== WING COMMANDER III ==

THE HEART OF THE TIGER

by

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CORRECTED MASTER SCRIPT

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MIDGAME: KILRATHI IMPERIAL THRONE ROOM - EMPEROR, THRAKHATH, ANGEL **01THREM**

A LARGE, GOTHIC, CATHEDRAL OF HELL: IN THE SHADOWS ALONG THE WALLS, CONFEDERATION PILOTS ARE HUNG LIKE PIECES OF MEAT. BEATEN AND NEAR DEATH, THEY CRY OUT IN PAIN AS KILRATHI SOLDIERS ROAM AMONG THEM, INFLICTING FURTHER TORTURE WITH STRANGE. HIDEOUS WEAPONS THAT COMBINE THE PRIMITIVE WITH THE HIGH-TECH. BLOOD DRIPS FROM THE TERRANS' WOUNDS.

A CROWD OF KILRATHI PART, AS THE EMPEROR AND PRINCE THRAKHATH ENTER. THE EMPEROR TAKES HIS PLACE ON THE THRONE.

EMPEROR
The enemy has struck at the heart of our Empire. A puny contingent of their soldiers has been captured here on Kilrah.

CRIES OF SHOCK AND ANGER FROM THE KILRATHI THRONG. THE EMPEROR SILENCES THEM WITH A WAVE OF HIS PAW AND SIGNALS THRAKHATH TO BEGIN.

THRAKHATH
This incursion was an act of desperation.

HE GESTURES TO THE TERRAN PILOTS STRUNG UP ALONG THE WALLS.

THRAKHATH
The hairless apes now flail about, knowing that they are beaten. They have failed their race utterly.

A GROWLING CHEER GOES UP. THE BLOODLUST BOILS UP IN EVERY KILRATHI PRESENT (QUITE LITERALLY, IT'S THE LIONS VS. THE CHRISTIANS).

THRAKHATH
There will be no interrogation.

THE ROOM EXPLODES IN GROWLS OF SATISFACTION. THRAKHATH TURNS TO THE EMPEROR.

EMPEROR
Do what you will with them.

THRAKHATH GESTURES DISDAINFULLY AT THE PRISONERS.

THRAKHATH

Disintegration.

MOANS AND HISSES OF DISAPPOINTMENT.

THRAKHATH

Silence. My brethren, they are not warriors, but maggots.

WITH A FLICK OF HIS PAW, THRAKHATH SIGNALS AN EXECUTIONER WHO KEYS IN A CODE AT A CONSOLE.

THE SHACKLES RESTRAINING THE CONFED PILOTS ARE WIRED AND - -

IN A RAGING SURGE OF VOLTAGE AND BLINDING FLAMES THEY ARE REDUCED TO LITTLE PILES OF ASH . . .
IT AIN'T PRETTY . . .

THRAKHATH

Only one among them is worthy of being treated as a warrior. The one they call 'Angel."

ON THAT CUE, ANOTHER DISHEVELED AND BLOODIED PILOT IS ESCORTED INTO THE THRONE ROOM BY A HEAVILY-ARMED HONOR GUARD. AND THE BLOODLUST RISES UP IN THE KILRATHI AGAIN.

THE PILOT IS COLONEL JEANNETTE DEVEREAUX - - CALLSIGN: ANGEL. AROUND 30. SHE IS PETITE. THE WAR HAS NOT TAKEN ITS TOLL ON HER BEAUTIFUL BELGIAN FEATURES. BUT SHE WEARS HER DEFIANCE LIKE A SHIELD.

THE KILRATHI CAN BARELY BE KEPT AT BAY: FOR A SECOND, IT SEEMS SHE'LL BE TORN TO PIECES RIGHT IN FRONT OF US.

THRAKHATH APPROACHES, AND ANGEL LOOKS AT HIM WITH DISDAIN AS SHE STRUGGLES AGAINST HER CONSTRAINTS.

THRAKHATH

Still defiant, Major Devereaux? If we were to offer co-existence with your kind, would you not accept it?

ANGEL

The Kilrathi do not co-exist.

THRAKHATH

No. And now that the tide has turned in this war, your defiance is a pathetic and useless gesture.

ANGEL
You bore me, monsieur.
Disintegrate me so I might join my comrades . . .

THRAKHATH REGARDS HER WITH AN EVIL GRIN

THRAKHATH
Disintegration is not for you . . .

HISSES AND CATCALLS FROM THE SURROUNDING THRONG. WHO ARE LOOKING FOR A KILL . . .

THRAKHATH
Your fate will be different . . .

ANGEL REPLIES BY SPITTING IN HIS FACE. THRAKHATH GROWLS AND TURNS TO THE THRONG.

THRAKHATH
The human cannot appreciate the honor that I am
about to bestow her.
She is not only a great warrior . . .
(beat)
. . . but her lair-mate is The Heart of the Tiger.

THRAKHATH TURNS BACK AND MOVES IN ON ANGEL WITH DEATH IN HIS EYES - - AS THE BLOODTHIRSTY CRIES FROM THE CROWD REACH A CRESCENDO. . .

DISSOLVE TO:

MIDGAME: EXT. VESPUS - PALADIN **O2VESPA**

COLONEL CHRISTOPHER BLAIR AND GENERAL JAMES TAGGART - - CALLSIGN: PALADIN - - MOVE TO THE EDGE OF A WIND-SWEPT BLUFF. THEIR EYES FALL UPON THE DISASTROUS WRECKAGE OF THE T.C.S. CONCORDIA, JUTTING LIKE A TOMBSTONE OUT OF THE SEA BELOW.

BLAIR'S OUR HERO AND LOOKS IT - - HANDSOME, SOMEWHERE IN HIS 30'S. HE'S FOUGHT IN THE WAR HIS ENTIRE ADULT LIFE AND CARRIES HIMSELF LIKE A SEASONED, SELF-ASSURED PILOT. EVEN NOW, AS HE GAZES AT THE REMAINS OF THIS ONCE GLORIOUS CARRIER, HE KEEPS HIS EMOTIONS IN CHECK, BUT HIS EYES BETRAY HIM, REVEALING A DEEP FEELING OF SADNESS AND LOSS.

PALADIN - - MID 50'S, OF SCOTTISH DESCENT - - IS A VETERAN PILOT AND HIGH-RANKING COVERT OPERATIONS OFFICER. HE AND BLAIR GO WAY BACK.

THE TWO WARRIORS STAND THERE A MOMENT, JUST TAKING IN THE DEVASTATION, THEN:

PALADIN
May they rest in peace.

BLAIR
(bitter)
Peace . . . Have we ever known anything like that.
Paladin?

PALADIN
(beat)
Not for a long time, laddie.

BLAIR
First the Tiger's Claw, now this.

PALADIN
Enough! You were not to blame for either.

BLAIR
Some would disagree.

BLAIR RAISES A COMM DEVICE TO HIS MOUTH. *

BLAIR
This is Colonel Christopher Blair. Report to * *
Admiral Tolwyn. The wreckage of the Concordia *
has been located on Vespus off the Mistral
coast. Evaluation . . .
(beat)
Total loss.

HE SWITCHES THE COMM UNIT OFF. PALADIN LOOKS AT HIM.

PALADIN
You can't live your life for the approval of one man.

BLAIR LOOKS AT PALADIN, THEN TURNS BACK TO THE WRECKAGE AND STARES IN SILENCE FOR A BEAT.

BLAIR
Any word from Angel?

PALADIN
None.

BLAIR
Is that the 'official' line?

PALADIN
(beat)
I know how much she means to you, laddie.

CUT TO:

MIDGAME: TOLWYN'S OFFICE - CONFED HQ - TOLWYN **O3TOLTL**

BLAIR STRUGGLES TO CONTROL HIMSELF:

BLAIR
. . . Excuse me, sir. Did you say . . . the Victory?

ADMIRAL GEOFFREY TOLYWN LOOKS UP FROM THE BANK OF BUILT-IN MONITORS ON HIS DESK. BLAIR STANDS AT ATTENTION BEFORE HIM.

TOLWYN'S IN HIS 60'S AND IS THE DEFINITION OF SPIT-AND-POLISH BRASS. YOU DO IT BY-THE-BOOK, WITH MILITARY PARADE FLOURISH, OR YOU DON'T DO IT AT ALL. HE SPEAKS WITH A CLIPPED BRITISH ACCENT.

TOLWYN
Is there something wrong with your hearing, Colonel?

BLAIR
No, sir. It's just that I . . .

TOLWYN
The T.C.S. Victory is a fine carrier with a long history of service to the Confederation.

BLAIR
Yes, sir, a very long history, sir.

TOLWYN SHOOTS HIM A LOOK.

TOLWYN
Ship assignments aren't open to debate, Colonel. Of course, I realize that the 'accommodations' may not be what you're quite used to.

BLAIR
No, sir. I didn't mean to suggest that -

TOLWYN STOPS HIM WITH A WAVE OF HIS HAND.

TOLWYN
The Victory will benefit greatly from having a Wing commander of your stature and experience.

BLAIR
Thank you, sir, but - - can't we at least discuss the . . .

TOLWYN
Now that we have the Kilrathi on the run in both the Gardel and Morpheus systems, I can afford to shift you to the Victory in Orsini.

(beat: thin smile)

What I'm trying to tell you, Colonel, is that things are looking up. The Confederation has been making some very positive strides.
Dismissed!

BLAIR JUST STARES. HE HASN'T SEEN ANY EVIDENCE OF AN "UPSWING" IN THE WAR. BUT HE KNOWS BETTER THAN TO CONTRADICT THE ADMIRAL.

TOLWYN TURNS HIS ATTENTION BACK TO HIS MONITORS. THEN REALIZES BLAIR HASN'T MADE A MOVE TO LEAVE.

BLAIR
Sir, uh, about my . . . request --

TOLWYN

(frowns)

Yes, that came as a bit of a surprise to me. As you know, Colonel Devereaux's status is on a need-to-know-basis.

BLAIR AGAIN STRUGGLES TO CONTROL HIMSELF.

TOLWYN
Your shuttle is waiting.

BLAIR

(angrily)

Yes, sir.

BLAIR SALUTES THE ADMIRAL AND WALKS OUT.

CUT TO:

MIDGAME: SHUTTLE - BLAIR **O1SHTBL**

Newsbriefs should be available to the Player throughout the game by clicking on vidscreens peppered throughout the Victory.

The following, however, plays NOW as a MIDGAME in order to show the contrast between Tolwyn's "upbeat" attitude and the realities of the war.
(This Newsbrief also available in Series A)

WIDE SHOT OF CONFED HQ, SHOWING BLAIR'S SHUTTLE LEAVING.

Scene 4 CUT TO:

INSIDE THE SHUTTLE. WHERE BLAIR IS SEATED AND LOOKING AT A SMALL "NEWS-SCREEN" (SIMILAR TO A SUBNOTEBOOK OR PDA) ON HIS LAP OR IMBEDDED IN THE SEAT IN FRONT OF HIM. (THIS IS THE EQUIVALENT OF HAVING BEEN GIVEN A NEWSPAPER BY A FLIGHT ATTENDANT.)

Scene A4 CUT TO:

NEWSBRIEF 1 - BARBARA MILES **O1NWSNC**

A CLOSEUP OF THE SCREEN WHERE BARBARA MILES, THE FEMALE TNC NEWS READER, IS PRESENTING HER REPORT:

BARBARA
. . . Despite recent losses in several densely-populated sectors, Confederation spokespeople insist that Humanity maintains the upper hand in its galactic struggle with the Kilrathi.
(beat)
However, our sources document a consistent underreporting of Kilrathi incursions, as well as civilian and industrial losses.
(beat)
There are even reports of Confed plans for a 'doomsday' evacuation of Earth, replanting the seeds of humanity in a distant galaxy.
(beat)
The question is . . . who would go? Who would be left behind? And, most importantly, who is making these decisions?

DISSOLVE TO:

MIDGAME, SERIES A . . . THE SHUTTLE APPROACHING THE *VICTORY* . . .

Series A - - Orsini System - - Meet the characters and perform routine patrols, escorts and sweeps.

MIDGAME: SHUTTLE ARRIVING ON THE *VICTORY* O4SHPTL

THE SHUTTLE TRANSPORTING BLAIR APPROACHES THE T.C.S. *VICTORY* THROUGH SPACE. THE VICTORY IS A CONFEDERATION CARRIER THAT'S CLEARLY SEEN BETTER DAYS. IT'S AN OLD SHIP THAT MOST FIGHTER JOCKS WOULD THINK SHOULD BE RETIRED.

BLAIR'S SHUTTLE ENTERS THE HANGAR.

Scene 5

FLIGHT DECK - EISEN

COLONEL BLAIR DISEMBARKS FROM THE SHUTTLE AND MOVES ACROSS * THE FLIGHT DECK. DUFFEL BAG SLUNG OVER HIS SHOULDER. HE TRIES TO MASK HIS DISAPPOINTMENT OVER BEING ASSIGNED TO A CARRIER THAT'S SO RUN-DOWN AND OUTDATED.

A PORTION OF THE CARRIER'S CREW HAS ASSEMBLED IN RANKS TO WELCOME HIM ABOARD. BLAIR APPROACHES CAPTAIN WILLIAM EISEN, AN AFRICAN-AMERICAN IN HIS 50'S WHO HAS DEVOTED HIS LIFE TO THIS OLD TUB AND ITS CREW. NEXT TO EISEN IS BLAIR'S OLD FRIEND, THE KILRATHI DEFECTOR, COLONEL RALGHA NAR HHALLAS - - CALLSIGN: HOBBES.

THEY SALUTE BLAIR AND HE RETURNS THE GESTURE. *

EISEN
Welcome to the TCS Victory, Colonel.

BLAIR
Thank you, Captain.

BLAIR'S SOUR LOOK DOESN'T ESCAPE THE SHARP EYES OF THE CAPTAIN WHO GRINS KNOWINGLY.

EISEN
Better known as "Tin Can Sally."

HOBBES BOWS SLIGHTLY.

HOBBES
It warms my heart to see you again, Colonel. But I must excuse myself now, as your duty here takes precedence over our catching up on old times.

BLAIR
Thank you, Hobbes. We'll talk later.

HOBBES SALUTES AGAIN AND LEAVES.
BLAIR GIVES HIM A LOOK.

EISEN
Yes, I know what you're thinking: She's no Concordia.

BLAIR
(beat)
Neither is the Concordia . . .
anymore, .

EISEN LOOKS DOWN. HE KNOWS THE PAIN OF LOSS ON THAT SCALE.

EISEN
Yeah, terrible loss. My sympathies . . .
(beat)
However, you're in my home now, and I'll expect you to wipe your feet every time you come in . . .

BLAIR LOOKS AROUND. IT DOESN'T LOOK LIKE ANYONE WIPES ANYTHING AROUND HERE.

EISEN
(continuing)
I've been with the Victory most of my career. I was communications officer during her maiden voyage.

BLAIR
Well, sir, I'll admit, I wasn't looking forward to the assignment. But now that I see you have a pilot as fine as Ralgha nar Hhallas on your crew - -

EISEN
Hobbes? Yes, he's my second-in-command.

BLAIR
(surprised)
He's not flying?

EISEN
(uncomfortable)
At his request . . . I know all about his exploits with you, Colonel.
(beat)
But here no one will fly with a Kilrathi on his wing.

BLAIR
What about his exemplary record?
That must stand for something?

EISEN
(shrugs)
It was his request.

BLAIR
Captain Eisen. I'm not going to tell you how to run your ship, but I am going to insist that Hobbes is reinstated to the flight roster immediately.

EISEN
Well, that's admirable, Colonel, but who

BLAIR
I will sir. (cutting him off)
I'll fly with him. He's the best wingman I've ever had.

EISEN SHRUGS AND NODS HIS CONSENT.

[PAGES A5-7 OMITTED]

BLAIR GRASPS HOBBES' PAW AND THEY SHAKE HEARTILY. *

HOBBES
Welcome aboard, old friend.
You're looking fine and fit.
Does this war agree with you?

BLAIR
(chuckles)
Yeah. like a pair of busted wing-flaps. But it's
great to see you. buddy.

HOBBES
Ah... and how is the fine pilot and comrade Angel?

BLAIR'S SMILE VANISHES.

BLAIR
I don't have a clue. Haven't heard from her in a
while. She's on some damn covert op for Tolwyn.
(changing subject)
But hey. I got good news for you. I put you back on
the flight roster.

HOBBES
(beat)
But I requested - -

BLAIR
Never mind that. I want you with me on my first
mission.

HOBBES
Colonel . . .
(beat)
There are many brave and noble pilots here.

BLAIR
Yeah. but when my life's on the line. I want a
wingman I can trust.

HOBBES BOWS SLIGHTLY.

HOBBES
I shall try not to disappoint you. old friend.

[PAGE A-9 OMITTED]

COLONEL BLAIR STEPS INTO THE LIFT AND FINDS LIEUTENANT TED ROLLINS, COMMUNICATIONS OFFICER.

ROLLINS IS YOUNG: EARLY 20'S. HIS LACK OF EXPERIENCE AND SEASONING MAKES HIM MORE VULNERABLE TO THE VICISSITUDES OF THE WAR.

ROLLINS
Lieutenant Rollins, Comm Exec. Welcome aboard.
You get the pep talk from the Captain yet? *

BLAIR
Something like that.

ROLLINS
Well, the good news is it won't take too long to shower off the bullshit around here.

BLAIR
(beat)
Captain Eisen seems to believe in his ship . . . and his crew. That kind of attitude is good for morale. *

ROLLINS
Yeah, well you haven't been monitoring transmissions like I have. If you did, you'd jump sector in a nano.

BLAIR LOOKS AT THE YOUNG MAN.

Group morale UP:

BLAIR
Are you saying Command's hiding something from us?

ROLLINS
I can't say for sure, Colonel. But if you want the straight dope around here, you check in with Radio Rollins.
(beat)
Might even save your life.

Group morale DOWN:

BLAIR
It must be a lot of work carrying all that paranoia around. I suggest you stow it.

ROLLINS
Oh, you'll be asking for another dose of paranoia from Radio Rollins real soon. You want the straight dope around here, you come to me.
(beat)
Might even save your life.

This midgame would be triggered upon Blair's FIRST entrance to the Rec Room.

MIDGAME (SLIDING): REC ROOM - COBRA. HOBBES. VAGABOND A1RECCB

LIEUTENANT LAUREL BUCKLEY - - CALLSIGN: COBRA - - IS AT THE BAR IN THE BACKGROUND. SHE HAS A BROODING INTENSITY THAT UNNERVES A LOT OF PEOPLE. SHE SHOOTS BLAIR A COLD, DON'T-FUCK-WITH-ME LOOK.

BLAIR FINDS A FRIENDLIER LOOK IN THE SMILING FACE OF LIEUTENANT WINSTON CHANG - - CALLSIGN: VAGABOND - - WHO'S AT A TABLE, SHUFFLING A DECK OF CARDS. VAGABOND IS A LAID-BACK, EASY-GOING CHINES PILOT, 30-45. HE'S A VETERAN WHO'S KNOCKED AROUND THE STAR SYSTEMS FOR YEARS, NEVER PUTTING DOWN ROOTS WITH ANY PARTICULAR SQUADRON.

HOBBES ENTERS FROM THE BARRACKS AND MOVES TO THE BAR. COBRA ABRUPTLY STANDS AND STORMS OUT, SHOOTING ANOTHER LOOK AT BLAIR AS SHE GOES.

HOBBES LOOKS EMBARRASSED.

VAGABOND

Hey. Hobbes. how 'bout goin' a round with me?
Bet you a week's pay on one hand.

HOBBES

Thank you, no.

HOBBES EXITS TO THE LIFT.

Screen continues , but moves from "cinematic to "full-screen" interactive format.

TURNING AGAIN TO BLAIR. VAGABOND SALUTES CASUALLY AND FLASHES HIS TRADEMARK GRIN.

VAGABOND
Welcome aboard, sir. *
(riffling the cards)
Wanna play a hand? Since you're the rookie on this boat. I'll let you call the game.

BLAIR
Not much for protocol, are you?

