship is in a close proximity of the mine. Once the mine is close enough to, or make contact with, the capital ship, it detonates, doing 20 dp.

Mines are very difficult to detect. Being hard to detect, they are very useful when used at such places as jump points. Mines are only useful if they are layed in an area that will be used by a capital ship.

After the mines are layed, and assuming an enemy ship has enter the area where the mines were layed, the player must roll 1 twenty sided dice for each mine layed. A score of 5 or above means that the mine detonated close enough to the ship to damage it. Generally, the mines will gravatate toward the first one or two capital ship(s) to enter the area, depending on the number of mines layed.

DAMAGE SUMMARY

Guns	10 damage points
Tachyon Gun	15 damage points
Flak Cannon	**25 damage points**
Anti-Matter Gun	**70 damage points**

Dumbfire(DF) missile		40 damage points
Heat Seeker(HS) missile	30 damage points	
Image Recognition(IR) missile	30 damage points	
Friend-or-Foe(FF) missile	25 damage points	

Proton Torpedo(PT)   **50 damage points**

Leech   Can disable a ship (may need more than one for very large ships). The ship's shields must be down.

Mines   **20 damage points**

Torpedo   400 damage points

Capital Ship Missile (CSM)   3,000 damage points

Phase Transit Cannon   **250 dp to instant destruction of target(s)**
Light Phase Transit Cannon   **150 to 1400 damage points**

When you get hit by a certain weapon, you lose that many damage points.

SHIELDS

After everyone in the mission has had their turn, your shields regenerate, 10 dp for fighters and 20 dp for capital ships.

If your ship's damage points drops too low, you may substain damage to one of your weapons or to one of you ships systems, such as navigation, engines, communications, etc.

If the shields on your fighter are low, you may skip your attack and redirect all of your weapons system power into the shield system, allowing your ship to recharge at twice the rate.

Also, if you skip your attack, you will be able to fly more defensively, becoming a much harder target to hit. Going to a defensive mode means that guns and direct fire missile(dumbfire) attacks against you are at -5, missile locks are at -3, and you will make defensive rolls against missiles at +5.

:: I am routing weapons power to shields and flying defensively this round ::

TURRETS

If you target a turret on a capital ship, a roll of 12 (11 for Excalibur) or better is a hit and will destroy the turret, but will not damage the ship. You may only target one turret during your turn.

Attacking and destroying turrets has the advantage of making it easier for another fighter to make a torpedo run, or just plainly cut down on a capital ship's fire power.

ATTACKS MADE WITH CAPITAL SHIP TURRETS

First, capital ships attacking capital ships.

When two capital ships are approach each other from a general head on approach, the number of turrets that each ship can use against each other is limited to 1/4 to 1/2 of their total turrets, depending on the placement of the turrets.

When one capital ships is approaching another capital ship, from the side, the approaching capital ship would only be able to use 1/4 to 1/2 of its total turrets, while the capital ship that is being approached from the side could use 1/2 to 3/4 of its total turrets.

When two capital ships are making broad side passes at each other, then each ship will be able to use 1/2 to 3/4 of their total turrets, once again, depending on the placement of the turrets.

For instance, more powerfull turrets, such as AMGs and Flak Cannons, are usually placed on the top and bottom of a ship, at the bow and aft, so targets directly to the aft and bow can only be attacked by 1/2 of the turrets; either the top and bottom bow turrets or the top and bottom aft turrets. When a target is to the side, then all of the turrets could be used. Of course, their are other variations for targets that are above or below your ship. The host will be able to tell you how many of the turrets that you can use.

The smaller, less powerful laser turrets are usually place all over the hull, so a smaller percentage of the turrets can be used against a single target. Once again, the host can tell you how many are useable against a target.

Against fighters, usually less turrets can be used against them, do to their smaller size making them an inaccessible target to some of the turrets. Generally, only 1/4 to 1/2 of a ships turrets can be used against a particular fighter. However, unless the enemy attack is highly organized, you will be able to use all of your turrets against multiple targets.

WCRPG DICE PROGRAM

To help speed game play and to make dice rolling, and choosing a mode of attack easier for players, the WCRPG is developing a program designed to work with AOL chat. This program allows you to chose a mode of attack, and will ask you pertinent information, such as target, number of missiles to fire, etc.