VAGABOND
(shrugs)
Formalities tend to be forgotten when you spend * most of your time just tryin' to survive. *

VAGABOND LIFTS HIS DRINK. SMILES.

VAGABOND
What little spare time we do have . . .
(takes a sip)
. . . we fill up with other things besides practicing our salutes.

BLAIR
Well. I guess you have to adapt to your surroundings.

VAGABOND
(smiles sadly)
Don't I know that . . . it's an art, really.

BLAIR
No wonder they call you Vagabond.

VAGABOND
Been doing your homework. I see . . . Yeah. I've knocked around some.

BLAIR
Yet your combat file's surprisingly brief. What's with the big gaps in your bio?

VAGABOND STIFFENS. THE SMILE SUDDENLY DISAPPEARS. HIS EYES DARKEN WITH ANGER AND A TINGE OF REMORSE.

VAGABOND
Can I help it if Confed decides to blank my data?

Vagabond's morale UP:

BLAIR BACKS OFF, REALIZING HE'S HIT A SORE POINT

BLAIR
Sometimes HQ is as big a mystery to me as the enemy.

VAGABOND'S SMILE RETURNS . . .
BUT IT'S A LITTLE FORCED.

VAGABOND
We got a lot of good people here, Colonel. Even those of us with incomplete bios. Just give us a chance.

Vagabond's morale DOWN:

BLAIR
They must've had their reasons..

VAGABOND
They don't seem interested in sharing them, do they?

Scene 10

BARRACKS - "HOLO-MAIL" FROM ANGEL (SLIDING - SERIES A/B/C/)

A0BARAG

Blair's LOCKER in the BARRACKS will be used as a "gump" more than once in the story. Aside from his gear, clothing, and medals, there should be a photo of ANGEL hanging in there (which will become a "hot gump" later). When there is something in the locker that we want the Player to click on, the LOCKER DOOR SHOULD BE OPEN when he enters the BARRACKS. After he plays the item, the locker door will be closed whenever he returns to the Barracks (until there's something new there for him to click on). But in most cases like the one below, he should be able to open the locker and replay the item as often as he wants. The item in this particular scene is a "HOLO-MAIL CASSETTE" which he can click on to play. And it should be available for play and replay throughout Series A, B, and C.

BLAIR ENTERS THE BARRACKS AND SEES THAT HIS LOCKER IS OPEN. INSIDE HE FINDS A HOLO-MAIL CASSETTE LABELED: "MESSAGE FOR COL. C. BLAIR."

HE TURNS IT ON AND WORDS PROJECT OUT OF IT ONTO THE WALL BEFORE HIM:

PRIVATE CODED COMM RELAY TO:
COLONEL CHRISTOPHER BLAIR
TERRAN CONFED ARMED FORCES
T.C.S. CONCORDIA
- - RE-ROUTED BY CONFED HQ TO - -
T.C.S. VICTORY

Scene A10

THE WORDS DISSOLVE INTO A 3-D HOLOGRAM OF ANGEL. STANDING THERE IN FRONT OF HIM.

ANGEL

Hello, *mon ami*. I hope the flight goes well for you and all the others on the Concordia. I am about to set out for a covert operation with Admiral Tolwyn. So I'm afraid we might be apart a little longer. But always remember: *je t'aime*. . . I love you . . .

HER IMAGE FLICKERS, THEN DISINTEGRATES INTO THIN AIR.

BLAIR SIGHS WITH SADNESS AND STARES AT THE SPOT WHERE SHE WAS JUST STANDING - - FOR A MOMENT REACHING OUT A HAND AS IF TO TOUCH HER CHEEK . . .

COLONEL BLAIR ENTERS THE BRIDGE AND SEES MAJOR TODD MARSHALL - - CALLSIGN: MANIAC - - SHOOTING THE BREEZE WITH A FEMALE COMM OFFICER. MANIAC IS AN IMPULSIVE. RECKLESS FLYER . . . AND EGOCENTRIC TO BOOT.

MANIAC
(to comm officer)
No, I don't have anything better to do. . .
. . . Ok, so I pulled a tight loop, locked on to that cat's tail, fired off a heat seeker... boom, turned him into kitty litter - -

BLAIR AND MANIAC GO WAY BACK AND RIGHT NOW. BLAIR WOULD RATHER NOT DEAL WITH HIM. HE MOVES TO LEAVE - - BUT NOT QUICK ENOUGH: MANIAC SPOTS HIM.

MANIAC
Well, well, if it isn't the "Colonel". Uh, I'm sorry I couldn't make your welcoming party.

BLAIR GLANCES OVER AT THE FEMALE COMM OFFICER, WHO SEEMS RELIEVED TO BE RID OF MANIAC.

BLAIR
Why, I guess you had more pressing maneuvers to undertake . . . Maniac?

MANIAC
(grins)
When duty calls . . . I'm there. Women like the smell of success.

BLAIR
You know, I'm surprised you haven't been blown out of the sky by now, Maniac. . .
. . . by friendly fire.

MANIAC'S GRIN DISAPPEARS

MANIAC
Some people appreciate my flying style. I do what's necessary to win, ok? I suppose you still fly with one eye on the regs manual?

BLAIR
I don't take stupid risks.

MANIAC
Speaking of stupid, I also heard you put Hobbes back on the flight roster.

BLAIR
My, my, . . . word travels fast on this tub.

MANIAC
Never understood what you saw in that cat.

BLAIR
Simple. I need a wingman I can count on.

MANIAC
(snorts)
You can't trust someone who'll kill their own kind.

BLAIR
Who I choose as my wingman is my prerogative.
It's a . . . privilege of rank.

MANIAC
(bitter)
I'll bet you stay up late nights just polishing it.

BLAIR.
No, as a matter of fact. I have "majors" who do that for me.

MANIAC
The difference in our rank is a formality. We both know who's better in the cockpit.

BLAIR
Yeah. We do.

BLAIR'S CONFIDENCE UNNERVES MANIAC. WHO TURNS BACK TO FEMALE COMM OFFICER.

MANIAC
Let me tell you that story again.

This "conversation" can be triggered by the Player simply entering the room OR it cam be triggered by clicking on Fling. If it is triggered by entering the room, we should still cut to CLOSEUPS (as in normal conversation) so that we can get a good look at Flint and be able to read what her face reveals.

BLAIR ENTERS WHAT APPEARS TO BE AN EMPTY ROOM AT FIRST GLANCE

BUT FAR ON THE OTHER SIDE, LIEUTENANT ROBIN PETERS - - CALLSIGN: FLINT - - STANDS VERY STILL, GAZING OUT INTO THE STARFIELD BEYOND THE GLASS. SHE IS JUST ONE SIDE OR THE OTHER OF 30. THE WAR HAS YET TO TURN HER FACE HARD, BUT HER EYES WILL MEET ANYBODY'S GAZE AND KEEP IT: ALERT, WATCHFUL, ATTENTIVE TO THE SLIGHTEST CHANGES IN HER ENVIRONMENT.

SHE CATCHES BLAIR'S REFLECTION IN THE GLASS. TURNS TO LOOK AT HIM. HER EYES QUICKLY MOVE OVER HIS BODY, ALMOST EXAMINING HIM. SHE'S NOT ONE TO SHOW HER EMOTIONS BUT HERE SEEMS TO BE A GLINT OF APPROVAL IN HER LOOK.

BUT BEFORE SHE CAN SAY ANYTHING, CAPTAIN EISEN'S VOICE IS HEARD OVER THE SHIP'S PUBLIC ADDRESS SYSTEM:

EISEN (V.O.)
Colonel Blair. Report to the Briefing Room immediately, please. *

WITH A SLIGHT SHRUG, FLINT TURNS BACK TO THE WINDOW.

The EISEN VOICEOVER should continue to play as the Player moves back through the various rooms on his way to the Briefing Room. No other conversations will be available (even though he may see other characters) between this scene and the Briefing for Mission A1.

BLAIR ENTERS THE BRIEFING ROOM TO FIND EISEN STANDING OVER THE MAP TABLE, HIS FACE LIT FROM THE GLOWING DISPLAY.

EISEN
Come in. Colonel. It's time to put that reputation of yours to the test.

HE GESTURES TO THE MAP TABLE.

EISEN (V.O.)
Confed Intelligence tells us that the Kilrathi presence is growing here in the Orsini System. You and your wingman are to fly a routine patrol of these three zones and sweep the areas of any hostiles you may encounter.

EISEN LOOKS UP FROM THE DISPLAY TO BLAIR.

EISEN
Understood?

BLAIR
Completely, sir.

EISEN
Very good. You leave immediately.

Wingman choices for Mission A1: Hobbes.

LOADOUT (FLIGHT CONTROL) - RACHEL **A1FCTRA***

COLONEL BLAIR. PREPARING FOR HIS FIRST MISSION. SPOTS THE VICTORY'S CHIEF TECH. RACHEL CORIOLIS. SHE'S A BRASSY. SEXY. PUNKED-OUT MECHANIC IN HER LATE 20'S, DRESSED IN GREASY FUTURISTIC GRUNGE. SHE LIKES PILOTS WHO KNOW WHAT THEIR DOING . . . AND BLAIR CARRIES HIMSELF LIKE HE KNOWS WHAT HE'S DOING.

RACHEL
Chief Tech Rachel Coriolis. *
Welcome the to Victory, Colonel.
Heard you're flying with Hobbes on this one.

BLAIR
(snaps)
You got a problem with that, Chief?

RACHEL
No, sir, not at all. I think it's about time. That cat's one hell of a pilot

SHE USES A REMOTE CLICKER TO FIRE UP SEVERAL VIDSCREENS, AND GESTURES TO A VIDEO IMAGE OF BLAIR'S FIGHTER.

RACHEL
Here she is: one Hellcat V. She's prepped, primed, *
loaded, locked - - and ready to kick some ass.

BLAIR
Thanks. What about ordnance?

RACHEL
It's all taken care of. The Captain downloads mission specs to me - - I dope out the weapons requirements. So you're set to go.

BLAIR
(hesitant)
Oh yeah?

RACHEL'S SHARP. SHE KNOWS WHEN SHE'S BEING TESTED.

RACHEL

In the future, sir, you'll have the option of choosing your own weapons . . .

(beat)

Or you can trust my judgment and fly with my default loadout.

(sly smile)

I promise, Colonel, never to disappoint.

Scene 15

DEBRIEFING A1 - SUCCESS - EISEN **A1SPFEI1**

Unless otherwise noted, all Debriefings will be over the radio as Blair flies back to the Victory.

EISEN (V.O.)
Excellent work, Colonel. I can see now that your reputation is well deserved.

ROLLINS (V.O.)
You're cleared for landing, Colonel.

Go to A2.

Scene A15

DEBRIEFING A1 - FAILURE - EISEN **A1SPFEI2**

EISEN (V.O.)
Colonel, if that was any indication of your abilities, I must say that I wonder how you got your reputation.

ROLLINS (V.O.)
You're cleared to land, Colonel.

Go to A2.

FLIGHT CONTROL - HOBBES (OPTIONAL) **A2FCTHBO**

AFTER FLYING THEIR FIRST MISSION, BLAIR FINDS HOBBES WAITING FOR HIM.

IF Mission A1 success:

HOBBES
Congratulations, old friend.

BLAIR
Yeah, just like old times, eh?

HOBBES
I must say, it certainly felt good to be back out there again.
My gratitude for your trust in me is endless.

BLAIR
Forget it, Hobbes. You're back where you belong now.

IF Mission A1 failure:

HOBBES
I'm very sorry, old friend. I let you down.

BLAIR
Sure as hell wasn't all your fault. *

Scene 17

REC ROOM - VAQUERO (SLIDING - A2/A3/A4 ONLY) **A0RECVQS**

SEATED AT A TABLE, LIEUTENANT MITCHELL LOPEZ - - CALLSIGN: VAQUERO - - DOESN'T SEE BLAIR ENTER BECAUSE HE'S BLISSING OUT WITH THE AID OF HEADPHONES, BOBBING HIS HEAD IN TIME TO THE MUSIC. IN HIS LATE 20'S, VAQUERO'S A DECENT, LOYAL PILOT WHO'S DAMN GOOD IN THE AIR BUT LEAVES HIS WORK AND THE WAR ON THE FLIGHT DECK - - ALWAYS ESCAPING TO THE SOUNDS OF HIS MUSIC.

BLAIR TAPS HIM ON THE SHOULDER AND HE SNAPS TO ATTENTION, RIPPING THE HEADPHONES FROM HIS EARS.

VAQUERO
(nervously)
Uh, good day, sir.

BLAIR
At ease, Lieutenant. Carry on.

TINNY MUSIC CONTINUES TO BLARE FROM VAQUERO'S HEADPHONES. HE SWITCHES IT OFF.

VAQUERO
Sorry, sir. *Rockero* from the Celeste System.
(beat)
You can tell a lot about a system from its music, you know? Some place, it's all minor chords. Makes you just wanna run out and do a suicide mission. But this is bright, it heats your blood, makes you want to live a long life.

BLAIR
You a pilot, Lieutenant? Or a musician?

VAQUERO
Oh, I'm a pilot, sir. Pretty good one, too. Check my kill scores.
(beat)
But my family, they made guitars for many generations. I've got one that's almost two hundred years old. The sound just keeps getting richer . . . Someday I'm going to open a cantina and bring in the best to play that guitar. A place for old fighter jocks like you and me.

BLAIR

Well, you better line up some other customers. Might not be many of us left.

VAQUERO

Oh, yeah, it'll be open to one and all. And me, I'll just sit back, gaze at the beautiful women, and listen to the music . . .

Vaquero's morale UP:

BLAIR

It's a nice dream, Vaquero. Hang on to it.

VAQUERO

You bet, sir. Some of these guys? They actually like the killing. Me? I'll just walk away when this is all over.

Vaquero's morale DOWN:

BLAIR

Are you sure your heart's in this, Vaquero? *

VAQUERO

Don't get me wrong. I like my job. But some of these guys? They actually like the killing. Me? I'll just walk away when this is all over.

Scene 18

BARRACKS - COBRA (OPTIONAL) **A1BARCBO**

BLAIR APPROACHES COBRA. SHE HASN'T SAID ONE WORD TO BLAIR SINCE HIS ARRIVAL ON THE *VICTORY*.

IF Mission A1 success:

BLAIR
Time we talk. Lieutenant.

COBRA
Ain't much to talk about. "sir." You've flown with "it" and you both got the job done.

BLAIR
(angry)
If you're referring to Hobbes - -

COBRA
I can't fly with him. sir.

BLAIR
If you stay on this ship, you'll have to sooner or later.

COBRA
Don't put me in the position of having to defend him. I won't do it.

BLAIR
Why?

COBRA
Let's just say I'm hardwired that way and nothing you do's gonna change that.

BLAIR THINKS A MOMENT, COMES TO A DECISION.

BLAIR
Look, I'll try and keep you two separate on offensive assignments.

COBRA
I'm not asking for special favors.

IF Mission A1 failure:

BLAIR
Time we talk. Lieutenant.

COBRA
Ain't much to talk about. "sir." You should've known better than to fly with "it."

BLAIR

We need every good pilot we've got.

(beat)

And just so you know: I'd trust Hobbes with my life.

COBRA

(chilly smile)

That's your choice.

BLAIR APPROACHES EISEN AT THE MAP TABLE.

EISEN
Let's get started, Colonel.

EISEN POINTS TO THE MAP DISPLAY.

EISEN (V.O.)
One of our tracking stations reports Kilrathi activity in these regions. I'd like you to run a patrol through there and sweep the areas.
(beat)
The station's report is sketchy. You might encounter some sort of Kilrathi cap ship.

EISEN
Go to it. Colonel.

Wingman choices for Mission A2: Hobbes, any other pilot Blair has had a conversation with. Cannot be Flint since Blair hasn't really spoken to her yet

Scene 19

DEBRIEFING A2 - SUCCESS - ROLLINS **A2SPFRL1**

ROLLINS (V.O.)
Score one for our side, Colonel. You are clear to land.

Go to A3.

Scene A19

DEBRIEFING A2 - FAILURE - ROLLINS **A2SPFRLI**

ROLLINS (V.O.)
Tough break, Colonel. You're clear for landing.

Go to A3.

BLAIR'S HAPPY TO SEE THE SHIP'S CHIEF TECH. RACHEL. SITTING AT A TABLE. LOOKING OVER THE SPECS OF A NEW FIGHTER.

RACHEL
Hey, Colonel.

BLAIR
Hey!

RACHEL
Pull up a chair.

BLAIR
(taking a seat)
Thanks, Chief.

RACHEL POINTS TO THE SPECS ON THE TABLE.

RACHEL
Let me know if I'm out of line here, but the word is there's a test pilot flying in on one of the new Excaliburs. Is that true?

BLAIR
Command doesn't tell me everything.

RACHEL
I hope its true. I can't wait to get my hands dirty with one of those pups.

BLAIR
(grins)
You really like your job, don't you, Chief?

RACHEL
'Course. I just hope the test pilot's not some priss who won't let me touch his equipment.

BLAIR
(chuckles)
I gotta give it to you, you really get to the point.

RACHEL
Yeah. well. I never really cared much for gray area. That's why I do what I do. Either and engine part works or it doesn't.

BLAIR
Machines don't lie.

RACHEL
Not as much as people do, anyway.

BLAIR
Aren't you being a little hard on people?

SHE LOOKS AT HIM AND SMILES AGAIN.

RACHEL
They gotta pass inspection. Same as anything else.
(beat)
'Course. I got certain hours for that.

BLAIR
And do we keep this schedule posted, Chief?

RACHEL
Only for a select few, sir.

Scene A20

BRIEFING A3 - EISEN

A3BRFEI

CONDITION: IF Blair has had a conversation with 3 of the following pilots - - Cobra, Maniac, Vagabond, Vaquero:

EISEN
Ready to get down tó business?

BLAIR
Yes, sir.

EISEN POINTS TO THE MAP.

EISEN (V.O.)
Confed has a cargo ship loaded with med supplies that must be escorted to this jump point.
(beat)
Unfortunately, news of this shipment somehow leaked out and you will undoubtedly come under Kilrathi attack
Good Luck. Colonel..

CONDITION: IF Blair has NOT had a conversation with 3 of the following pilots - - Cobra, Maniac, Vagabond, Vaquero:

EISEN
Colonel, I'd like to discuss your attitude.
*
Seems you're under the impression you're * too good for my crew. *
(angry) *
Now, I suggest you get to know them and start flying with them. Is that clear?

BLAIR
As a bell, sir.

EISEN
Fine. Let's get down to business, shall we?

Wingman choices for Mission A3: Hobbes, any other pilot Blair has had a conversation with. Cannot be Flint since Blair hasn't really spoken to her yet.

Scene 21

DEBRIEFING A3 - SUCCESS - ROLLINS **A3SPFRL1**

ROLLINS (V.O.)
I guess the Colonel's on a roll. You're clear to bring it on home.

Go to A4

Scene A21

DEBRIEFING A3 - FAILURE - ROLLINS **A3SPFRL2**

ROLLINS (V.O.)
Everywhere you turn. seems like the Kilrathi are there. You're cleared to land, Colonel.

Go to A4

FLINT: GAZING OUT INTO THE STARFIELD, THINKING. SHE CATCHES BLAIR'S REFLECTION IN THE GLASS, BUT CONTINUES LOOKING OUT INTO SPACE.

FLINT
Sir.

BLAIR
They call you Flint, right?

SHE TURNS, LOOKS DIRECTLY AT HIM.

FLINT
So you <u>have</u> looked at the flight roster . . .

CONDITION: IF Blair has chosen Cobra, Vagabond, or Vaquero as wingman for Missions A2 or A3.

BLAIR
Are you making a request, Lieutenant?

CONDITION: IF Blair has chosen only Hobbes or Maniac as wingman for Missions A2 or A3.

BLAIR
I've given it a glance.

FLINT
Then you know there are other pilots here aside from those you've flown with on other missions.

BLAIR
Wingman assignments were still my prerogative, last time I checked.

FLINT
Sir, I come from a long line of fighter pilots. My brother, my father, his father before him . . . Guess you could say it's in my blood.

BLAIR
Your point being . . .?

FLINT
I know your record. I would've at least expected you to take a look at the Victory's. We've racked up our share of kills. We're not scrubs out here.

BLAIR
Nobody said you were.

FLINT
Suppose you're afraid I'll peel off the first time we engage?

BLAIR
What about the 20th time? Or the 30th? Will you fatigue even a split second? Or get a twitchy finger?

(beat)
The wingmen I fly with . . . I need guarantees.

FLINT
Respectfully, sir, if you only fly when there are guarantees, you won't be flying much . . .

Flint's morale UP:

AFTER A BEAT, BLAIR GRINS

BLAIR
You have any recommendations?

THERE IS THE BAREST HINT F A SMILE FROM FLINT - - IT'S MORE FROM HER EYES. HER POSTURE, HER VOICE.

FLINT
Oh. I wouldn't presume to do your job for you, sir. I just work here.

SHE TURNS BACK TO THE WINDOW.

Flint's morale DOWN:

BLAIR SHRUGS

BLAIR
I'm sorry you feel that way, Lieutenant. But I gotta go with my gut.

FLINT JUST TURNS BACK TO THE WINDOW.

Scene 23

BRIEFING A4 - EISEN **A4BRFEI**

NOTE TO ORIGIN: This briefing is based on a "skippers" mission, borrowed from Tim Ray's 1/20/94 Mission H3. Tim Ray's 3.1/94 update documents a different Mission A4, and would require a different briefing.

EISEN
Let's get down to business, shall we?

BLAIR
I'm ready, sir.

EISEN (V.O.)
A Confed civilian transport ship is moving through the Orsini System. She's going to need escort. Especially since Intell reports that the Kilrathi are testing a new "cloaked" missile.
(beat)
Confed has code-named these new weapons "Skippers" because they apparently skip in and out of cloak every few seconds to maintain contact with their target. You can see them one second . . . then they're gone the next.

EISEN LOOKS AT BLAIR

EISEN
There are a lot of civilian lives at stake here. *

BLAIR
I'll do my best. Captain.

EISEN
I'm sure you will

Wingman choices for Mission A3: Hobbes, any other pilot Blair has had a conversation with.

Scene 24

DEBRIEFING A4 - SUCCESS - ROLLINS **A4SPFRL1**

ROLLINS (V.O.)
Good news, Colonel. Soon as you land, we're jumping to the Tamayo System - - which is reported to be kitty free! And we got the cush job of assisting with the Excalibur test flights.

Go to B1

Scene A24

DEBRIEFING A4 - FAILURE - ROLLINS **A4SPFRL2**

ROLLINS (V.O.)
Damn, those Skippers are a bitch, aren't they, sir? Well, as soon as you're down, we're jumping to the supposedly peaceful Tamayo System - - if you believe what HQ says. All we gotta do is baby-sit this pilot and his new test rig.

Go to C1.

Series B (winning track) - - the peaceful Tamayo System - - assignment: provide testing grounds for new fighter named Excalibur.

MIDGAME: SPACE/FLIGHT DECK **05EXCAL**

THE EXCALIBUR APPROACHED THE VICTORY - - "BUZZING IT" ONCE BEFORE PUTTING THE BRAKES ON. THE FIGHTER LIVES UP TO THE ADVANCE WORK ON ITS STATE-OF-THE-ART TECHNOLOGY. THIS IS THE FUTURE OF SPACE COMBAT: THE LAST BEST HOPE OF THE CONFEDERATION.

IT SWOOPS ONTO THE FLIGHT DECK WITH BREATHTAKING GRACE AND STYLE.

MAJOR JACE DILLON - - CALLSIGN: FLASH - - CLIMBS OUT OF THE EXCALIBUR'S COCKPIT. FLASH IS A THIN, ARROGANT 25-YEAR OLD NOT LONG OUT OF FLIGHT ACADEMY. HIS FATHER, A HIGH-RANKING CONFED OFFICIAL, SECURED HIM A POSITION AS TEST PILOT TO KEEP HIM OUT OF THE FRAY OF THE REAL WAR.

IN FRONT OF ALL THOSE WHO'VE GATHERED TO WELCOME HIM AND GET A LOOK AT THE NEW SHIP, HE PAUSES TO WIPE A SPECK OFF THE EXCALIBUR'S FUSELAGE.

HE THEN APPROACHES BLAIR WITH A SALUTE THAT IS CURT AND PERFUNCTORY.

FLASH
Colonel. Which way to the bridge? Confed's expecting my tech debrief.

BLAIR
I caught some of the incoming radio. Major. How long have you carried the Flash handle?

FLASH
(smile)
Since my first day at Academy. I don't think you should ever apologize for sporting a little style.

HE NOTICES THAT SOME OF THE CREW MEMBERS - - LEAD BY RACHEL - - ARE MOVING IN ON THE EXCALIBUR TO GET A CLOSER LOOK.

FLASH
(calling out)
That baby's still classified, folks
(to Blair)
You think you could keep your people at bay awhile. Colonel . . . ?

BLAIR
Christopher Blair

FLASH
Ahh . . . I read about you . . . Way back when I was flying with training wheels . . . Is it true pilots don't get older, they just get better? *
*

Scene 25

Flash's morale UP
Group morale DOWN:

BLAIR
The good ones. Maybe someday, kids'll read about you.

Flash's morale DOWN:
Group moral UP:

BLAIR
Only the good ones. We'll see if anyone reads about you someday. *

RACHEL
That Excalibur's one helluva ship. But just like I figured - - there's a real dick on the other end of the leash.

BLAIR
What. he's not letting you do your job.

RACHEL
These loving hands. I can tweak anything and make it work just a little better.

BLAIR
(nods)
Of course, and a little grease never hurt.

RACHEL
Maybe he doesn't need me now, but there's gonna come a time when he's flying a paste-and-glue special. And then see what kind of servicing he gets.
(beat: sly smile)
I'd bet you'd like to take her for a shakedown spin . . .
(on Blair's look)
You know, you swing by at the right time . . . you just might find the key in the ignition . . .

BLAIR CONSIDERS THE POSSIBILITIES . . .

Rachel's morale UP:

BLAIR
(smiles)
It's been a long time since I've done any joyriding.

RACHEL
Well. then you owe it to yourself.

Rachel's morale DOWN:

BLAIR
(shakes his head)
I'm not interested in stepping on the Major's toes.

RACHEL
(cooly)
Well. forget I ever mentioned it then.

Scene 27

BRIDGE - EISEN. HOBBES **B1BRIEI**

BLAIR JOINS EISEN AND HOBBES - - AS THE LOOK AT A MONITOR SHOWING THE EXCALIBUR GLEAMING ON THE FLIGHT DECK.

EISEN
I wish they wouldn't send me these Academy hot shots.

HOBBES
Youth and wisdom are rarely combined. Captain.

BLAIR
But it's still <u>your</u> ship, Captain.

EISEN
(shakes his head)
He answers <u>only</u> to Admiral Tolwyn - -

<u>ALARMS</u> SUDDENLY BEGIN TO BLARE - -

EISEN
Colonel, we're under attack. Launch all fighters.

EISEN
Red Alert! Red Alert! Launch all fighters. Launch all fighters. This is not a drill! This is <u>not</u> a drill!

HOBBES AND BLAIR MOVE OUT - -

No Briefing. No wingman choice - - all must fly. MISSION B1 follows: A swarm of Kilrathi attack the Victory.

Scene 28

DEBRIEFING B1 - SUCCESS - ROLLINS **B1SPFRL1**

ROLLINS (V.O.)
Looks like Tamayo ain't as peaceful as HQ thought. huh. Big surprise. You're cleared to land.

(beat)

By the way. Supposedly we've got the best fighter in the galaxy - - and all it did was collect dust on the flight deck . . . Flash-man just sat out that fire fight in the barracks.

Go to B2.

Scene A28

DEBRIEFING B1 - FAILURE - ROLLINS **B1SPFRL2**

ROLLINS (V.O.)
Well, I guess HQ was wrong about the Tamayo system being kitty free, eh Colonel? You're cleared to land. but be aware we've taken some very serious hits. Maybe it would have been different if Major Flash had bothered climbing out of his bunk and into his cockpit.

Go to B2.

BARRACKS - FLASH (OPTIONAL) **B2BARFHO**

FLASH: ASLEEP ON ONE OF THE BUNKS.

BLAIR STORMS IN, HOPPING MAD. HE RUSHES TO THE BUNK AND KICKS IT -- HARD!

BLAIR
What the hell do you think you're doing?!

FLASH
(standing)
I'm waking up now, "sir."

BLAIR
Didn't you hear that scramble alarm?

FLASH
Yeah. It woke me up. For a minute.

BLAIR
We were under attack. for God's sakes.

FLASH
My talents won't be wasted on your little skirmishes.

BLAIR LOOKS READY TO DECK FLASH AGAIN.

BLAIR
Yeah. well people were dying out there. you son-of-a-bitch.

FLASH
It's a war. People die all the time.

BLAIR JUST STARES AT FLASH FOR A BEAT. INCREDULOUS.

BLAIR
You've never seen it, have you?

FLASH
Seen what?

BLAIR
Never seen pilots - - people you know - - getting fried in their own cockpit.

FLASH
(defensive)
I do my part for Confed.

BLAIR SHAKES HIS HEAD

BLAIR
I don't think I've ever meet anyone as . . . frightened as you.

FLASH
You think what you want. I've got my orders.

BLAIR
Yeah. and you'll find refuge in that just as long as you can.

GUNNERY - FLINT AND MANIAC (SLIDING - B2/B3 ONLY) B0GUNFLS

BLAIR FINDS FLINT AND MANIAC ARGUING OVER FLASH'S REFUSAL TO SCRAMBLE. MANIAC DOESN'T SEE BLAIR STANDING BEHIND HIM.

MANIAC
The oughta shoot that kid, you ask me. At least strap him to one of my thrusters on the next mission. *

FLINT
As usual, Maniac, your solution to the problem is brainless.

MANIAC
Me? Any chance I get, I'm up in the air. I mean, they're gonna have to pry my dead carcass out of the cockpit.

FLINT
Oh, stop banging your chest. You're gonna bruise it. The Colonel will deal with him - -

MANIAC
The Colonel is a spineless - -

BLAIR
(interrupting)
I wouldn't finish that sentence if I were you. "Major."

FLINT STIFLES A LAUGH AS MANIAC REDDENS AND TRIES TO DEFLECT THE SITUATION:

MANIAC
Uh, we were just speculatin' on when the new pilot might pull his own weight.

Group morale UP:

BLAIR
Well, one way or another, we'll find out what Flash is made of . . . I guarantee you that.

BLAIR WALKS AWAY

MANIAC
(to Flint)
Does he pat you like that?

Group morale DOWN:

BLAIR
Admiral Tolwyn makes the call on that. It's out of my hands. *

MANIAC
(to Flint)
Thanks for telling me

BLAIR ENTERS AND EISEN WAVES HIM OVER.

EISEN
Come in. Colonel. We have to move quickly on this.

HE POINTS TO THE MAP TABLE.

EISEN (V.O.)
The only reason we aren't under attack right now is because the Kilrathi have bigger fish to fry. They've targeted Tamayo II - - their transports are already moving there. If you and your wing can cut through the fighter cover, we might have a shot at destroying those transports. We're going to need a lot of fire power and we're going to need it fast. Scramble <u>everybody</u>. I want those flight decks emptied.

BLAIR SALUTES

BLAIR
Right away, sir.

No wingman choice - - all must fly.

Scene 32

LOADOUT (FLIGHT CONTROL) - RACHEL **B2FCTRA1**

CONDITION: If Blair expressed interest in flying the Excalibur in Scene B0RECRAS.

RACHEL CUES UP THE EXCALIBUR ON THE VIDSCREEN: A BIG GRIN ON HER FACE.

RACHEL
You'll never guess what's gassed up and ready-to-go.

Blair will fly the Excalibur on this mission.

Scene A32

LOADOUT (FLIGHT CONTROL) - RACHEL **B2FCTRA2 ***

CONDITION: IF Blair expressed no interest in flying the Excalibur in Scene B0RECRAS, OR IF Scene B0RECRAS never played.

RACHEL CUES UP BLAIR'S USUAL FIGHTER ON THE VIDSCREEN.

RACHEL
Would have been nice to try the Excalibur this time around, wouldn't you say?

IF PLAYER CHOOSES HIS OWN WEAPONRY:

RACHEL
You don't trust my loadouts, huh?

OR

My loadout's not good enough for you, huh?

Scene 33

DEBRIEFING B2 - SUCCESS - ROLLINS **B2SPFRL1**

CONDITION: IF Blair took Excalibur.

ROLLINS (V.O.)
Now we know what that machine can really do. You're clear to land, Colonel.

Go to B3.

CONDITION: IF Blair did NOT take Excalibur.

ROLLINS (V.O.)
The Kilrathi are high-tailing it out of this system, Colonel. Guess it didn't matter that Flash and his hot shit rig stayed put again. You're clear to land.

Scene A33

DEBRIEFING B2 - FAILURE - ROLLINS **B2SPFRL2**

CONDITION: IF Blair took Excalibur.

ROLLINS (V.O.)
Looks like Tamayo II's going down, sir. The Victory's abandoning this system. You're clear to land.

Go to B3.

CONDITION: IF Blair did NOT take Excalibur.

ROLLINS (V.O.)
Tamayo II's going down, sir. Wonder if it mighta been different if Flash'd bothered to engage with the Excalibur. You're clear to land.

Scene 34

FLIGHT DECK - FLASH **B3FDKFH**

A GOOD PORTION OF THE CREW IS PRESENT AS BLAIR COME IN FOR A LANDING. HE GETS OUT OF THE COCKPIT.

CONDITION: IF Blair took Excalibur.

FLASH STORMS UP TO BLAIR IN A RAGE.

FLASH
You are way out-of-line, Colonel.

BLAIR
Somebody had to step up to the plate, Mister.

FLASH
You think Confed wants some old man risking their state-of-the-art test vehicles?

BLAIR
Where do you learn to spew all this crap? Doesn't the Academy teach kids to fly anymore?

FLASH
Listen, oldtimer, I don't have to take this from you. I think it's time to teach you a lesson. Meet me at the simulator at 09:00 and we'll see who knows how to fly.

Flash's morale UP:
Group morale DOWN:

BLAIR
Combat simulator . . . doesn't prove anything. The only thing that really counts is out there, against the Kilrathi.

FLASH
Then I guess we'll never know, will we Colonel?

HE SWAGGERS OFF.
Go to D1.

CONDITION: IF Blair did NOT take Excalibur.

FLASH CALMLY STEPS AROUND THE EXCALIBUR, MAKING PRE-FLIGHT CHECKS OF THE FUSELAGE. BLAIR APPROACHES, FURIOUS.

BLAIR
Hey, what's your lame excuse this time?

FLASH
Get off my case, old man. You'd trade places with me in a second - - that is, if Confed had a senior citizen circuit for test pilots.

BLAIR
On one condition. If you lose - - you put in for a transfer to combat pilot status . . . aboard the Victory.

FLASH LAUGHS BUT IT SOUNDS A BIT HOLLOW.

FLASH
If that'll make you feel better. I'd ask you for a shoe shine if I win - - but I like my shoes too much. *

Flash's morale DOWN:
Group morale UP:

FLIGHT CONTROL - EISEN **B3FCTEI** *

CONDITION: IF Blair accepted Flash's challenge to duel in flight simulator.

EISEN PULLS BLAIR ASIDE. *

EISEN
I guess you two are itchin' to go at each other. *
*

BLAIR
(uncomfortable)
Well, sir, I just got fed up --

EISEN
As a rule, I'm not too big on these needless displays *
of macho crap. You're taking a big risk morale *
wise.
(nods towards the crowd that's gathered) *
And, if you lose you won't be too popular around *
here. So I'm gonna give you a word of advice. *
Colonel. *
(beat)
Kick the little twerp's ass.

BLAIR
Yes, sir!

Go to MISSION B3: Blair and Flash compete in Rec Room's Flight Simulator.

FLIGHT CONTROL - VAQUERO **B4FCTVQ ***

CONDITION: IF Blair wins B3. Group morale UP. *

VAQUERO MEETS BLAIR AS HE STEPS OUT OF THE SIMULATOR.

VAQUERO

Guess we got ourselves another combat pilot - - but it's a whole 'nother thing fighting the Kilrathi out there!

Go to D1.

Scene 37

FLIGHT CONTROL - MANIAC **B4FCTMA ***

CONDITION: IF Blair loses B3. Group morale DOWN. *

AS HE STEPS OUT OF THE SIMULATOR, BLAIR MEETS MANIAC . . . WHO'S WEARING A SHIT-EATING GRIN.

MANIAC
Too bad, "old man." Looks like the kid was right. Well, just proves what I've said all along: You <u>are</u> overrated.

Go to D1

MIDGAME: THE VICTORY / SPACE B4 FH *

CONDITION: IF Blair loses B3. *

FLASH'S EXCALIBUR BLASTS OUT OF THE FLIGHT DECK AND HURTLES RIGHT PAST US. *

THE CRAFT BANKS. DOES A HOT-DOG LOOP AND BUZZES THE CARRIER. *

AS IT DISAPPERS IN THE DISTANCE. WE HEAR HIS LAST TRANSMISSION: *

FLASH (V.O.) *
See ya 'round, suckers . . .

Series C - - The losing track version of Series B - - the peaceful Tamayo System - - assignment: baby-sit a test pilot while he puts the new Excalibur through its paces.

All midgames, conversation, briefings, missions, and debriefings are same as Series B, except:

Mission C2 is same as Mission B2 with the addition of having to continue sweep of waypoints after defending Tamayo II. IF Player loses Mission C2, we go to the following "Standard Go-to-R1 Debriefing":

DEBRIEFING C2 - FAILURE - ROLLINS **C2SPFRL2**

ROLLINS (V.O.)
Damn, well I guess that's a new definition of "disaster", eh Colonel? I've got more bad news. Confed finally owned up to how badly the war's going. I told you this was coming, didn't I? A massive Kilrathi armada is threatening Earth and we're jumping to Proxima to help hold them off. You're cleared to land.

Go to R1

Series D - - Locanda System - - Confed still on the defensive . . .

MIDGAME: KILRATHI SHIP - THRAKHATH, MELEK **06THMEL**

THRAKHATH AND MELEK STUDY A MAP WALL DISPLAYING THE LOCANDA SYSTEM. *

THRAKHATH
Tell me this system continues to be worth raiding. I fail to see it.

MELEK GIVES THE KILRATHI EQUIVALENT OF A SHRUG.

MELEK
The natural resources are utterly depleted. It remains a source of slave labor, but the population has never been particularly malleable.

THRAKHATH
Slaves we have no shortage of.
(beat)
The Terrans want this system? They shall have it.

MELEK
Nevertheless, my liege, I bristle at the thought of . . . They will call it . . . What is that strange word they have?

THRAKHATH
"Surrender."
(shakes his head)
No, it is not that. This system shall serve as a message to the apes. Since it is no longer of use to us . . . We shall render it useless to them as well . . .

THRAKHATH'S MANY TEETH ARE EXPOSED IN AN EVIL KILRATHI GRIN. AFTER A BEAT, MELEK UNDERSTANDS AND SMILES IN RELIEF.

MELEK
As always, my liege . . . a wise choice.

THEY TURN BACK TO THE MAP DISPLAY WITH MALIGNANT PURRS OF SATISFACTION.

FLINT'S FINGERS RUN OVER A VIDEO DISPLAY OF THE LOCANDA SYSTEM - - <u>THE SAME SYSTEM SEEN IN THE MIDGAME</u> - - AS IF TOUCHING IT MAKES THE REPRESENTATIONS MORE REAL.

SHE LOOKS UP AS BLAIR ENTERS. BLAIR LOOKS AT THE DISPLAY.

BLAIR
I flew here once. A lot of places to hide in this system. This your first time?

FLINT RUEFULLY SHAKES HER HEAD.

FLINT
This is my home system. My father taught me everything he knew about flying here. He'd been planning to pass it all on to my brother. but . . .
(beat)
The Kilrathi had other plans.