The program is called WCRPG.EXE. To run the program, first start AOL. After you have started AOL, ALT+TAB back to Program Manager, and start File Manager. Switch to the director that contains WCRPG.EXE and double click on the program name. Then ALT+TAB back to AOL. The program window will always remain on top of AOL.

The first time you run WCRPG, it will ask you for the directory that contains the AOL software. Usually the directory is C:\AOL20 or C:\AOL25. Just type in the directory path, but don't add a '\' to the end of the path. The program will then add a file in you C:\ WINDOWS directory, WCRPG.INI.

This will create a window, with several buttons. Each button is described below.

1 D 20   - will send a command to chat to roll 1 twenty sided dice.
2 D 20   - will send a command to chat to roll 2 twenty sided dice.
3 D 20   - will send a command to chat to roll 3 twenty sided dice.
4 D 20   - will send a command to chat to roll 4 twenty sided dice.
5 D 20   - will send a command to chat to roll 5 twenty sided dice.
6 D 20   - will send a command to chat to roll 6 twenty sided dice.
? D 20   - will ask you for a number of dice and send a command to chat to roll the number of requested 20 sided dice.
Guns   - will ask you for a target and send a message to chat stating the target that you are attacking with guns.
DF   - will ask you for a target and number of dumbfire missiles you want to use, and then send a command message to chat stating what target you are attacking with dumbfire missiles and roll the appropriate number of dice.
IR   - will ask you for a target and number of IR missiles you want to use, and then send a command message to chat stating what target you are attacking with IR missiles, the number of missiles and roll 1 dice for the lock.
FF   - will ask you for a target and number of FF missiles you want to use, and then send a command message to chat stating what target you are attacking with FF missiles, the number of missiles.
HS   - will ask you for a target and number of HS missiles you want to use, and then send a command message to chat stating what target you are attacking with HS missiles, the number of missiles and roll 1 dice for the lock.
PROTON - will ask you for a target and number of proton torpedoes you want to use, and then send a command message to chat stating what target you are attacking with
             proton torpedoes and roll the appropriate number of dice.
Torpedo - will ask you for a target and will send a command message to chat stating what
             target you are attacking and roll 1 dice for the lock.

Leech - will ask you for a target and number of IR missiles you want to use, and then send a command message to chat stating what target you are attacking with IR missiles, the number of missiles and roll 1 dice for the lock.

Ejecting - Will send a message to chat stating that you are ejecting.

BOOM - Will send a command to chat to play the BOOM.WAV file.

In the future there may be an additional option that allows you to program in your favorite saying and taunts.

DICE MACROS

To help speed game play and to make dice rolling easier for players, there is a dice rolling macro available. The file, WCRPG.REC, is design to work with the Windows Recorder. The icon for this program looks like a video camera with 2 video cassettes and is usually found in the "Accessories" program group. The actual program is RECORDER.EXE in the \WINDOWS directory.

There are two ways to use the WCRPG.REC file. The first way is start Recorder. Then under the menu item "File" select "Open". Change to the directory that contains the WCRPG.REC file and select the file.

The second way is to go into File Manager, change to the directory that contains the WCRPG.REC file and double click on the file name. There should be an association already setup, that will automatically start RECORDER, which will then use the WCRPG.REC file.

Once RECORDER is running with the file WCRPG.REC, the following keys will produce the following effect:

F1 - will send a '//roll-dice1-sides20' to AOL chat, rolling 1 20 sided dice
F2 - will send a '//roll-dice2-sides20' to AOL chat, rolling 2 20 sided dice
F3 - will send a '//roll-dice3-sides20' to AOL chat, rolling 3 20 sided dice
F4 - will send a '//roll-dice4-sides20' to AOL chat, rolling 4 20 sided dice
F5 - will send a '//roll-dice5-sides20' to AOL chat, rolling 5 20 sided dice
F6 - will send a '//roll-dice6-sides20' to AOL chat, rolling 6 20 sided dice
F10 - will send a '//roll-dice?-sides20' to AOL chat, rolling ? 20 sided dice,
     were ? is a number you supply
F12 - will send a '//roll-dice?-sides??' to AOL chat, rolling ? ?? sided dice,
     were ? and ?? are numbers that you supply
ALT+E - will send a ::EJECTING:: to AOL chat
ALT+B - will send the chat command to play the BOOM wave

The following will create an message that you can edit, before sending it to the chat. The cursor will be placed in the part of the message that needs to be filled in, such as a target.