BLAIR
I'm sorry.

FLINT
That's all right. Everyone's lost someone, right? They don't give you medals for it.

BLAIR
You haven't been back since?

FLINT SHAKES HER HEAD.

BLAIR
Which one was home?

SHE POINTS TO HER WORLD ON THE DISPLAY: LOCANDA IV.

FLINT
That one. It was a beautiful world. Dark purple nights and burnt moons that chased each other across the sky. The insects would sing . . . different serenades. depending on how close the moons were. My brother and I would stay up. listening . . .
(beat)
Do you remember the time before the war?

BLAIR

No.

(beat)

I don't let myself.

SHE LOOKS AT HIM.

FLINT

Sir, I have scores to settle here.

(beat)

I can't be on the sidelines for these engagements.

BLAIR LOOKS AT HER. HARD.

FLINT

I need to be part of what goes down.

Flint's morale UP:

BLAIR

Flint . . . when you fly, are you gonna be my wingman, or your brother's wingman?

Flint's morale DOWN:

BLAIR

Listen . . . I'm not sure I can afford to put you - - and your dead brother - - on my wing.

Scene 42

FLIGHT CONTROL - FLASH (SLIDING - D1/D2 ONLY) **D0FCTFHS**

CONDITION: This and all subsequent scenes with Flash available only IF Blair won Mission B3/C3.

SPECIAL NOTE: Flash's existence in the entire game (beginning with Series D) is conditional on Blair winning Mission B3/C3.

A MUCH MORE HUMBLE FLASH APPROACHES BLAIR.

FLASH
Colonel. I'd like to apologize for some of the things I said.

BLAIR
(smiles)
Some?

FLASH
Well . . .
(grins)
I still think I could have beat you two out of three.

BLAIR
Care to go at it again?

FLASH
No . . . . . From now on, I'll prove it to you out there.
(beat)
That is if you figure I'm good enough to be your wingman.

BLAIR
You're on the roster. You'll get your shot, same as everyone. *

BLAIR TURNS AWAY.

FLASH
Thank you.

REC ROOM - VAGABOND **D1RECVA**

VAGABOND'S PLAYING SOLITAIRE AND LOOKING UNUSUALLY GLUM. HE SMILES AT BLAIR BUT IT'S NOT WITH HIS NORMAL GUSTO.

VAGABOND
You've been in these parts before, right? Word is the Kilrathi have bled this system pretty dry over the years.

BLAIR
Locanda's always been hotly contested.

VAGABOND
Few months ago, I heard stories about some backwater system the Kilrathi had under siege for months. But after they cleaned it out, they didn't just move on. The dusted it with some new biological weapon. The whole system's supposedly a total bio-hazmat. Really ugly. No one can get near it.
(beat)
Rumor has it Confed's quarantined that system and nobody even talks about it.

Vagabond's morale UP:

BLAIR
Nothing the cats do surprises me anymore. But if we do our job right, we're not gonna have to worry about that kind of thing.

Vagabond's morale DOWN:

BLAIR
Rollins has been running off at the mouth again, hasn't he? A Kilrathi bioweapon? It's a fairy tale. Jeez.

COBRA
Colonel, you know the Kilrathi may be using bioweapons here?

BLAIR
First I've heard of it.

COBRA
The Kilrathi's been preparing these kinds of weapons for years. If they're not deployed here, they will be somewhere else.

BLAIR
Would you mind telling me how it is you know so much about the Kilrathi?

COBRA HOLDS BLAIR'S STARE.

COBRA
It doesn't matter if you believe me.

Cobra's morale UP:

BLAIR
That's where you're wrong. It does matter.
(beat)
It's just that someday I'd like to get the rest of the story.

Cobra's morale DOWN:

BLAIR
It's hard for me to believe someone I know so little about.

Scene 45

GUNNERY - HOBBES (SLIDING - D1/D2 ONLY) **D0GUNHBS**

HOBBES TURNS FROM THE WINDOW, SEEING BLAIR.

HOBBES
I used to raid these planets.

BLAIR
Yeah. I know.

HOBBES
It puzzles me, these reports that the Kilrathi are surrendering the system.
(shaking his head)
Surrender . . . Though I know the word in your language, I still fail in truly grasping it.
(beat)
I cannot guess at all what my one-time comrades might do. And Kilrathi are most dangerous . . . when they are unpredictable.

Scene A45
BRIEFING D1 - EISEN

D1BRFEI

INSERT Standard Opening.

EISEN (V.O.)
Let's get down to business. shall we?

BLAIR
I'm ready. sir.

EISEN (V.O.)
The Kilrathi intentions in this area remain unclear. While we continue to gather intelligence. your task will be to corral the cats wherever possible. We wish. particularly. to shut off their access to the populated planets and this asteroid field. Let's try to put these Kilrathi raiders out of business permanently.

BLAIR
Ready to go. sir.

EISEN (V.O.)
I like that enthusiam. Dismissed.

INSERT Standard Closing.

Wingman choices for Mission D1: Cobra. Flash. Flint. Hobbes. Maniac, Vagabond. Vaquero.*

NOTES: IF Mission B3/C3 was success. Flash is now on the flight roster. Maniac is now flagged "AT RISK." This means that he can be killed in this and any following mission. This screenplay assumes that he does not die. But IF he does. all subsequent conversations with him will not be available. (The same rule applies to all future "at risk" flaggings.)

Scene 46

DEBRIEFING D1 - SUCCESS - ROLLINS **D1SPFRL1**

ROLLINS (V.O.)
Feels great to kick some furry butt in this system! We're moving on to Locanda IV - - Intell says the Kilrathi presence there has increased.

CONDITION: IF Blair picked Fling as wingman for D1:

ROLLINS
(continuing)
You're clear to land, sir.

Go to D2.

CONDITION: IF Blair did NOT pick Flint as wingman for D1:

ROLLINS
(continuing)
Sir - - I'm getting reports that Flint was a little wild out there. She been picking up pointers from ole Maniac? You have clearance, at any rate.

Scene A46

DEBRIEFING D1 - FAILURE - ROLLINS **D1SPFRL2**

ROLLINS (V.O.)
Tough break. sir. But we're all going to get another chance: the Victory's moving on to Locanda IV - - Intell says the neighborhood's full of kitties.

NOTE: the branching here is identical to Debriefing Success conclusion in D1SPFRL1.

CONDITION: IF Blair picked Fling as wingman for D1:

ROLLINS
(continuing)
You're clear to land. sir.

Go to D2.

CONDITION: IF Blair did NOT pick Flint as wingman for D1:

ROLLINS
(continuing)
Sir - - I'm getting reports that Flint was a little wild out there. She been picking up pointers from ole Maniac? You're cleared to land. at any rate.

INSERT Standard Opening ST. PG. 1

EISEN

Let's get started. Colonel.

BLAIR

Yes, sir.

EISEN (V.O.)

We've still got more questions than answers on Kilrathi operations here. Some of the Kilrathi force are pulling out, but other elements are closing in on Locanda IV. Intell thinks they've got warhead tipped with a new kind of bioweapon, capable of spreading a pandemic over the whole planet within minutes. If Intell's correct, the half-life of this virus is over 500 years.

EISEN LOOKS AT BLAIR WITH DEEP CONCERN AND A TINGE OF FEAR IN HIS EYES.

EISEN

Colonel. . . We can't let a single warhead slip through and strike the planet. If the warhead's bio, the civilians on Locanda IV will die slow deaths from a ravaging disease, and all we'll be able to do is pull out of here as fast as we can. Good luck, son.

Wingman choices for Mission D2: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

NOTE: Flash is now flagged "AT RISK." He can be killed in this and any following mission.

NOTE: This scene also contains the Briefing for Mission D3. which is an OPTIONAL mission.

ROLLINS (V.O.)
Sir. they're going to be naming babies after you on Locanda IV! While you were out there. Intell did confirm that the Kilrathi warhead loadouts were bio-haz in nature. You're cleared - - Wait a minute. sir: Captain Eisen's in on the comm - -

EISEN (V.O.)
Colonel. we've got a situation in the lunar outreaches of Locanda IV . . . Lieutenant Robin Peters has ignored our return-to-ship-orders. She's gone renegade. Appears to be pursuing her own private war. Can you risk bringing her back?

Group morale UP:

BLAIR
I'm going after her. Captain.

Go directly to MISSION D3.

Group morale DOWN:

BLAIR
I can't risk it. I'll be lucky to land this thing.

EISEN (V.O.)
Then don't delay. Colonel. You have clearance.

Go to E1.

NOTE: This scene also contains the Briefing for Mission D3, which is an OPTIONAL mission.

ROLLINS (V.O.)
Colonel . . . we're still waiting for confirmation on spread of the pandemic. All I know is we better bug outta here before we're all infected. You're cleared - - Wait a minute: Captain Eisen is on the comm - -

EISEN (V.O.)
(taking over)
Colonel, we don't have the luxury of mourning Locanda IV just now.

NOTE: The remainder of this scene is <u>identical</u> to D2SPFRL1

EISEN (V.O.)
Lieutenant Robin Peters has ignored our return-to-ship-orders. She's gone renegade. Appears to be pursuing her own private war. Can you risk bringing her back?

Group morale UP:

BLAIR
I'm going after her, Captain.

Go directly to MISSION D3.

Group morale DOWN:

BLAIR
I can't risk it. I'll be lucky to land this thing.

EISEN (V.O.)
Then don't delay, Colonel. You have clearance.

Go to E1.

Scene 49 D-13

MISSION D3 is an OPTIONAL mission where Blair chooses to go after Flint and try to bring her back safely to the Victory. She is chasing down Kilrathi fighters who are trying to escape through a jump point. But she is in over her head as there are quite a few enemy ships turning around and firing on her. *

DEBRIEFING D3 - SUCCESS - ROLLINS **D3SPFRL1**

ROLLINS (V.O.)
Congratulations on roping her in. sir.

IF Mission D2 was SUCCESS:

ROLLINS (V.O.)
(continuing)
First a whole planet, then a pilot. I'd give you a promotion if I could. You're cleared. Colonel.

Go to E1.

IF Mission D2 was FAILURE:

ROLLINS (V.O.)
(continuing)
You're cleared to land, Colonel - - and you better make it quick. That Kilrathi pandemic is spreading fast and we're jumping out any second.

Go to F1.

Scene A49

DEBRIEFING D3 - SUCCESS - ROLLINS **D3SPFRL2**

ROLLINS (V.O.)
You're not going to believe this. sir. Cobra was able to reel Flint in..

IF Mission D2 was SUCCESS:

ROLLINS (V.O.)
(continuing)
Nevertheless. Captain Eisen expresses his appreciation for your attempt. You're clear to land.

Go to E1.

IF Mission D2 was FAILURE:

ROLLINS (V.O.)
(continuing)
You're cleared to land. Colonel - - and you better make it quick. That Kilrathi pandemic is spreading fast and we're jumping out any second.

Go to F1.

Scene 50

Series E (winning track) - - Blackmane System - - Confed base under siege, and the Confed war effort still on the defensive . . .

FLIGHT DECK - FLINT, COBRA **E1FDKFL**

NOTE TO ORIGIN: This scene follows directly on the heels of scene(s) in the previous series, in "real time." The standard "warping out" may be out place.

Scene A50

FLINT'S STANDING NEAR HER SHIP, SHAKEN UP AND WIPING A FEW TEARS FROM HER EYES.

IF Mission D3 success (Blair saved Flint):

FLINT
You might have died out there, chasing after me.

BLAIR
(beat)
I might have.

FLINT
I guess the Captain ordered you - -

BLAIR
No
(beat)
That was my call to make.

FLINT
Well. I guess I should be impressed.
(beat)
I'm sorry, I'm not very good at saying thank you.

BLAIR
You're welcome.

FLINT
I want you to understand - -

IF Mission D3 failure OR Mission D3 not flown (Cobra saved Flint):

COBRA HAS HER ARM AROUND FLINT'S SHOULDERS.

COBRA
You sure you're okay?

FLINT
Yeah. I'm sorry you had to come after me . . . *

COBRA
Forget it. Sometimes I feel the same way. I'd like to kill every one of those Kilrathis my own self. Take care of yourself girl.

COBRA WALKS AWAY. FLINT LOOKS AT BLAIR.

BLAIR
(beat)
Cobra's a helluva fighter . . .

FLINT
(beat)
She risked too much.

BLAIR NODS IN AGREEMENT.

BLAIR
We don't fly suicide missions. We fight this war to live. not to die.

(beat)

You've got to fly with your head, Flint. Not your heart.

FLINT
You've never done that. sir? Fly with your heart?

BLAIR
The day I do that. I expect a stiff dressing-down. mister. That's an order.

FLINT LOOKS DOWN, TRYING TO HIDE HER FEELINGS OF SHAME.

FLINT
Sir? My father didn't read his children bedtime stories. He read to us from the regs manuals. I know there are certain actions necessary . . .

Flint's morale UP:

BLAIR
Book regs are not war regs. If this were peacetime I'd ground you faster than a tachyon, but now that's and indulgence we can't afford.

(beat)

But don't make one of us come after you again.

FLINT
That. sir. would be an indulgence . . .

Flint's morale DOWN:

BLAIR
If every pilot pursues a private war. the Kilrathi triumph. Until further notice, you're grounded.

HOLD ON FLINT . . . HER EYES DEAD.

FLIGHT CONTROL - ROLLINS (SLIDING) E0FCTRLS

ROLLINS STANDS WITH A GROUP OF OTHER CREW MEMBERS AT A TERMINAL, WATCHING BARBARA MILES WRAP UP A NEWSBRIEF ON A MONITOR. *

BARBARA (V.O.)
This is Barbara Miles, for TNC. *

ROLLINS LOOKS UP FROM THE SCREEN AS BLAIR APPROACHES. *

ROLLINS
Still buying the fantasy that we're winning the war?

BLAIR
Why the hard-on for the opposite take?

ROLLINS
Because you'd have to be blind not to see that things are going bad. and getting worse.

BLAIR
Excuse me?

ROLLINS
Fact: We haven't had shore leave in months.
Fact: All we do is move from one defensive mission to another.
Fact: Our entire force is constantly in retreat.
Now is that just my imagination? Or is this whole war effort unraveling before our eyes?

BLAIR
Fact: We have a communications officer with far too much time on his hands - - dangerously spreading fear, uncertainty and doubt throughout the ship. From now on, Mister, you spout your theories to anyone, I'll have you reassigned to Waste Recycling.

[PAGE E-4 OMITTED]

Scene 53

NOTE: This scene can be initiated by clicking on ANGEL'S PHOTO IN BLAIR'S LOCKER. It should be available for play and replay up to the Briefing for Mission K3.

BARRACKS **E0BARBL ***

BLAIR ENTERS THE BARRACKS AND SEES THAT HIS LOCKER IS OPEN. HE STUDIES (I.E., CLICKS ON) THE PHOTO OF ANBEL HANGING THERE AND WE

DISSOLVE TO:

MIDGAME: EXT. VESPUS - ANGEL (FLASHBACK - SLIDING - SERIES E THROUGH K) **07ANMEM**

ANGEL AND BLAIR WALK HAND-IN-HAND ALONG THE BLUFF OVERLOOKING THE GLITTERING SEA. A LIGHT BREEZE BLOWS THROUGH HER HAIR. THEY STOP AT THE EDGE OF THE CLIFF AND DRINK IN THE BEAUTY. THEN LOOK AT EACH OTHER . . .

DISSOLVE TO:

THE TWO OF THEM . . . ON THE GROUND . . . BEGINNING TO MAKE LOVE . . . SHE LOOKS INTO HIS EYES.

ANGEL

Is this forever?

BLAIR

(chuckles)
Forever isn't long enough . . .

THEY KISS . . . THE SEA BELOW GLOWS WARMLY . . .

DISSOLVE TO:

ANGEL'S PHOTO IN BLAIR'S LOCKER. HE STARE AT IT SADLY.

BRIDGE - EISEN (SLIDING - SERIES E ONLY) **E0BRIEIS**

If BLAIR won MISSION B3/C3:

EISEN
I don't know whether to thank you or curse you for winning us Flash on a permanent basis...

BLAIR
Little of both, I guess.

EISEN
I wish I had more pilots like you, Colonel. Might make the war end sooner. I'm especially glad that you haven't let the Victory cramp your style.

BLAIR
Thank you, sir.

IF BLAIR lost MISSION B3/C3:

EISEN
Have I taken the time to thank you for the good work you did in the Locanda System?

BLAIR
No need, sir.

EISEN
Let's get started. Colonel.

BLAIR
Yes, sir.

EISEN (V.O.)
We've got a simple job ahead of us. We've got control of the sector base and jump point. The Kilrathi want that control. Let's keep them at bay, gentlemen. We can't give up ground here, Colonel.

EISEN
Give us your best, Colonel. Dismissed.

Wingman choices for Mission E1: Cobra, Flash, Flint (IF not grounded), Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 55

DEBRIEFING E1 - SUCCESS - ROLLINS **E1SPFRL1**

ROLLINS (V.O.)
They're having a party in your honor down on the Blackmane base, Colonel. You're cleared to land.

Go to E2.

Scene A55

DEBRIEFING E1 - FAILURE - ROLLINS **E1SPFRL2**

ROLLINS (V.O.)
The base is nuked, Colonel. You're cleared to land - - we're pulling out.

Go to G1.

RACHEL CHECKS OUT A FIGHTER. PUNCHING NUMBERS INTO A HAND HELD PDA.

RACHEL
Colonel, can we chat off the record?

BLAIR
Don't we usually?

RACHEL
Yeah. That's one on the things that I like about you.
(beat)
And the fact that I like you is why I wanna say this . . .

SHE HESITATES

BLAIR
Go ahead.

RACHEL
(beat)
You've got a look in your eyes that I've seen before.
(beat)
I had this fella, see? And he went out one day and saw his wingman get fried. He started to blame himself. And no matter what I said or anybody else. it didn't matter.
(beat)
A few days after that he took out a Thunderbolt and just kept going. He hit a jump point just as the Kilrathi were coming through.
(MORE)

RACHEL (CONT'D)
There were a lot of fireworks . . .
(beat)
He might still be out there as far as I know. They never found him . . . Not even a trace . . .
(beat)
And that look in your eyes is the same look that he had just before he went out on that mission . . .
(beat)
Do you wanna talk about it?

Rachel's morale UP:

BLAIR
(beat)
I had someone too. I keep having these nightmares: I can't get them out of my head. Maybe she ditched her craft in some neutral territory - - maybe she found out a way to sidestep the war entirely. But I kept thinking, one way or another . . . I'd hear.
(beat)
Only I haven't.

RACHEL
Hey, maybe my gut and your gal got together out there.

BLAIR
At least they'd be alive.

RACHEL
Yeah. But then I'd have to kill him when he came back . . .

SHE LAUGHS - - AND AFTER A MOMENT BLAIR DOES TOO.

Rachel's morale DOWN:

BLAIR
I wish I could, Chief. I had someone too . . . Still have, hopefully. But it doesn't do any good to talk about these things. *

BLAIR LEAVES. RACHEL LOOKING AFTER HIM.

[PAGE E-11 OMITTED]

Scene 58

BARRACKS - MANIAC (SLIDING - E2/E3 ONLY) **E0BARMAS**

CONDITION: This scene available only IF E0FDKRAS (Rachel on the flight deck) played.

MANIAC'S FLIPPING THROUGH A MAGAZINE AND SNORTS WHEN HE SEES BLAIR WALK IN.

MANIAC
Well, if it isn't loverboy, himself. I saw you puttin' the moves on everybody's favorite little grease monkey.

BLAIR
Are you jealous?

MANIAC
Aw, I don't think getting into her pants requires any high-risk maneuvering.

Maniac's morale UP:

BLAIR
Just the fact that it takes maneuvering leaves you breathing my engine exhaust, doesn't it?

MANIAC
(looking at magazine)
Oh man . . . I've dated <u>all</u> you girls!

Maniac's morale DOWN:

BLAIR
(sarcastic)
Well, I made my pitch - - but she's more interested in "real" pilots . . . like you.

MANIAC
(looking at magazine)
You like me, don't you! I like <u>you</u>.

Scene A58
BRIEFING E2 - EISEN

E2BRFEI

INSERT Standard Opening.

EISEN
Listen up, Colonel. As usual, we have our work cut out for us.

BLAIR
No doubt, sir.

EISEN (V.O.)
Now that we've broken the Kilrathi siege can finally move in. We need to escort the incoming convoys, and get them to the base without any dents. That means a little housekeeping to clear the way. We're doing good: let's keep it up.

BLAIR
Ready to go, sir.

EISEN
I like that enthusium! Dismissed!

INSERT Standard Closing.

Wingman choices for Mission E2: Cobra, Flash*, Flint (IF not grounded), Hobbes, Maniac*, Vagabond, Vaquero.

Scene 59

DEBRIEFING E2 - SUCCESS- ROLLINS **E2SPFRL1**

ROLLINS (V.O.)
Colonel? Or should I call you Houdini? You've got a standing invite from Blackmane base to join them for steak and eggs, now that they're able to unload those supply convoys. You're cleared to land, sir.

Go to E3.

Scene A59

DEBRIEFING E2 - FAILURE - ROLLINS **E2SPFRL2**

ROLLINS (V.O.)
We were watching it on the radar, Colonel - - and you're lucky to still be breathing. I think it was a case of being outmanned and outgunned, sir. You're cleared to land, sir.

Go to E3.

CONDITION: IF Flint NOT grounded.

FLINT
It feels good, what we've been doing here.

BLAIR
Why, are the stakes less personal in this system:

FLINT
I hate to admit it. Those are real people down there, just as real as the people I knew back in the Locanda System. but I can't say they're as real to me, though.don't have an image of them in my mind . . .

BLAIR
You'd burn out very quickly, if you did.

FLINT
Yeah. sometimes I hate myself because I actually feel lucky there is a war.

BLAIR LOOKS AT HER AND SHAKES HIS HEAD.

BLAIR
(pensive)
I knew - - I mean. I know someone who feels that way. She lives to fight "the good fight".

FLINT
For me. it's flying - - I love the purity . . . Nothing holding me back . . .

BLAIR
Only pilots know that feeling.

Scene ends IF Flint NOT grounded.
Scene continues ONLY IF Flint grounded.

CONDITION: IF Flint grounded.

FLINT
You made some nice moves on that last mission. Of course, one can only tell so much from aboard ship.

BLAIR
Look. I know it's been hard on you, sitting on the sidelines.

FLINT
Look, what I've been trying to say is that I exist to do one thing: fly. I'm requesting reinstatement on the flight roster, sir. Cheerleading from down here is not my specialty.

Flint's morale UP:

BLAIR NODS AND SMILES.

BLAIR
You know, you're right. What the hell took you so long?

FLINT
(grins)
Not all of us maneuver at warp speed, sir. Thank you, sir.

Flint's morale DOWN:

BLAIR
That's and issue to be taken up with Captain Eisen.

FLINT
The regs say you have authority - -

BLAIR
Regs are meaningless if a captain and a wing commander aren't in sync. Now, if the Captain has no problem - -

HE GESTURES VAGUELY.

BLAIR
- - I won't stand in the way.

FLINT
(disappointed)
Yes, sir.

CONDITIONAL OPENING: One of the two following openings plays IF Flint was grounded:

IF Blair reinstated Flint in E3GUNFL:

EISEN
Ah, Colonel! Good call putting Flint back on the roster. We need every good pilot we can get. I think she's got her head back on straight.

IF Blair left Flint's status up to Eisen in E3GUNFL:

EISEN
Colonel, I've put Flint back on the roster. I'm not real impressed with how you passed the buck. Frankly, I think she's got her head back on straight.

We then continue with normal opening:

EISEN
Let's get started.

EISEN GESTURES TO THE MAP TABLE.

EISEN (V.O.)
We've got a weapons convoy coming in. If we can get it through the blockade, the base will have a chance at defending itself. We must protect this convoy at all costs.

INSERT Standard Closing ST. PG. 2

Wingman choices for Mission E3: Cobra, Flash*, Flint, Hobbes, Maniac*, Vagabond, Vaquero.

Scene 62

DEBRIEFING E3 - SUCCESS - ROLLINS **E3SPFRL1**

ROLLINS (V.O.)
Blackmane says they can take it from here, Colonel. Our next stop is downtown Kilrah, or something close to it . . . You're cleared to land.

Go to G1.

Scene A62

DEBRIEFING E3 - FAILURE - ROLLINS **E3SPFRL2**

ROLLINS (V.O.)
Tough break on the convoy, Colonel - - but Confed's already assigned us elsewhere. I wouldn't dawdle on that landing if I were you - - we're about to ready to blow this pop stand.

Go to G1.

Scene 63

Series F (losing track) - Blackmane System - Confed base being evacuated. and the Confed war effort still on the defensive...

<u>All</u> midgames and conversations are same as Series E. except for replacement of E0BRIEIS with F0BRIEIS. Briefings/debriefings for Series F are different from Series E. reflecting the difference in missions.

BRIDGE - EISEN (SLIDING - SERIES F ONLY) **F0BRIEIS**

EISEN
Are you feeling well? Have you had a med-check lately?

BLAIR
(confused)
Well. I feel fine. sir.

EISEN
I'm curious because for a pilot with such a bad-ass rep you haven't shown me much so far.

BLAIR
Well. maybe we should all stop judging each other and just get the job done. sir.

INSERT Standard Opening.

EISEN
No rest for the weary, Colonel. Let's get to it!

BLAIR
As you wish. Captain.

EISEN (V.0.)
The Kilrathi have invaded this system in force. and we have no choice but to evacuate the Confed base. You're to provide cover for evacuation convoys heading for the jump point. Let's get these people out of here. Good luck. Colonel!

Wingman choices for Mission F1: Cobra. Flash. Flint (IF not grounded), Hobbes. Maniac*. Vagabond. Vaquero.*

Scene 64

DEBRIEFING F1 - SUCCESS - ROLLINS **F1SPFRL1**

ROLLINS (V.O.)
The evacuation's proceeding thanks to your cover. Colonel. You're cleared to land.

Go to F2.

Scene A64

DEBRIEFING F1 - ROLLINS **F1SPFRL2**

ROLLINS (V.O.)
We're going to try another path on the next evacuations, Colonel. You've got landing clearance.

Go to F2.

EISEN
Colonel. Let's go over the mission. shall we?

BLAIR
Yes, sir.

EISEN (V.O.)
We're in the last stages of evacuation. The problem we have is - - that to avoid enemy engagement and protect these people - - we're going to be taking the pulsar route. You know the kind of gamma-ray damage you can sustain from the light of a pulsar. The only protection you'll have is in the shadow of this planet near the jump point.

EISEN
Go to it. Colonel!

Wingman choices for Mission F2: Cobra, Flash, Flint (IF not grounded), Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 65

DEBRIEFING F2 - SUCCESS - ROLLINS

F-5

F2SPFRL1

ROLLINS (V.O.)
Looking forward to see the tan you got from that pulsar, Colonel. You're cleared to land.

Go to F3.

Scene A65

DEBRIEFING F2 - ROLLINS

F2SPFRL2

ROLLINS (V.O.)
If it ain't the damn cats tanning our hides, it's a damn pulsar, eh Colonel? You're cleared to land.

Go to F3.

NOTE TO ORIGIN: This Conditional Opening exactly duplicates the intro to E3BRFEI.

CONDITIONAL OPENING: One of the two following openings plays IF Flint was grounded:

IF Blair reinstated Flint in E3GUNFL:

EISEN
Ah. Colonel. Good call putting Flint back on the roster. We need every good pilot we can get. I think she's got her head back on straight.

IF Blair left Flint's status up to Eisen in E3BUNFL:

EISEN
Colonel. I've put Flint back on the roster. I'm not real impressed with how you passed the buck. Frankly. I think she's got her head back on straight.

We then continue with normal opening:

EISEN
Let's get started.

EISEN GESTURES TO THE MAP TABLE.

EISEN (V.O.)
We've got one last convoy to evacuate. Get it safely to this jump point. and let's get the hell out of here.

EISEN LOOKS AT BLAIR.

EISEN
If we succeed with this mission. I think we'll finally win a little glory for the Victory - - and that's long overdue.

BLAIR
Don't worry, sir.

EISEN
I'm trying not to, Colonel.

Wingman choices for Mission F3: Cobra. Flash, Flint. Hobbes. Maniac*, Vagabond. Vaquero.*

Scene 66

DEBRIEFING F3 - SUCCESS - ROLLINS **F3SPFRL1**

ROLLINS (V.O.)
Okay, Colonel Houdini . . . we're outta here - - and I think we're finally going to start taking it to the Kilrathi for a change. You're clear to land.

Go to G1.

DEBRIEFING F3 - FAILURE - ROLLINS **F3SPFRL2**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2)

Go to R1.

Scene 67

Series G - - Ariel System - - the Victory is assigned to be the core of a recon group making an offensive incursion into Kilrathi territory.

FLIGHT DECK - RACHEL (SLIDING) **G0FDKRAS**

AMIDST THE HUSTLE AND BUSTLE ON THE DECK. RACHEL`S MOVING A MILLION MILES AND HOUR. SHE SEES BLAIR COMING AND HOLDS UP HER HAND:

RACHEL
Not now, partner. All you jocks wanted recon work so bad - - now you got it, which means us grunts gotta bust our asses for you.

A SMILING COBRA LOOKS DOWN UPON ALL THE ACTIVITY IN THE HANGAR.

COBRA
'bout time . . .

BLAIR
I don't recall ever seeing that before . . .

COBRA LOOKS AT HIM. CONFUSED.

BLAIR
That smile on your face. It looks good.

COBRA
I can smell 'em. sir. Now that we're in their territory. All those Kilrathi waiting to die at my hands.

BLAIR
(raising an eyebrow)
Well. being on the offensive seems to have brought you out of that shell of yours.

COBRA
I didn't become a pilot just to baby-sit bases.

Cobra's morale UP:

BLAIR
We're gonna kick some ass here.

Cobra's morale DOWN:

BLAIR
You gotta be pumped on all the missions. Cobra - - not just the ones you like.

COBRA
Point well taken. sir.

BUT SHE DOESN'T LOOK REAL HAPPY. .

VAGABOND. WITH THE CARDS . . . AND THE SMILE.

VAGABOND
C'mon. Try your luck, sir.

BLAIR SITS DOWN. VAGABOND BEGINS DEALING. BUT BLAIR SHAKES HIS HEAD.

BLAIR
Don't I get to cut the deck, at least?

VAGABOND
(laughs)
You'd be surprised how many rookies just ante up and look shocked when they lose their first pot.

BLAIR
(cutting the cards)
Well, they get what they deserve, then.

VAGABOND NODS AND DEALS. HE TRIES TO REMAIN CASUAL. BUT THERE'S OBVIOUSLY SOMETHING BOTHERING HIM.

VAGABOND
I hear we're going after a garrison.

BLAIR
(shrugs)
I haven't been briefed.

THEY START PLAYING. THEN VAGABOND LEANS FORWARD, SUDDENLY VERY SERIOUS.

VAGABOND
It may not seem like it . . .
(tapping his head)
. . . but my wheels are always turnin'. I fly better when I know what the real objectives are. HQ's got a bad habit of labeling every target a military installation . . . even when they ain't. *
(beat)
I like to be real sure.

Scene 69

Vagabond's morale UP:

BLAIR
Hey, we're the good guys, remember? We don't go after innocents. That's the difference between us and them.

VAGABOND
Well, it's like the cards, see? A lot of people? They never ask questions about what's dealt.

Vagabond's morale DOWN:

BLAIR
In this war? Everything's military.

VAGABOND
(beat; darkly)
Not everything, sir . . .

Scene 70

BARRACKS - VAQUERO (SLIDING) **G0BARVQS**

VAQUERO SITS ON HIS BUNK, STRUMMING SAD CHORDS ON HIS ANTIQUE GUITAR. HE LOOKS PENSIVELY AT BLAIR.

BLAIR
Let me guess . . . You're an RV.

VAQUERO
RV, sir?

BLAIR
Recon virgin. First time behind enemy lines?

VAQUERO
(nods)
I think you always fight a little harder when you're on your own turf.

Vaquero's moral UP:

BLAIR
Enemy lines are just squiggles drawn on a map, Vaquero. They don't mean squat otherwise. Don't worry about it.

VAQUERO SMILES AND GOES BACK TO HIS STRUMMING.

Vaquero's morale DOWN:

BLAIR
Well, you know Vaquero, we have little choice in where we fight. Get used to it.

VAQUERO GOES BACK TO HIS SAD CHORDS.

ROLLINS RISES FROM HIS COMM DESK AND MOTIONS BLAIR OVER TO THE SIDE . . .

CONDITION: IF group morale is HIGH:

ROLLINS
For once, sir - - we're actually taking it to the cats.

BLAIR
Whaddya think, Lieutenant? Maybe we have a chance in this war after all?

ROLLINS
Could be. But I wouldn't make plans for the victory party just yet.

CONDITION: IF group morale is LOW:

ROLLINS
They said "join the Navy and see the universe" - - but I'd just as soon not buy the farm in Kilrathi territory.

BLAIR
(shakes his head)
Only you can read trouble into an offensive recon assignment.

ROLLINS
Yeah, well . . . My decodes from the comm traffic tell me we're just flailin' away here. This ain't some great strategic stroke - - it's desperation city.

HOBBES STARES OUT AT THE STARS AND PLANETS OF THE ARIEL SYSTEM.

HOBBES
It is good, the missions we now fly. At last we take the battle to the enemy.

BLAIR
A little rockin' and rollin' is good for the soul. I guess.

HOBBES
(beat: thoughtful)
Strange . . . that despite the skill and courage demanded in flying, a part of the Kilrathi spirit is never entirely satisfied by interstellar combat.

BLAIR
You like it up close and personal.

HOBBES RAISES A PAW.

HOBBES
We are taught how to use these claws even before we can speak or walk. this seems . . . 'savage' to you? Primitive?

BLAIR
Killing is killing. Hot-blooded or cold. You're one of the best pilots we've got. buddy - - don't start second-guessing what you do.

CONDITION: IF all Series E OR Series F mission played:

EISEN
part of the reason we're in Kilrathi space is because of your flying, Colonel. You've done the Victory proud.

HE POINTS TO THE MAP TABLE.

EISEN (V.O.)
Now, as you may have heard on the grapevine, we're here to destroy this system's military garrison. We're going to have to fight through several waypoint: the enemy;s spread out, with patrols everywhere. Any ship that can escape to the jump poit will be able to alert the rest of the Kilrathi to our presence here.

EISEN LOOKS AT BLAIR.

EISEN
And that would mean we'd have to scrap this entire offensive. You'll need to nail every last one of 'em, Colonel.

BLAIR
Consider them nailed. sir.

EISEN
God. I love that boy's spunk!

Wingman choices for Mission G1: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

CONDITION: IF Blair grounded Flint in Series E AND IF Mission E1 was a failure:

EISEN
I've reinstated Flint. Keeping her grounded is not a luxury we can afford.

Scene 74

DEBRIEFING G1 - SUCCESS - ROLLINS **G1SPFRL1**

ROLLINS (V.O.)
You wasted every last one of 'em, sir. That's what I like to see: cats pushin' up daisies. You've got clearance - -

Go to G2.

Scene A74

DEBRIEFING G1 - FAILURE - ROLLINS **G1SPFRL2**

ROLLINS (V.O.)
You're cleared to land, sir. We're pulling out of this system <u>now</u>, before they fry all our asses - -

Go to I1.

CONDITION: The following scene available IF group morale is HIGH.

BLAIR WALKS INTO THE REC ROOM AND IS GREETED BY FLINT'S SMILING FACE.

FLINT (TO BARTENDER)
Thanks.

FLINT
Hello, Colonel. Good to see you.

BLAIR
You're flying high today. *

FLINT
Word is, things are looking up for the good guys.
(beat)
You know, when I was growing up, my father *
taught us about other campaigns. Other wars. *
Weapons keep changing, but we can still learn from *
the past. Take the Trojan Wars. That conflict also
lasted generations.

BLAIR
Now that's the one that ended with the Trojan
Horse, right?

FLINT
According to legend . . . But the important thing is
that it did end.

BLAIR
It's good to know conflicts like this don't last
forever. It just seems like it . . .

Scene 76

REC ROOM - FLINT (SLIDING - G2/G3 ONLY) **G0RECFL2**

CONDITION: The following scene available IF group morale is LOW.

BLAIR WALKS INTO THE REC ROOM AND IS GREETED BY FLINT'S RATHER SOUR LOOK.

FLINT
So what's <u>your</u> opinion, Colonel? Are we winning this war? Or just digging our own graves?

BLAIR
Flint, this war has been going on for a generation. It's not going to end next week, no matter what you hear.

FLINT
Guys like Lieutenant Rollins? Nobody would listen to them if Confed was more upfront about things.

BLAIR
What's this illusion that HQ has everything figured out.

FLINT
So we're on our own up here?

BLAIR
Everyone for himself . . . Don't look for a saviour coming from Confed Command.

EISEN
Let's get down to business, shall we?

BLAIR
I'm ready, sir.

EISEN (V.O.)
This is the kind of mission I take special pride in. We're going to play possum inside the nebula here. The Kilrathi use it to screen convoys coming in and out of this system, and the longer we can stay undetected, the more damage we can do. Again, we can't let a single one of their ships escape. And I don't have to tell you the kinds of hazards you'll face trying to navigate in a nebula.

EISEN TURNS TO BLAIR.

EISEN
Only the best flyers can make the necessary adjustments, Colonel. I have faith you'll be one of them.

BLAIR
I won't disappoint, sir.

Wingman choices for Mission G2: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 78

DEBRIEFING G2 - SUCCESS - ROLLINS

G2SPFRL1

ROLLINS (V.O.)
Nothin' like the sweet smell of success, Colonel. Maybe this tub should get a new name - - like the 'Deceptor,' or the 'Trickster.' maybe the 'Ambush.' Yeah, I like the sound of that, the 'Ambush'. Oh - - you are cleared to land, sir. The 'Ambush'... what do you think of that?

Go to G3.

DEBRIEFING G2 - FAILURE - ROLLINS

G2SPFRL2

Same as G1SPFRL2.

Go to I1.

[PG G-14 OMITTED]

EISEN
No rest for the weary, Colonel. Let's get to it.

BLAIR
As you wish, Captain.

EISEN (V.O.)
We're packing our bags and getting the hell out of here, Colonel - - Intell has a hunch the Kilrathi are on to us. Get this ole barge out of this nebula and to the jump point, OK? And let's try and keep a low profile - - I hate long goodbyes.

EISEN
Go to it, Colonel.

Wingman choices for Mission G3: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 79

In the middle of Mission G3, it will be discovered that the Kilrathi have closed the jump point.

INFLIGHT G3 - ROLLINS, EISEN **G3SPFEI**

ROLLINS (V.O.)
(in a panic - - to others on the bridge)
- - It ain't there? Whaddya mean, it ain't there?!?! -
-

EISEN BREAKS IN.

EISEN (V.O.)
Colonel, there's no time to explain now, but it appears that the Kilrathi have somehow closed off the jump point - -

ROLLINS (V.O.)
(freaking out)
- - How the hell can they do that?! I mean, it's not poss - - !

EISEN (V.O.)
- - We're heading to what Navigation thinks is an alternate jump point. We're downloading those coordinates to you. Keep your fingers crossed that Nav's found us a door that isn't closed. Meanwhile, keep the enemy off your back.

Scene 79

DEBRIEFING G3 - SUCCESS - ROLLINS **G3SPFRL1**

ROLLINS (V.O.)

That spook you like it does me, sir? If the Kilrathi can close off jump points when they choose to . . . I - I don't even want to think about it. Lucky Navigation was on the ball - - and you held off those sons-a-bitches good. Clear to land, Colonel.

Go to H1.

Scene B79

DEBRIEFING G3 - FAILURE - ROLLINS **G3SPFRL2**

ROLLINS (V.O.)