ALT+D - will create an attack message using Dumbfire Missiles
ALT+F - will create an attack message using FF Missiles

ALT+G - will create an attack message using Guns
ALT+H - will create an attack message using Heat Seekers
ALT+I - will create an attack message using IR Missiles
ALT+L - will create an attack message using Leech Missiles
ALT+S - will create a message for missile salvos
ALT+1 - will create a 'Starting torpedo run' message
ALT+2 - will create a 'Going for 2nd torpedo lock' message
ALT+3 - will create a 'Going for final torpedo lock' message

SHIP SPECIFICATIONS

Terran Confederation

SHIP	ABBR.	SPECIFICATIONS
Arrow	**A**	**60 Damage Points**
		4 Guns
		4 missile hardpoints - holding 2 missiles
each		
Hellcat V	H	70 Damage Points
		4 Guns
		2 missile hardpoints - holding 3 missiles each
Thunderbolt VII	TB	80 Damage Points 6 Guns, 1 Rear Gun
		2 missile hardpoints - holding 3 missiles
each		
		1 torpedo hardpoint - holding 1 torpedo
Longbow	**LB**	**100 Damage Points**
		4 Guns, 2 Rear Guns
		4 missile hardpoints - holding 4 missiles
each		
		2 torpedo hardpoints - holding 2 torpedoes
each		
		Jump drive
Excalibur	**Ex**	**90 Damage Points**
		4 Tachyon Guns - 15 dp each
		2 Reaper Cannons - 10 dp each
		4 missile hardpoints - holding 3 missiles
each		
CSO Excalibur - M	**ExM**	**110 Damage Points**
		6 Tachyon Guns - 15 dp each
		6 missile hardpoints - holding 3 missiles
each		
		Emergency shield recharger
		The Excalibur M was designed and built by

Ship	Abbr	Specifications
	original improved	Confederation Special Ops., base on the Excaliburs. The Excalibur M is larger, with engines and shields, and more weapons.
CSO Excalibur - T	ExT	110 Damage Points 6 Tachyon Guns - 15 dp each 4 missile hardpoints - holding 3 missiles each 1 torpedo hardpoint - holding 2 torpedoes Cloaking device - take 3 turns to charge before being usable again The Excalibur T was designed and built by Confederation Special Ops., base on the original Excaliburs. The Excalibur T is larger, with improved engines and shields, more weapons, and a cloak.
Shuttle	Sh	100 Damage Points 2 Turrets Tractor Beam Jump drive
Assault Shuttle	AS	120 Damage Points 4 Guns 2 missile hardpoints - holding 2 missiles each 3 Turrets Tractor Beam Jump drive
Wraith	W	120 Damage Points 4 Fussion Cannons - 15 dp each 2 missile launchers - holding 10 missiles each 1 rear turret - 2 Fussion Cannons Tractor beam Jump drive Surveillance Equipment Cloaking device This ship is a Centurion modified by and for use in Confederation Special Ops. This was the scout ship used during Operation Phantom Strike.
Cruiser	Cr	300 Damage Points

		12 Laser Turrets
Frigate	Fr	150 Damage Points 3 Laser Turrets 2 Missile Tubes
Destroyer	Dr	250 Damage Points 9 Laser Turrets
Transport	T	200 Damage Points 2 Laser Turrets
Light Carrier	LC	300 Damage Points 11 Laser Turrets
TCS Armageddon **Modified Light Carrier** **each**	**Arm**	**450 Damage Points** **10 Laser Turrets** **4 Tachyon Turrets** **4 Flak Cannons** **4 FF missile launchers - holding 3 missiles** **Light Phase Transit Cannon** **This ship was modified and upgraded by Confederation Special Ops.**
TCS Tarawa **Modified Escort Carrier** **each**	**Tar** **10 Laser Turrets**	**450 Damage Points** **4 Tachyon Turrets** **4 Flak Cannons** **4 FF missile launchers - holding 3 missiles** **2 CSM Launch Tubes - 6 missiles** **This ship was modified and upgraded by Confederation Special Ops.**
TCS Devastater **Heavy Cruiser**	**Dev**	**500 Damage Points** **12 Laser Turrets** **8 Tachyon Turrets** **2 Flak Cannons** **4 Anti-Matter Guns** **1 CSM Launch Tube - 2 missiles** **This new cruiser was designed and built by Confederation Special Ops.**