The Victory's beat up pretty bad, sir. Now that we're back on our side of the line, we're going to have to heave t for some repairs. You're clear to land.

Go to I1.

Scene 80

Series H (winning track) - - Caliban Nebula. After narrowly escaping through an alternate jump point, the Victory is getting its bearings, having jumped to an unexpected location . . . another nebula.

MIDGAME: KILRATHI SHIP - THRAKHATH, MELEK (SERIES H ONLY)

08SPLN1

THRAKHATH PACES IN ANGER. HIS VOICE HISSING.

THRAKHATH
Explain to me how, even with their jump point masked, the Terran carrier escaped our grasp.

IF MELEK WERE HUMAN, HE'D BE SWEATING.

MELEK
To my deepest regrets, my liege, they managed to find another jump point outside the nebula where our masking techniques cannot function . . .

MELEK IS ABOUT TO SAY MORE. BUT STOPS HIMSELF. THRAKHATH GLARES AT HIM.

THRAKHATH
There's more?

MELEK
(hesitant)
We learned . . . only after it was too late . . . The Heart of the Tiger was one of the carrier's protectors . . .

THRAKHATH STOPS PACING. THIS NEWS HAS A VISIBLE EFFECT ON HIM: IT IS THE THORN IN HIS PAW.

THRAKHATH
The Emperor . . . must not know of the success of this Terran incursion.

MELEK
My thoughts exactly, my liege.
(beat)
The Emperor, of course, must stay focused on the larger picture: our ultimate triumph.

THRAKHATH

(beat)
Which. The Heart of the Tiger continues to jeopardize . . .

THRAKHATH PACES A FEW MORE STEPS, THEN STOPS. AND EVIL GRIN CURLS HIS LIP.

THRAKHATH

I have waited many, many years . . . And now . . . it is time . . .

(beat)
The trigger . . .

MELEK

An excellent plan, my liege . . .

THRAKHATH

Prepare to send The Message.

Scene 81

FLIGHT DECK - HOBBES, COBRA (SLIDING) **H0FDKHBS**

BLAIR COMES UPON HOBBES AND COBRA - - WHO ARE IN THE MIDDLE OF A HEATED ARGUMENT. SHE SEEMS READY TO USE HER OWN "CLAWS" ON THE STOIC HOBBES.

CONDITION: IF Blair made it to G3:

COBRA
(furious)
Why didn't you warn us that your kind could close jump points?

HOBBES
Lieutenant, I do not believe our shared enemy closed the jump point.

COBRA
Hey, I wasn't hallucinating when it want off my screen.

HOBBES
Our esteemed Captain has theorized that the enemy cloaked the jump point. The characteristics of the nebula undoubtedly made this possible - - and explains why the Ariel system had been used for so long as a convoy passage.

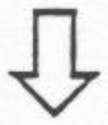
COBRA
You know the Ariel system like the back of your . . . paw. And you claim you had no clue of what was waiting for us?

HOBBES
No more that you. Lieutenant.

COBRA
You're a liar.

BLAIR NOW STEPS BETWEEN THEM AND FACES COBRA.

CONDITION: IF Blair did NOT make it to G3:



Hobbes' morale UP:
Cobra's morale DOWN:

BLAIR

(angry)

Lieutenant. excuse me. Colonel Hobbes' loyalty is not to be questioned again. Is that understood?

COBRA STALKS OFF, WITHOUT RESPONDING:

Hobbes' morale DOWN:
Cobra's morale UP:

BLAIR

Excuse me. lieutenant. If you have any hard evidence. I'd like to hear it in private. All right?

COBRA

Yes. sir.

SHE MOVES AWAY. BLAIR TURNS TO A SHOCKED HOBBES.

HOBBES

You have doubts about my loyalty, old friend?

BLAIR

Oh, come on. pal - of course not.

(beat)

Cobra's a good pilot. Hatred fuels that talent. It's something we can't afford to lose right now.

BARRACKS - FLASH (SLIDING - SERIES H ONLY) **H0BARFHS**

A SHELL SHOCKED FLASH LIES IN HIS BUNK. STARING UP.

FLASH
They can close the goddamn jump points! What's next ?! I mean, they got us between their paws. It's just a question of time now.

BLAIR
(beat)
We don't know they can close the jump points. Theory has it that they just cloaked one.

FLASH SHOOTS HIM A LOOK.

FLASH
And to think . . . the only reason I'm here is because I lost a goddamn bet.

BLAIR
(smiles)
See where shootin' off your mouth gets you?

Scene 83

GUNNERY - MANIAC (SLIDING)

H0GUNMAS

CONDITION: IF Mission G3 success:

MANIAC GAZES OUT THE WINDOW AS THEY APPROACH THE CALIBAN NEBULA.

MANIAC

Well. ain't we the lucky ones? Just jump from one nebula to another. Seems we've just signed on to the whole galactic nebula tour package.

BLAIR

Well. look on the bright side, Maniac.

MANIAC

Which is - - ?

Maniac's morale UP:

BLAIR

At least you'll be able to find something to hide behind.

MANIAC

That's funny.

CONDITION: IF Mission G1 OR G2 OR G3 failure:

MANIAC GAZES OUT THE WINDOW AT THE DELIUS ASTEROID BELT.

MANIAC

(sour)

Ain't we the lucky ones? First a nebula, now an asteroid belt. We seem to be flying in one damned obstacle course after another.

Maniac's morale DOWN:

BLAIR

It ain't any easier on the Kilrathi. They gotta navigate through it too.

MANIAC

(morose)

I dunno. Sometimes I think they got eyes in the back of their heads. Weird cat thing.

Scene 84

SPECIAL NOTE: The following Midgame is triggered when Blair enters the Briefing Room.

BRIEFING ROOM **H1BRFXX**

BLAIR ENTERS AND IMMEDIATELY HEARS AND ANNOUNCEMENT ON THE SHIP'S PUBLIC ADDRESS SYSTEM:

ROLLINS (V.O.)
Colonel Blair - - report to the bridge on the double.

Blair will then have to move through all the rooms (no other conversations will be available) to the Bridge . . .

Scene 84

MIDGAME: THE VICTORY BRIDGE **H1BRIBL**

WHERE EVERY VIDEO MONITOR ON THE BRIDGE HAS BEEN TAKEN OVER BY A CLOSEUP OF A GLOWERING, TAUNTING HISSING THRAKHATH.

BRIDGE PERSONNEL ARE SCRAMBLING ABOUT, TRYING TO CONTROL THE SITUATION.

BLAIR JOINS HIS FELLOW PILOTS - - WE SEE COBRA, FLINT, HOBBES, VAGABOND, AND VAQUERO AMONG THE CROWD.

Maniac and Flash should also be seen if still alive.

BLAIR LOOKS AT FLINT.

BLAIR
What's going on?

FLINT
Our comm system's been jammed and - -

SHE GESTURES TO THRAKHATH'S IMAGE ON THE SCREENS - -

FLINT
- - guess who's behind it?

EISEN
(to Rollins)
C'mon, Lieutenant! Don't tell me you can't do anything!

Scene 84

ROLLINS IS MADLY WORKING KEYBOARDS. SLIDERS. AND SWITCHES.

ROLLINS
I'm trying, sir. But it's like some kind of video-virus - - or should I say, 'worm'? This looks like a major debug - -

SUDDENLY THRAKHATH'S MULTIPLE IMAGES ARE ACCOMPANIED BY THE SOUND OF HIS BOOMING VOICE:

THRAKHATH
I have read your Terran Bible, with its predictions that there will be a weeping and gnashing of teeth. It is about to be fulfilled. We will tear your tongues out, we will scoop out your brains.

COBRA
(whispering to Vagabond)
That ain't all they`ll do . . . if they ever get their paws on us.

THRAKHATH
. . . You will be prime examples to the other races in the galaxy - - and clownish baboons for our amusement . . .

VAQUERO
(to the monitors)
For baboons, we sure have been gettin' our shots in. Señor Gato.

THRAKHATH
. . . Your race will suffer a thousand torments and more. Do not be emboldened by the presences of The Heart of the Tiger among you. Colonel Blair will be reduced to a pile of entrails . . .

THE *VICTORY* PILOTS REACT TO BLAIR BEING SINGLED OUT.

THRAKHATH
. . . I'll see to it personally that you pay for every noble Kilrathi who has died at your hands in combat . . .

(beat)
I leave you and your miserable comrades to contemplate your ignoble futures . . .

Scene 84

HE BEGINS LAUGHING - - THE HIDEOUS. DEMONIC KILRATHI LAUGH THAT IS A LITTLE LIKE DICE RATTLING AROUND INSIDE A SKULL.

THE MONITORS FRITZ OUT IN FOUNTAINS OF RED, THEN GO DARK.

THE *VICTORY* CREW STANDS IN SILENCE FOR A MOMENT.

FINALLY, FLINT TURNS TO BLAIR.

FLINT
I didn't know . . . you and he . . .
(beat)
. . . had a history.

BLAIR
(beat)
Yeah. Thrakhath and I have gone a few rounds . . .

EISEN
(raising and eyebrow)
He seems to have a special nickname for you.

BLAIR
That's news to me, Captain. An 'honor' I could do without.

VAGABOND
You ask me, the cats are running a little scared.

EISEN
Perhaps our incursion into Ariel had something to do with that. Hobbes?!

FOR AN INSTANT, HOBBES SEEMS TO BE A LITTLE LOST IN THOUGHT . . .

HOBBES
Kilrathi believe always that war is psychological. It is a contest of wills as much as weapons.

VAQUERO
Talkin' trash, is all I call it.

HOBBES
It is the politics of superiority. Not, perhaps, one of my race's more admirable social constructs.

COBRA

(snorts)
"Social constructs.' A pack of animals with 'admirable social constructs."

SHE WALKS OFF. HOBBES LOOKS A BIT CHAGRINED.

NOTE: This midgame has two possible endings:

CONDITION: IF this is Series E:

ROLLINS LOOKS UP FROM HIS COMM DESK.

ROLLINS
Captain, we have a Kilrathi force heading our way - - I think they came through that last jump point . . .
(beat)
And it doesn't look like they're runnin' scared, sir.

EISEN TURNS TO BLAIR

EISEN
I'll see you in the briefing room.

CONDITION: IF this is Series I:

EISEN TURNS TO ROLLINS.

EISEN
I want every comm station up and running in an hour.
(to Blair)
I'll see you in the briefing room.

ROLLINS
Yes, sir.

Scene 85

BRIEFING H1 - EISEN **H1BRFEI**

BLAIR ENTERS THE ROOM AND APPROACHES EISEN.

EISEN

Ah. Colonel. I hope you're not putting much stock in all that hot air Thrakhath decided to blow our way.

BLAIR

No, sir.

EISEN

Good. Headquarter's pretty sure the Kilrathi has a special device in Ariel that enabled them to use nebular gasses to throw a 'curtain' over that jump point. Now, Confed thinks Ariel is the only system where they have this capability, since that's where they carried on so much of their convoy traffic.

NOTE TO ORIGIN: a visual illustrating this "cloaking" of the jump point might be very good.

BLAIR

That's good news. I don't feel like running into may more closed doors.

EISEN NODS AND POINTS TO THE MAP TABLE.

EISEN (V.O.)

Obviously the Prince's transmission was a good indication they're coming after us, hot and heavy. so we're going to split from our escorts once we enter this nebula, and you're going to protect these two destroyers. Navigation has located a new jump point inside the nebula which we can use for our retreat once we've taken out enough of our pursuers.

EISEN

Give us your best, Colonel! Dismissed!

Wingman choices for Mission H1: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 86

DEBRIEFING H1 - SUCCESS - ROLLINS **H1SPFRL1**

ROLLINS (V.O.)
That'll teach Thrakhath to crash-vid us. You're cleared to land, Colonel.

Go to H2.

Scene A86

DEBRIEFING H1 - FAILURE - ROLLINS **H1SPFRL2**

ROLLINS (V.O.)
Colonel, we're heading for the nearest jump point - - Confed's got other plans for us. You're cleared to land - -

Go to J1.

BLAIR COMES UPON FLINT STUDYING NAV MAPS AT A TERMINAL.

FLINT
You know, my father hold very definite ideas about flying under these condition. He feels you can always find a way to fling the obstacles back in the enemy's face.
(beat)
I got a holo-mail trans from him after Rollins got communications back up.

BLAIR
What's your father flying these days?

FLINT
Oh, only a desk. Unfortunately.

Flint's morale UP:

BLAIR
I'll bet he wishes he was behind the 'stick.

FLINT
Oh, you better believe it. It's like an addiction, isn't it? I mean, once you get hooked . . .

BLAIR
You know, I'd like to meet him someday. It's guys like him who really wrote the book on how to fight this war.

FLINT
Well, he'd like to meet you. I told him I was flying with you and he was very impressed.

BLAIR
Really? Thanks.

Flint's morale DOWN:

BLAIR
Well, and he'll probably outlive all of us.

[PAGE H-14 OMITTED]

EISEN
Listen up, Colonel. As usual, we got our work cut out for us.

BLAIR
No doubt, sir.

EISEN (V.O.)
You see these Kilrathi fighters that have suddenly left the main flock? I think they figured out where the jump point is, and they plan on getting out of the nebula radio shroud to sound off about it to their main fleet command. You are to stop every last one of them from getting out and being able to send a clear trans.

EISEN
Good Luck, Colonel!

Wingman choices for Mission H2: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 89

DEBRIEFING H2 - SUCCESS - ROLLINS **H2SPFRL1**

ROLLINS (V.O.)
You just mowed those cats down, sir. Guess the rest of the litter ain't gonna find out about our new jump point. Captain says it's time we get out of here. You're cleared to land.

Go to H3.

DEBRIEFING H2 - FAILURE - ROLLINS **H2SPFRL2**

Same as H1SPFRL2.

Go to J1.

EISEN
Let's get down to business, shall we?

BLAIR
I'm ready, sir.

EISEN (V.O.)
Get us to the new jump point, Colonel. Word is Confed's got some other plans for us, and it'd be a shame to disappoint them. But since we're moving such a large force, you can bet the Kilrathi will want to give us one of their noisy send-offs..

EISEN
Good Luck, Colonel!

Wingman choices for Mission H3: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Series I (losing track) - - Delius System - - The Victory has been ordered to an asteroid belt to reduce the Kilrathi defenses there.

All midgames and conversations are same as Series H except for the Opening Midgame (Thrakhath and Melek now talk with the Emperor). NOTE also that several Series H scenes have conditions built in for Series I situation. Briefings/debriefings for Series I are different from Series H reflecting the difference in missions.

MIDGAME: KILRATHI THRONE ROOM - EMPEROR, THRAKHATH, MELEK

10SPLN2

THE EMPEROR ON HIS THRONE. THE USUAL KILRATHI RETINUE LURKS IN THE SHADOWS.

THRAKHATH AND HIS LIEUTENANT, MELEK. APPROACH THE THRONE.

EMPEROR
You have news, Prince Thrakhath?

THRAKHATH
. . . of Kilrathi glory, your Excellency. The Terrans attempted an incursion into the Ariel System, but they were like insects which we swatted away. They are a vague annoyance, unworthy of your attention.

EMPEROR
I can have no rest until the Terrans are completely vanquished. Their resistance gnaws at me, and no Emperor of the Kilrathi should have such darkness set upon his brow in the last days of his rule.

MELEK
Oh, but your Excellency's universal reign is merely in its youth.

THRAKHATH
Soon the Emperor will have the privilege of doing what he wishes with the Terran Confederation. You have my solemn vow in that.

EMPEROR
I am heartily pleased

THRAKHATH
A new page is about to be turned. A message is about to be sent to the Terrans.

EMPEROR
(with anticipation)
It is one we have discussed before . . . ?

THRAKHATH
Yes . . . And now is the time . . .

THE EMPEROR NODS WITH EVIL SATISFACTION.

EISEN
Let's get started, Colonel!

BLAIR
Yes, sir.

EISEN (V.O.)
This a simple search-and-destroy op - - Confed wants to clear out this asteroid belt, see if we can put it to use. Intell's gathered sketchy info that suggests there might be a Kilrathi base somewhere in these rocks.

EISEN
Give us your best, Colonel! Dismissed!

Wingman choices for Mission I1: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 92

DEBRIEFING I1 - SUCCESS - ROLLINS **I1SPFRL1**

ROLLINS (V.O.)
Bull's-eye, sir: one K-base knee-deep in rubble. Feels good to win one, don't it? You're clear to land.

Go to I2.

Scene A92

DEBRIEFING I1 - FAILURE - ROLLINS **I1SPFRL2**

ROLLINS (V.O.)
You're cleared to land, sir.

Go to I2.

[PG. I-5 OMITTED]

EISEN
No rest for the weary, Colonel. Let's get to it.

BLAIR
As you wish. Captain.

EISEN (V.O.)
Now that we've hit their base, we can expect the Kilrathi to send in the cavalry any minute. I'd like you to head 'em off at the pass, Colonel - - make sure no one gets through the jump point.

EISEN
Go to it. Colonel.

Wingman choices for Mission I2: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

DEBRIEFING I2 - SUCCESS - ROLLINS

ROLLINS (V.O.)
Must seem like shootin' ducks in a barrel, Colonel.
Welcome back: you're cleared to land.

Go to I3.

DEBRIEFING I2 - FAILURE - ROLLINS **I2SPFRL2**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

EISEN
Listen up, Colonel. As usual, we have our work cut out for us.

BLAIR
No doubt, sir.

EISEN (V.O.)
We're gonna to burn that base down to the ground, Colonel - - they'll never get a chance to build it back up. I want nothing but crater.

EISEN
You leave immediately!

Wingman choices for Mission I3: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

DEBRIEFING I3 - SUCCESS - ROLLINS **I3SPFRL1**

ROLLINS (V.O.)
The only good cat is a dead cat, sir. You're clear to land.

Go to J1.

DEBRIEFING I3 - FAILURE - ROLLINS **I3SPFRL2**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

Series J - - Torgo System - - The war takes a new turn as the Victory begins escorting the doomsday weapon, Behemoth, for testing and deployment.

MIDGAME: TOLWYN'S SHUTTLE ARRIVING ON THE *VICTORY* **04SHTTL***

THE ADMIRAL'S GLEAMING SHUTTLE GLIDES THROUGH SPACE AND DESCENDS UPON THE *VICTORY'S* FLIGHT DECK. HIS ENTOURAGE FOLLOWS IN ANOTHER PAIR OF SHIPS.

THIS IS NOT SOMETHING THE *VICTORY* EXPERIENCES EVERYDAY - - IN FACT, IT'S VERY LIKELY THIS CARRIER'S NEVER SEEN AND ADMIRAL BEFORE. THE CREW LINES THE FLIGHT DECK. DOING THEIR BEST TO LOOK REGULATION.

BUT THE UNEXPECTED VISIT HAS CAUGHT THE *VICTORY* IN ITS NORMAL, GRUNGY APPEARANCE. AS THE SHUTTLE PUTS DOWN, EISEN SPOTS SOME GRIME ON A BULKHEAD. AND MOTIONS FOR ROLLINS TO TAKE CARE OF IT.

EISEN

Rollins!

ROLLINS DOES WHAT HE CAN. BUT HE'S NOT HAPPY!

ROLLINS

When did I become the maid around here?

ADMIRAL TOLWYN EMERGES FROM THE SHUTTLE. AIDES IN TOW. HE LOOKS AT THE VICTORY. A BIT DISDAINFULLY. NEW HE APPROACHES EISEN.

Scene 95

FLIGHT DECK - TOLWYN, EISEN

J1FDKTL

EISEN

Rollins!

ROLLINS

(under his breath)

Thinks I'm the maid around here!

TOLWYN AND EISEN SNAP OFF SALUTES.

EISEN

An honor and a privilege having you aboard, Admiral.

TOLWYN

Pleasure, Captain. Hmm, looks like a good bunch.

(he spots Blair)

Well... the legendary Colonel. Good to see you again.

BLAIR

Thank you, Admiral.

Group morale UP:

BLAIR

But there are no legends aboard this ship.
Just pilots trying to get the job done.

TOLWYN SMIRKS A BIT.

TOLWYN

Well. I'm not sure such modesty becomes you, Colonel. Let's see if we can add to the legend . . .

TOLWYN TURNS AGAIN TO EISEN.

TOLWYN

Ah. I've brought my own cook on board . . . so let's see if we can get some decent food.

Group morale DOWN:

BLAIR

(salutes)

Thank you, Admiral. Ready to add to the legend now that you're here.

TOLWYN

(grins)

Same old Colonel Blair.

[PG. J-3 OMITTED]

FLINT
Must seem like old-home week to you. First the Kilrathi prince, and now Admiral Tolwyn. Who'll be next?

BLAIR LOOKS DOWNCAST. AND FLINT REALIZES SHE'S ACCIDENTALLY TOUCHED A SORE POINT.

FLINT
Sorry.
(beat)
I know who you're thinking about . . .

BLAIR
Do you? You must be a mind-reader.

FLINT
No. I just know more about your history than you might be aware of.
(beat)
She's a Colonel in Covert Ops, right?

BLAIR
How did you become such a student of history?

FLINT
That was my weapon, growing up. Being the 'girl'. I had to have something to get an edge. And one thing I know about my history is that you and the Admiral have crossed paths more than a few times.

Scene 97

Flint's morale UP:

BLAIR SMILES AND SHAKES HIS HEAD.

BLAIR
Bumped heads is more like it.
(beat)
And he knows history too. Plus every rule and regulation.

FLINT
Yeah. He just doesn't know the human heart.

BLAIR
(softly)
I can't argue with you there, Flint.

Flint's morale DOWN:

BLAIR
His job is the same as your or mine: winning the war. I can't do anything about how he chooses to go about it.

FLINT
(beat)
Yeah. well. even if you don't agree with it?

BLAIR
Hey. I rarely agree with him. But he is an admiral . . .

Scene 98

MIDGAME: BRIEFING J1 - TOLWYN, EISEN **J2BRFTL**

BLAIR'S A LITTLE SURPRISED TO FIND TOLWYN RUNNING THE BRIEFING. EISEN STANDS BY, LOOKING A LITTLE LOST: HE'S NOT USED TO ATTENDING A BRIEFING HE'S NOT GIVING.

TOLWYN

Welcome, Colonel.

(beat)

As you may or may not know, we are currently enroute to the Torgo System, where we will rendezvous with . . . destiny.

TOLWYN CAN'T HELP BUT SMILE WITH PRIDE AS HE USES A HAND-HELD REMOTE DEVICE TO CUE UP A 3-D HOLO MODEL OF A SHIP THAT FLOATS IN THE AIR OVER THE MAP TABLE. THE CRAFT IS AS STRANGE AS IT IS MASSIVE. ITS MOST PROMINENT FEATURE IS THE HUGE, BARREL LIKE BODY THAT COULD PROBABLY CONTAIN A FEW DOZEN *VICTORYS*.

THE HOLO SLOWLY REVOLVES AND CHANGES FROM WIRE-FRAME SCHEMATICS TO FULLY-RENDERED IMAGES AS TOLWYN SPEAKS:

TOLWYN (V.O.)

Gentlemen . . . I give you the Confederation's finest achievement . . . The Behemoth. After a decade of secret research and development, our greatest minds have created the device that will spell doom for the Kilrathi.

TOLWYN PUSHES A BUTTON ON THE REMOTE CONTROL: A THIN LASER LINE STREAMS OUT OF IT. HE USES IT TO POINT TO VARIOUS AREAS OF THE SHIP.

TOLWYN (V.O.)

Behemoth is a series of linked, superconducting energy amplification conduits, focusing an output of five hundred million gigawatts into one lancing point. Any target at the end of that point is destroyed - -

EISEN INTERRUPTS. HE CAN'T HELP HIMSELF:

EISEN

- - even a planet . . .

TOLWYN SHOOTS A LOOK AT EISEN: HE'S NOT A MAN WHO CARES FOR HIS THUNDER BEING STOLEN.

TOLWYN
Yes, Captain. Even a planet.

TOLWYN LETS THIS SINK IN A MOMENT, THEN CONTINUES.

TOLWYN
We would have liked another year or two for testing and development but, unfortunately, circumstances have forced me to deploy the weapon now.

BLAIR
And might I ask why, Admiral?

TOLWYN
You should know the answer to that question more than anyone else, Colonel.
(beat)
The classified and bitter truth is the Confed has been losing the war this past year. If the current trend continues, the Kilrathi will walk the Earth in six months, maybe less. So, the Behemoth must be pressed into service earlier than anticipated.

HE CONTINUES WITH HIS LASER POINTER.

TOLWYN (V.O.)
Because of this accelerated deployment, the ship's defensive systems are . . . how can I put this? . . . somewhat incomplete. There are a few, uh. . . . soft spots . . . located here, and here - - where the shields are thin and there's been no time to complete keel mounts or laser turrets.

TOLWYN LOOKS AT BLAIR STERNLY.

TOLWYN
I expect you to be especially aware of these areas, Colonel. I will be your job to protect and defend this ship - - it should be looked upon as the Confederation's last-ditch effort to win the war outright.

TOLWYN SUDDENLY PAUSES AS A HIGH-PITCHED TONE IS HEARD. WE SEE NOW THAT HE WEARS A TINY COMM-EARPIECE. AND IS APPARENTLY BEING SPOKEN TO OVER IT. HE PULLS OUT A SMALL PENDANT THAT HE WEARS ON A CHAIN BENEATH HIS COLLAR - - AND SPEAKS INTO IT:

TOLWYN
Yes, yes, thank you, I understand.
(looking at his remote)
The download is complete.

TOLWYN CLICKS THE REMOTE AND THE HOLO OF THE BEHEMOTH SEEMS TO GET SUCKED DOWN INTO THE MAP TABLE. HE NOW GESTURES TO THE MAP OF THE TORGO SYSTEM WHERE BLIPS SHOW A SWARM OF KILRATHI FIGHTERS CONVERGING ON THE *BEHEMOTH*.

TOLWYN (V.O.)
We have arrived at Torgo, gentlemen, where I had hoped for a nice smooth rendezvous with the Behemoth . . . but as is their wont, the Kilrathi have spoiled the party. Colonel, this is undoubtedly the most important mission you've ever flown in your life. You must defend the Behemoth at all costs. I want a magnum launch - - all fighters up. Are we clear?

BLAIR SALUTES

BLAIR
Yes, sir.

No wingman choice. Magnum launch is equivalent to a scramble. Everyone flies.

TOLWYN (V.O.)
Colonel, you've just confirmed my belief that you and the Victory were the correct choices for this undertaking. The Behemoth requires some light maintenance prior to moving out, so we won't be leaving this system just jet.

ROLLINS (V.O.)
You're clear to land. Colonel.

Go to J2.

NOTE: Failure on J1: Go directly to the K3- Midgame: "The Behemoth Destructs."

Scene 100

FLIGHT DECK - RACHEL (SLIDING - J2/J3 ONLY) **J0FDKRAS ***

RACHEL'S INSPECTING BLUEPRINTS OF THE BEHEMOTH. SHE NOTICES BLAIR LOOKING OVER HER SHOULDER. *

RACHEL
My. my Grandma . . . what a big gun you have.

BLAIR
They don't get any bigger.

RACHEL
(grins)
Yeah, that's what they all say. Talk is cheap.
(beat)
Maybe you haven't noticed. but the shield on this thing are really thin. I guess it sucks up so much juice that the usual standard equipment gets shortchanged.

BLAIR
That's probably in the specs for next year's model.

RACHEL
Yeah. And Christmas-tree lights. too.

Scene 101

LIFT - ROLLINS (SLIDING - J2/J3 ONLY) **J0LFTRLS**

ROLLINS UNRAVELS A PRINTOUT.

ROLLINS
I suppose this wouldn't interest you.

BLAIR CASUALLY GLANCES AT IT.

BLAIR
Coded transmissions?

ROLLINS
Yeah. About a million of 'em. They're weird, too - - not the usual codings. I can't even begin to break 'em.

BLAIR
Lieutenant. We have an admiral on board. His transmissions are supposed to be coded.

ROLLINS
Colonel. I've been around high-rankers before. And this is definitely different.

BLAIR
(beat; more to himself)
Damn Tolwyn's always got something up his sleeve.
(to Rollins)
You sure about this?

ROLLINS
Sir. I know there are times when you think I'm a little crazy, sir - - but I do know my job.

BLAIR
Keep me posted then.

ROLLINS
Yes, sir.

[PG. J-12 OMITTED]

BLAIR APPROACHES TOLWYN, WHO SMIRKS.

TOLWYN
Ahh, our local hero. Well, I must say that so far I'm very impressed. You haven't lost your touch.

BLAIR
May we speak privately, Admiral?

TOLWYN COCKS AND EYEBROW. MOVES TO AN UNPOPULATED PART OF THE BRIDGE.

TOLWYN
Get it off your chest, Colonel.

BLAIR
Sir, it's a little unclear to me precisely what your status is aboard this ship.

TOLWYN
Look. I took the helm of the Behemoth project 10 years ago.

BLAIR
And there's no intention to usurp command?

TOLWYN
I'd be a little more careful regarding my choice of words, Colonel. Admirals, by definition, do not usurp . . .
(beat)
I thought at long last we'd achieved a measure of respect for each other. Obviously I was wrong. You may realized by now that your assignment here was a little more than merely fortuitous.

BLAIR
(beat)
We're headed to Kilrath with that thing, aren't we?

TOLWYN CAN'T RESIST SMIRKING AGAIN.

TOLWYN
Well what would you aim for if you had the biggest gun in the universe?

Scene 104

BRIEFING J2 - EISEN

J2BRFEI

BLAIR WALKS IN, SEES EISEN.

BLAIR
Looks like it might be getting back to normal around here. *

EISEN
Can't say it'll ever be normal while the Admiral's on board. *
(beat)
Takes a certain sort to be an Admiral. Me, I'll take guiding just one ship. The day-to-day successes are more tangible . . . * *

EISEN SNAPS OUT OF HIS MOMENTARY REVERIES. THE NAV-MAPS TAKE OVER:

EISEN (V.O.)
Let's get to it, Colonel. The Behemoth's not ready to move out yet, and we need to keep the Kilrathi away from it. Mine these four jump points and make sure they take out all comers. We'll eventually need this fifth point for our exit with the Behemoth. Clear?

Wingman choices for Mission J2: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

ROLLINS (V.O.)
Keeping this ray gun scratch-free is gettin' to be a pain in the butt, eh Colonel? But I guess the Behemoth lives to see another day. You're clear to land.

Go to J3.

NOTE: Failure on J2: Go directly to the K3 - Midgame: "The Behemoth Destructs."

EISEN
Ah. Colonel. now that we've got the Behemoth repaired. we gotta fuel her up - - and believe me. she's got a mighty big thirst.

HE POINTS TO THE MAP TABLE.

EISEN (V.O.)

Intell has informed us an enemy tanker convoy is traveling through this asteroid belt. You need to disable a minimum of three of their tankers. Our fleet will enter the belt through this jump point. The Behemoth will always be about four minutes behind you, so that's all the time you'll have to take out whatever the Kilrathi are sending her way.

EISEN
You leave immediately!

Wingman choices for Mission J3: Cobra. Flash. Flint. Hobbes. Maniac*. Vagabond. Vaquero.*

DEBRIEFING J3 - SUCCESS - ROLLINS **J3SPFRL**

ROLLINS (V.O.)
Hey, Colonel. How come our side never thought of rock ships? Anyway, the Admiral sends his congrats, and you're cleared to land. We're finally blowing this popsicle stand and we're taking that big mama out for a test drive.

Go to K1.

NOTE: Failure on J3: Go directly to the K3 - Midgame: "The Behemoth Destructs."

Scene 108

Series K - - Loki System - - The Victory takes the Behemoth out for a test spin.

MIDGAME: SOMEWHERE ABOARD THE *VICTORY* **11BESPY**

CLOSEUP: COMM CONSOLE.

SOMEONE SURREPTITIOUSLY BEGINS PUNCHING COMMANDS A THE KEYBOARD. THE MONITOR FLASHES WITH ALMOST SUBLIMINAL GLIMPSES OF THINGS - - BUT AFTER A BIT, THE HOLO-GRAPHICS BEING SENT AT ULTRA-HIGH-SPEED LOOK FAMILIAR.

THEY ARE THE HOLO-RENDERINGS OF THE *BEHEMOTH* . . . THE BLUEPRINTS PRESENTED BY TOLWYN TO BLAIR AND EISEN . . .

THE TRANSMISSION STOPS. THERE IS A QUICK. RETURN TRANSMISSION: SOMETHING ENCRYPTED. BUT CLEARLY FROM THE RECEIVING END - - A CONFIRMATION OF RECEIPT?

THE VAGUE SHADOW THAT WE HAVE SEEN HOVER OVER THE CONSOLE ISSUES ONE LAST COMMAND THAT SEEMS COMPLETELY "WIPE" AND RECORD OF THE TRANSMISSION.

THE SHADOW MOVES OFF . . .

CUT TO:

THRAKHATH'S SHIP - - FLOATING IN BLACK SPACE

CUT TO:

Scene 109

ABOARD THRAKHATH'S SHIP **K0KILTH**

CLOSEUP: HOLO-RECEPTOR CONSOLE.

THE HIGH-SPEED TRANSMISSION BLUR ACROSS THE SCREEN . . . THEN THE DATA STREAM SLOWS DOWN . . . THE HOLO-IMAGE OF THE *BEHEMOTH* TAKES SHAPE OVER THE CONSOLE . . .

AS WE PULL BACK. WE SEE THRAKHATH.

HE IS VISIBLY PLEASED. HE STUDIES THE "SLO-MO" ROTATION OF THE *BEHEMOTH* ON ITS AXIS. HE NODS AND PURRS IN SATISFACTION UPON SEEING CERTAIN AREAS OF THE *BEHEMOTH* HIGHLIGHTED IN DIFFERENT COLORS. THESE ARE THE SAME AREAS TOLWYN HAD POINTED OUT AS "SOFT SPOTS."

THRAKHATH TURNS AND LEAVES THE CONSOLE . . . A DEEP. OMINOUS LAUGH OF ANTICIPATION COMING FROM HIM . . .

Scene 110

BARRACKS - VAQUERO (SLIDING) **K0BARVQS**

VAQUERO SMILES AT BLAIR AS HE ENTERS.

VAQUERO
Wanna buy a ticket, sir?

BLAIR
To what?

VAQUERO
Opening night party at my cantina. People are saying the war's almost over. Once we pull the trigger on that Behemoth-thing, it'll be *hasta la vista a los gatos.*

RACHEL: LOOKING MUCH MORE "REGULATION" AND SHE'S CLEARLY NOT HAPPY ABOUT ALTERING HER GARB. BLAIR CAN'T HELP BUT CHUCKLE.

RACHEL
Don't say a word.

BLAIR
Heard you got chewed out by the Admiral.

RACHEL
Well, yeah, I should wear that as a badge of honor.
According to the Admiral - -

SHE MIMICS TOLWYN

RACHEL
'Sloppy dress means sloppy work.'
(beat)
Excuse me for not heading to the cleaners every time after I swap out a part.

BLAIR
(shrugs)
He sticks real close to the regs.

RACHEL
Well, after the war, I'm gonna make it my mission to loosen the screws on every moving part belonging to guys like him.

BLAIR
Well, save a screwdriver for me, will ya?

[PG. K-4 OMITTED]

BLAIR ISN'T TOO THRILLED WHEN HE ENTERS AND FINDS ONLY TOLWYN STANDING THERE.

TOLWYN
There's been a change of command, Colonel.

BLAIR
No disrespect intended, sir, but, why am I not surprised?

TOLWYN SHOOTS HIM A LOOK.

TOLWYN
As we move close to deployment of the Behemoth. I have decided to assume command personally. I hold the fate of the Confederation in my hands. Let's get to business, shall we?

HE LEANS OVER THE MAP TABLE AS THE VISUALS KICK IN.

TOLWYN (V.O.)
We are about to enter the Loki System, where we will test the Behemoth on Loki VI, home to a small Kilrathi military base. Loki VI is a unique planet in that it orbits a quasar.
(beat)
As you know, the quasar blocks out all stellar communications. So the base will be unable to call for help, and by the time the Kilrathi send out a ship to investigate, we shall be pulling up just outside downtown Kilrah.
(beat)
But before we can testfire the Behemoth, a little housecleaning is in order. On this mission, I'd like you to sweep out Loki VI's surrounding environs - - don't leave any strays out there. We don't need anyone bothering us when we line up the weapon for its first test. Got it?

BLAIR
Understood, Admiral.

Wingman choices for Mission K1: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Scene 113

DEBRIEFING K1 - SUCCESS - ROLLINS **K1SPFRL1**

ROLLINS (V.O.)
Looks like smooth sailing for the big B. Colonel.
You're cleared to land.

Go to K2.

Scene A113

DEBRIEFING K1 - FAILURE - ROLLINS **K1SPFRL2**

ROLLINS (V.O.)
Team effort has cleared the perimeter, sir. We're still in business. You're cleared to land.

Go to K2.

*

MANIAC
Looks like Tolwyn's about to steamroller another career. I told the Captain to look out. But would he listen?

BLAIR
Maniac, when have you known someone to actually take your advice?

MANIAC
I just told him I speak from experience. You poisoned Tolwyn against me from the start - - and he's had it out for me ever since.

BLAIR
I got news for you. Tolwyn had nothing to do with your lack of promotion. Your flying style took care of that for you. Tolwyn doesn't even know you're alive.

MANIAC
That's what you think. Everybody knows about the Maniac. Everybody.

BLAIR WALKS AWAY.

MANIAC
How many people here know about the Maniac?
(beat)
Oh, what - nobody?

COBRA: LOOKING COILED, READY TO STRIKE. SHE SEES BLAIR.

COBRA

Sir.

SHE STARTS TO LEAVE

BLAIR

You seem awfully keyed up. I'd ease back on the throttle a little if I were you - - we're a long way from Kilrah.

COBRA

Not a moment too soon, I can tell you that.

BLAIR

You know, I don't think I've seen anyone as anxious to waste the enemy as you.

COBRA

I'd blast planet after planet if it would rid the galaxy of Kilrathi. There's no justification for their existence.

(beat)

And that includes your buddy Hobbes.

BLAIR

Jeezus, Lieutenant, it's like an endless program loop with you - -

COBRA

(shouts)

You have no clue!

BLAIR

(beat: softly)

So enlighten me.

COBRA STARES AT HIM FOR A LONG TIME. HIS EYES ALMOST PLEAD.

COBRA

They took me when I was 10 . . .

BLAIR

Who? The Kilrathi?

COBRA
A slave labor camp. I escaped when I was 20 . . .

BLAIR
It must have been - -

COBRA
You have no idea what it 'must have been.' I saw things . . .

SHE SHUDDERS FROM THE MEMORIES

COBRA
The Psych guys spent two years trying to pry things out of my head after I escaped.
(beat)
But you can't wipe it all.

SHE UTTERS A SHORT, GROTESQUE LAUGH.

COBRA
There's a little bit of Kilrathi prowling around inside of me. And I can't get it out. One day there won't be any human left.

LONG SILENCE . . .

BLAIR
(softly)
We're gonna get'em. You'll see.

COBRA
Keep telling me that. Colonel. Even if it's not true.

THE BRIDGE IS HUMMING WITH ACTIVITY. IN THE MIDDLE OF IT ALL, BLAIR APPROACHES TOLWYN.

BLAIR
Can I speak frankly, Admiral?

TOLWYN
Well, I've never known you to do otherwise.

BLAIR
With all due respect, sir, I don't think your assumption of command has done ship morale much good.

TOLWYN
I'm not really interested in public opinion polls on my tactical decisions.
(beat)
And, as I recall, you weren't particularly enthused about your own transfer to this vessel when it happened.

BLAIR
That's before I was acquainted with its crew, sir.

TOLWYN
A fine quality, your transfer of loyalties.
(beat)
Project Behemoth needs a guardian angel. I've been with it since its inception. The choice was clear-cut and indisputable.
(beat)
We all have just one superiority, Colonel; the progress of the war.