Kilrathi Empire

SHIP	ABBR.	SPECIFICATIONS
Darket	D	30 Damage Points 2 Guns

		1 missile hardpoint - holding 2 missiles
Dralthi IV	R	40 Damage Points 3 Guns 1 missile hardpoint - holding 4 missiles
Vaktoth	V	70 Damage Points 5 Guns, 2 Rear Guns 2 missile hardpoints - holding 4 missiles each
Strakha	S	20 Damage Points 4 Guns 1 missile hardpoint - holding 5 missiles Cloaking Device
Heavy Strakha	HS	**25 Damage Points** 4 Guns 1 torpedo hardpoint - holding 1 torpedo Cloaking Device This ship will get the first two torpedo locks while cloaked. After getting the 2nd lock, the Strakha will decloak, and will attempt to get the third lock on the next turn, when it will launch its torpedo
Paktahn	P	90 Damage Points 6 Guns, 1 Rear Gun 2 missile hardpoints - holding 3 missiles each 2 missile hardpoints - holding 4 missiles each 2 torpedo hardpoints - holding 3 torpedoes each
Bloodfang	BF	90 Damage Points 4 Tachyon Guns 4 missile hardpoints - holding 3 missiles each Some Bloodfangs have Cloaking Devices
Sorthak	**Sr**	**120 Damage Points** **4 Guns** **2 Turrets** **5 missile hardpoints - holding 4 missiles each** **2 torpedo hardpoints - holding 3 torpedoes each**
Corvette	Cv	150 Damage Points 5 Laser Turrets
Cruiser	Cr	300 Damage Points 15 Laser Turrets
Light Destroyer	LD	200 Damage Points

		8 Laser Turrets
Heavy Destroyer	HD	250 Damage Points 10 Laser Turrets 3 Tachyon Guns
Transport	T	200 Damage Points 2 Laser Turrets
Carrier	Ca	250 Damage Points 8 Laser Turrets
Modified Carrier	MCa	500 Damage Points 20 Laser Turrets
Modified Cruiser	MCr	500 Damage Points 22 Laser Turrets
Dreadnaught	DN	600 Damage Points 38 Laser Turrets
Hakagar **Super carrier**	**H**	**1000 Damage Points** **24 Laser Turrets**
Sivar Dreadnaught	**SDN**	**1300 Damage Points** **34 Laser Turrets** **14 Tachyon Turrets** **4 Anti-Matter Guns** **Phase Transit Cannon**

Note: The column titled ABBR. is for the commonly used abbreviation for each ship. If more than one ship of any type is involved, use a number after the abbreviation to denote which ship you are talking about. Example: :: firing full guns on V2 ::

Also, from time to time, you may run up against, or use ships, whose specs are different from those listed, such as fighters used by pirates.

EJECTING

You may eject at any time by stating so.

::Ejecting::

But if your excuse for ejecting isn't good enough, you may get a good talk with your superior officer.

DEATH

This rule is used if you do not eject before you ship goes below 0 dp. If you reach zero damage points your ship is disabled. If your ship's points go below 0, then your ship explodes and you die. You must start over again with a pilot with a rank of 2ⁿᵈ Lieutenant and no awards or medals. You start from scratch again.

ALTERNATE DEATH RULES

These rules are used if you do not eject before you ship goes below 0 dp. Since came combat is compressed, so that the game moves quickly and is exciting, death can occur suddenly, such as an Arrow at 50 dp could get hit by 6 shots from a Paktahn, taking the ship to -10 (who would eject from a ship with 50 dp). Also some hosts use macros or programs to drive enemy combat, which significantly decreases the amount of time that a player has to respond. Also system hang ups, slow response, and players connected at low baud rates may not have a chance to eject before the killing blow.

The idea behind the alternate death rules is to give a pilot a chance to survive a lucky shot from an enemy, or time lost due to response time due to macros and slow systems. A player who has been played nearly every mission and been highly involved with the WCRPG, should not have a well developed character killed by a luck shot or a system problem, with out at least a chance of saving them. The other idea behind the alternate death rules is so that pilots can tough out an attack, but still at a risk, and promote players taking a few risks, increasing game play and fun, instead of having pilots trade in their ships every time they hit 30 to 50 points.

Ultimately, death should always be a risk, it adds a level of excitement and suspense, but we want to be able to have fun with out overly protecting or worrying about our characters.

ALTERNATE DEATH RULE # 1

If your ship's points go below 0, then your ship explodes. If this happens, you must roll 1 dice with the number of sides equal to the total damage sustained in the attack + 20 //roll-dice1-sides??). The number you roll must be greater than the final number of damage points your ship has, which means that you were able to eject just in time (but must sit out the rest of the mission); else you will have died in the explosion and must start over again with a new pilot with a rank of 2ⁿᵈ Lieutenant and no awards or medals. You start from scratch again.

The basic concept is that the closer to zero you are, the less chance you have of survival.

Example #1:

Your ship has 50 dp. You get hit by 4 shots from a Bloodfang, for 60 dp. Now you ship is at -10 dp. So you would roll 1 80 (60+20) side dice. If you roll an 11 or better, you survive, else you die.

Example #2:

Your ship has 10 dp. You get hit by 3 shots from a Vaktoth, for 30 dp. Now your ship is at -20 dp. So you would roll 1 50 (30+20) side dice. If you roll an 21 or better, you survive, else you die.

Example #3:

Your ship has 20 dp. You get hit by 2 dumbfire, for 80dp. Now you ship is at -60 dp. So you would roll 1 100 (80+20) side dice. If you roll an 61 or better, you survive, else you die.

ALTERNATE DEATH RULE # 2

If your ships goes below 0 dp, the host will start a count down in the chat, starting with 10, then 9, then 8, until the host reaches 0, enter each number, quickly, one at a time. The player has until the host reaches 0 to eject. If the host reaches 0 before the player ejects, then the player is dead.

Example:

The players ship is at 30 dp. Their ship is hit by a dumbfire missile, dropping their ship to -10 dp. The host would then start the count down.

10...9...8...7...6...5...4...3... ::EJECTING:: ...2...1...0

Since the player ejected before 0, they survived, barely. If the player hand not gotten the eject message in before zero, they would be dead.

ALTERNATE DEATH RULE # 3

This is a rule from a role playing game that I used to play, called Top Secret. The rule is called Fame Points. A player would earn a Fame Point for each promotion they get, and possibly medals. If a players ship drops below 0 dp, before they can eject, the player can use a fame point to save their life. In order to use a fame point, the player must come up with a reason why they didn't die in an explosion. If they can not come up with a reason in a minute or two, or attempt to use a reason that they have used before, then they would die. Of course, if they don't have any fame points, then they would die anyway. If a reason is creative enough, they might be able to prevent damage to their ship.

Example:

The players ship is at 20 dp. Their ship is hit 4 times, dropping their ship to -20 dp. The player had 2 fame points, so they would use 1, leaving them 1 fame point. The reason that they use is 'The shot hit a small rupture in the space time continuum, and enter another dimension'. The reason is stretching things a bit, which is why I used it. No one may ever use this reason, but you should get the idea.

They don't have to be as elaborate as that one, simple will work just as well, probably better, though this reason would have prevented the player's ship from being destroyed.

Another possible alternative would be to have a stricter version of Alternative Death Rules 1 and 3. If you failed the saving throw, then you would have to use a fame point to survive.

IN CLOSING

These regulations are the results of input from many pilots. If you find a misspelling or grammar problem, please contact Sir Wells, since he will be the keeper of the regulations. If you have a question, comment, idea, or suggestion, please leave a post in the WCRPG folder, or, if you want, you may contact KatanaFlt, Sir Wells, SYBERHAWK, or Zilor. The WCRPG can only improve with the help of its members.

:: salutes ::