BLAIR
(beat; icy)
Yes, sir.

BLAIR WALKS AWAY.

Scene 117

GUNNERY - EISEN (SLIDING - K2/K3 ONLY) **K0GUNEIS**

BLAIR FINDS EISEN GAZING OUT AT THE STAR FIELD - - ALONE.

EISEN
Colonel. You shouldn't be this far away from the fray.

BLAIR
The war's everywhere, Captain. No escaping it.

EISEN
I'm not a captain anymore.
(beat)
First time I've been like that since . . . hmmph . . . I don't think I was even shaving when I first took the helm.
(beat)
What am I without a ship. Colonel?

BLAIR
Captain . . . They can promote us, demote us, bounce us all over the galaxy. There's only one thing that matters . . .

EISEN LOOKS AT HIM

BLAIR
That first time you shaved? You could look yourself in the mirror. You can still do that now.

Scene 118

BRIEFING K2 - TOLWYN

BLAIR ENTERS AND TOLWYN NODS AT THE MAP TABLE.

TOLWYN (V.O.)
This is a simple one, Colonel. Cover me while I fire the Behemoth.

BLAIR SALUTES.

BLAIR
Sounds simple enough, Admiral.

Wingman choices for Mission K2: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

ROLLINS (V.O.)
Wow, gives new meaning to 'big bang.' don't it. Colonel? You're cleared to land - - because we're headin' out of here and we're pointin' this bucket to Kilrah.

Go to K3.

NOTE: Failure on K2: Go directly to the K3 - Midgame: "The Behemoth Destructs."

GUNNERY - HOBBES (OPTIONAL) **K3GUNHBO**

THERE'S ALWAYS A RATHER GLORIUS, BROODING. MAGISTERIAL LONELINESS TO HOBBES . . . AND NO MORE SO THAN NOW, AS HE LOOKS OUT AT THE STARFIELD . . . KILRAH, THE ANCIENT HOMEWORLD OF HIS RACE, ONLY ONE JUMP POINT AWAY . . .

HOBBES
It has been many years since I have been this near to Kilrah

BLAIR
I'd understand if you had mixed feelings about the Behemoth . . . and what it's about to do . . .

HOBBES
(beat)
It has been a long war that has turned all of us . . . inside-out.

BLAIR SLAPS HIM NEAR THE SHOULDER. HE IS, PERHAPS, THE ONLY HUMAN WHO SEEMS PHYSICALLY AT EASE WITH HOBBES.

BLAIR
There will be Kilrathi that survive, and when the war's over, they will understand what you did.

HOBBES
No one . . . ever . . . will truly understand what I did.
(beat)
But your loyalty has meant much to me, my friend.

TOLWYN CAN BARELY CONTAIN HIS CONFIDENCE.

TOLWYN
This is it , Colonel. I've been waiting ten years for this glorious moment.

HE GESTURES TO THE TABLE MAP.

TOLWYN (V.O.)
We're about to hit the jump point. From there it's straight to Kilrah. Protect the Behemoth at all costs, Colonel.

TOLWYN SNAPS OFF A SALUTE.

TOLWYN
The future of the Confederation depends on it.

BLAIR RETURNS THE SALUTE AND EXITS.

Wingman choices for Mission K3: Cobra, Flash, Flint, Hobbes, Maniac*, Vagabond, Vaquero.*

Mission K3 begins with the Victory *jumping out into a minefield. A huge Kilrathi fleet is waiting, and attacks. It's battle royale. But despite everyone's best efforts, the Kilrathi succeed in hitting one or more of the Behemoth's "soft spots" and the weapon is destroyed before it can get off a shot:*

K3 MIDGAME: THE BEHEMOTH DESTRUCTS **12BEDES**

THE KILRATHI FIGHTERS DIVE DOWN AT THE *BEHEMOTH*: THIS SEEMS TO BE A HIGHLY-PLANNED MANEUVER, AS IF THEY KNOW WHERE THE "WEAK SPOTS" ARE IN THE BEHEMOTH'S DEFENSE SYSTEMS.

THE KILRATHI CONTINUE TO STORM IN: THEIR FORCE IS OVERWHELMING - -

THEY UNLOAD ON THE *BEHEMOTH* WITH EVERYTHING THEY'VE GOT.

MEANWHILE, CONFEDERATION SHIPS FLEE THE AREA. AND MANY SHIPS EXIT FROM THE *BEHEMOTH'S* BARREL.

SMALL EXPLOSIONS START ALONG THE *BEHEMOTH'S* FLANKS - -

THEN THE ENTIRE, MASSIVE *BEHEMOTH* DEVICE EXPLODES . . . TAKING OUT SEVERAL CONFEDERATION SHIPS AROUND IT - - INCLUDING A COUPLE OF CAPITAL SHIPS.

THE DESTRUCTION IS BREATHTAKINGLY <u>FINAL</u> . . .

THE KILRATHI PEEL OFF, THEIR MISSION ACCOMPLISHED. CONFEDERATION FORCES, IN DISARRAY, GIVE ONLY HALF-HEARTED PURSUIT . . .

CUT TO:

BLAIR'S COCKPIT - -

WHICH IS REELING AND SPINNING FROM THE FORCE OF THE EXPLOSION . . .

SCREENS SHOW WRECKAGE CONTINUING TO HURTLE OUT IN ALL DIRECTIONS . . .

MEANWHILE, KILRATHI TAUNTS SPEW FROM EVERY COMM CHANNEL . . . THEIR LAUGHTER HAS NEVER BEEN MORE HARSH OR DEMONIC . . .

AS BLAIR REGAINS CONTROL OF HIS FIGHTER, A NEW, DISTINCT KILRATHI VOICE SUDDENLY COMES OVER THE COMM . . .

THRAKHATH (V.O.)
The Heart of the Tiger has failed his race . . . He has failed himself . . . He has failed the human he knows as Devereaux . . . Angel . . . his lair-mate . . .

EVERY COMM CHANNEL NOW CARRIES THIS TRANSMISSION . . .

THRAKHATH (V.O.)
His heart has not been valiant enough . . . His warring has not been skillful enough . . . And he has failed a true warrior, the Angel . . . For she displayed heart . . .

DISSOLVE TO:

[SEE PAGES 01 TO 03]

[SEE PAGES 01 TO 03]

SMASH CUT BACK TO:

BLAIR'S COCKPIT - -

The Midgame ends here and we continue with the next non-cinematic scene where Blair must decide whether to go after Thrakhath or return to the Victory.

INFLIGHT "BRIEFING" FOR OPTIONAL MISSION K4 - ROLLINS, THRAKHATH
K4SPFRL1

ROLLINS (V.O.)
(panicked)
Colonel, be advised that the Victory is pulling out of this system - - immediately! We need you to return, sir! Jump point in 90 seconds!

ON THE OTHER COMM CHANNEL, THRAKHATH LAUGHS AND GLOATS . . .

THRAKHATH (V.O.)
You and I, ape, have unfinished business . . . Now, I give you the chance . . . If you are a true warrior, you will take the challenge . . . You will see on your radar, I have sent my wingman off . . . The ancient test of courage is ours to engage in . . .

ROLLINS (V.O.)
Colonel, you've got 75 seconds!

THRAKHATH (V.O.)
The Heart of the Tiger continues to weaken . . . He did not protect his liar-mate . . . Now he hesitates in combat . . .

ROLLINS
Colonel! If you don't turn around and land now you'll be left behind!

Player must now CHOOSE whether to accept Mission K4 and fight Thrakhath OR return safely to the Victory.

IF Mission K4 selected, Blair will NOT be able to rejoin Victory. Even if Thrakhath is defeated, Blair will die a slow death in the void . . . (NOTE TO ORIGIN: This appears to suggest Blair was flying in a non-jump capable fighter in K3.)

IF Mission K4 NOT selected:

"DEBRIEFING" K4 - ROLLINS **K4SPFRL2**

ROLLINS (V.O.)
Colonel, we also had access to Thrakhath's transmission regarding Colonel Devereaux.
(beat)
My condolences, sir . . .
(beat)
But I'm sure glad you didn't let him suck you into that lose-lose dogfight. We're jumping out the second you land.

Go to L1.

Series L - - Alcor System - - With the destruction of the Behemoth, the Confederation regroups, and embarks on a one-in-a-million longshot . . .

MIDGAME: FLIGHT DECK - TOLWYN DEPARTS 14TOLLV

ADMIRAL TOLWYN PREPARED TO BOARD A SHUTTLE THAT WILL TAKE HIM AWAY FROM THE *VICTORY*. THE GOING-AWAY COMMITTEE APPEARS MUCH SMALLER THAN THE WELCOMING COMMITTEE . . . WITH THE *BEHEMOTH* GONE, TOLWYN'S STAR HAS FALLEN CONSIDERABLY . . .

BLAIR STAND OFF TO THE SIDE, LOOKING LIKE AN EMPTY SHELL, A ZOMBIE . . . HIS EYES SEEM DEAD . . .

TOLWYN AND EISEN TRADE SALUTES.

TOLWYN
I am returning command of the Victory to you.
Captain . . .

EISEN WILL NEVER PUBLICLY DISPLAY HOW MUCH THIS HAS STUCK IN HIS CRAW . . .

EISEN
Yes, sir.

TOLWYN SHAKES HIS HEAD . . . SOMETHING SEEMS TO HAVE GONE OUT OF HIM . . .

TOLWYN
They knew where we were going . . . and when . . .
They knew exactly where to strike . . .
(bitterly)
I have every reason to suspect you have a leaky ship, Captain.

EISEN
Respectfully, sir . . . I resent such innuendoes concerning my crew's loyalty. Battles are won or lost. There are never any guarantees.
(beat)
And at the time, she was <u>your</u> ship, sir.

TOLWYN LOOKS SOURLY AT EISEN . . .
THIS WAS SUPPOSED TO BE HIS FINEST HOUR. AND NOW THERE IS ONLY THE TASTE OF GALACTIC DUST IN HIS MOUTH . . .

TOLWYN
Fight well, Captain . . . The struggle will only get harder.

HE CLIMBS ABOARD THE SHUTTLE. IT RISES SLOWLY . . . AWAY FROM CATASTROPHE . . .

STILL LOOKING LIKE HE'S IN A TRANCE, BLAIR PULLS UP NEXT TO RACHEL AT THE BAR. SHE SLIDES A BOTTLE OVER TO HIM.

RACHEL
You look like you could use some anesthetic.

BLAIR TAKES A SLUG. WINCES AS THE LIQUOR BITES AT HIS THROAT.

RACHEL
You know? It's kinda spooky, the way the Kilrathi zeroed in on that soft spot . . .
(beat)
I guess Thrakhath zoomed in on yours too. . .

BLAIR LOOKS AT HER, THEN TAKES ANOTHER, LONGER DRINK.

RACHEL
I feel for ya, Colonel.
(beat)
Do you want some company?

Rachel's morale UP: Blair STAYS SOBER:

BLAIR
Company? Yeah.
(re the bottle)
But you better put that away - - before I put it away.

RACHEL NODS. CAPS THE BOTTLE AND SLIDES IT DOWN THE BAR.

RACHEL
Hey, kick in a bulkhead or something and get it out somehow, OK? Don't wait til you get in the cockpit - -

Rachel's morale DOWN: Blair GETS DRUNK:

BLAIR
No.

HE GRABS THE BOTTLE, TAKES ANOTHER LONG PULL.

BLAIR
I'll be OK . . .

ONE MORE SLUG . . .

RACHEL LEAVES.

BLAIR HITS THE BOTTLE AGAIN . . . AND AGAIN . . .

SUDDENLY THERE'S A SCRAMBLE ALERT - - EISEN'S VOICE BLARES OUT OF THE P.A. SYSTEM:

EISEN (V.O.)
Red alert, all pilots up. We are being attacked. This is not a drill - I repeat, this is not a drill!

Scene 126

NOTE ON MISSION L1:

The Victory has been caught in an ambush by a swarm of Kilrathi fighters. This mission requires all of Blair's dogfighting skills.

IF Blair did NOT GET DRUNK in previous scene, his craft flies and responds to controls as usual.

IF Blair chose to GET DRUNK in previous scene, control responsiveness - - and perhaps even audio and visual clarity - - should be impaired.

DEBRIEFING L1 - ROLLINS **L1SPFRL1**

CONDITION: IF Blair NOT DRUNK

IF L1 success.

ROLLINS (V.O.)
We dodged a bullet that time, sir. You're cleared to land.

IF L1 failure.

ROLLINS (V.O.)
We got hit pretty hard. But they tell me there's still a flight deck left, so you're cleared, Colonel.

Scene A126

DEBRIEFING L1 - ROLLINS **L1SPFRL2**

CONDITION: IF Blair DRUNK.

ROLLINS (V.O.)
Uh, Colonel - - you didn't exactly seem yourself out there - -

FLINT (V.O.)
(breaking in on channel)
Colonel! Request to see you when we land!

ROLLINS (V.O.)
(peeved)
Hey Lieutenant! This channel <u>is</u> reserved, thank you . . . Unbelievable . . . What does she think this is, a free-for-all chat channel?

Scene 126

IF L1 success.

ROLLINS (V.O.)
(continuing)
You're clear to land, Colonel. The Victory sustained only minor damage.

If L1 failure.
[NOTE: This closing is identical to complete LISPFRL1 L1-Failure debrief.]

ROLLINS (V.O.)
(continuing)
We got hit pretty hard. But they tell me there's still a flight deck left. so you're cleared, Colonel. *

Scene 127

FLIGHT DECK - FLINT (OPTIONAL) **L2FDKFL1-0**

CONDITION: Scene available IF Blair did NOT fly drunk.

FLINT

Are you alright?

BLAIR

I've had better days . . .

FLINT

(hesitant)
Still . . . The way you've been holding up, considering . . .
(beat)
You've really been showing us what you're made of.

BLAIR

Thanks, Flint.

FLINT

When I think about how stupidly I acted back in Locanda . . .
(beat)
Look. I'm sorry about Angel. Everyone on board is.
(beat)
She must have been something.

Scene A127

FLIGHT DECK - FLINT (OPTIONAL) **L2FDKFL2-0**

CONDITION: Scene available IF Blair flew drunk.

FLINT BANGS A FUSELAGE.

FLINT
Is that the way you face your problems?

BLAIR
Look, I don't need this.

FLINT
'You have to fly with your head, not your heart.'
Those words ring a bell?

Flint's morale UP:

BLAIR
(beat; grins)
You take good notes, Lieutenant.
(beat)
You think we can avoid a scramble long enough for me to get a cup of coffee?

SHE SMILE BACK AT HIM AND SHRUGS.

FLINT
The Kilrathi don't usually upload their schedule in advance.
(beat)
Look. I'm sorry about Angel. Everyone on board is. We know she was someone quite special.

BLAIR
Yeah . . . That she was . . .

Flint's morale DOWN:

BLAIR
You have no right to lecture me.

FLINT
Look. I'm sorry about Angel. We all are but - -

BLAIR
You want to lodge a formal complaint regarding your commanding officer, Lieutenant, I suggest you do so. Otherwise, back off.

FLINT
(icy)
Yes. Sir.

REC ROOM - COBRA, ROLLINS (OPTIONAL) **L2REDCCBO**

BLAIR COME UP BEHIND COBRA AND ROLLINS - - WHO ARE POURING OVER A SHEAF OF PRINTOUTS AND HAVING A VERY ANIMATED DISCUSSION.

COBRA
. . . The ship's sensors could track movement in every compartment, right?

ROLLINS
(scratching his head)
Well, yeah, I guess. Supposedly. I guess that's possible. I'll have to do some fancy byte-surgery - -

COBRA
Then do it. Make that paranoia of yours pay off for once - -

SHE STOPS, NOTICING BLAIR PEERING OVER HER SHOULDER.

BLAIR
That would be a change for the Lieutenant. You wanna fill me in.

COBRA TRIES TO SIGNAL ROLLINS NOT TO TALK - - BUT AS WE KNOW, ROLLINS LOVES TO DO JUST THAT.

ROLLINS
Yeah, these crazy coded transmission are still being sent, sir. Cobra here, she thinks Hobbes - -

BLAIR
I know what Cobra thinks.

COBRA
Sir, they were waiting for the Behemoth. They know what we're going to do even before we do.
(beat)
And I can't believe you're still sympathetic towards a Kilrathi. Not after - -
(she bites her tongue)

Scene 128

Group morale UP: Cobra's morale UP:

BLAIR

Look. I'll admit it. It seems like we've been having more that just a little bad luck lately. Now, I want you to keep working on those decodes.

ROLLINS

Yes, sir!

COBRA

And Hobbes, sir?

BLAIR

Right now, I'd say <u>none</u> of us is above suspicion.

Group morale DOWN: Cobra's morale DOWN:

BLAIR

Look, we can't pretend anymore. Confed's losing the war. That's the real cause of our bad luck.

(beat)

And will you lay off Hobbes? If we do lose, can you imagine what they'll do to <u>him</u>.

*

Scene 129

OMITTED **L2 ____ ***

MIDGAME: THE VICTORY FLIGHT DECK - PALADIN'S ARRIVAL L2FDKPA *

THE SHUTTLE QUIETLY CRUISES IN FOR A LANDING . . .

THE HATCH OPENS AND PALADIN EMERGES. THIS IS OBVIOUSLY A LOW-KEY VISIT: NO ARRIVAL PARTY. PALADIN HEADS IN . . .

OMITTED

BLAIR LEANS ON THE RAIL, STARING OUT AT THE BLACK VOID OF SPACE. *

PALADIN ENTERS. BLAIR LOOKS AT HIM WITH WEARY EYES.

BLAIR
You missed all the fun. *

PALADIN
Wish I'd been there, I'm tired of flying a desk.
(beat)
I hear you had a little run-in with Thrakhath?

BLAIR GRIPS THE RAILING WITH ANGER.

BLAIR
Yes I did, you son-of-a-bitch.

PALADIN
It pains me that you had to find out that way.

BLAIR
How long have you known?

PALADIN
(beat)
Since the Concordia went down.

BLAIR TENSES UP AND STARES AT PALADIN A MOMENT. THEN . . .

Group morale UP:

. . . HE SWINGS WITH HIS RIGHT AND CONNECTS TO PALADIN'S JAW, KNOCKING THE MAN DOWN.

PALADIN LOOKS UP FROM THE FLOOR AND ACTUALLY GRINS. AS HE GETS BACK TO HIS FEET:

PALADIN
Well, you haven't lost your touch.

Group morale DOWN: *

. . . HE CLENCHES HIS FISTS.

PALADIN
Go on, laddie. Take your best shot. C'mon.

BLAIR LOOKS TEMPTED. THEN HE SLOWLY SHAKES HIS HEAD.

BLAIR
On Vespus . . . you stood there and lied to me . . .

PALADIN
I was under orders - - laddie.

BLAIR
(cutting him off)
All those missions we flew together - - you on my wing, protecting me - -

PALADIN
I was protecting you - - by <u>not</u> telling you. And did you see what you nearly did when you found out? . . . I was protecting <u>you</u> from yourself.

BLAIR
(beat: softly)
You know how much she meant to me.

PALADIN HANGS HIS HEAD IN SORROW.

PALADIN
I do
(beat)
But this is war, laddie. All of us have lost someone dear to us. That does not make you special.

BLAIR SNORTS AND SHAKES HIS HEAD.

BLAIR
Yeah. I've heard that before.

PALADIN
Besides, Angel may yet help us win this thing.
(on Blair's look)
She sent one final transmission before she was taken prisoner on Kilrah. I think you may be interested to hear it. I'll wait for you in the briefing room.

[PG. L-13 THRU L-15 OMITTED]

PALADIN IS THERE ALONG WITH EISEN.

PALADIN
We've got a lot to cover. The Behemoth was not the only rabbit in Confed's hat. We in Covert had our own longshot project.

BLAIR GIVES EISEN A LOOK. THEY BOTH FEEL THE SAME WAY ABOUT "LONGSHOT" PROJECTS. BUT PALADIN KNOWS WHAT THEY'RE THINKING.

PALADIN (V.O.)
It became much more of a reality once Angel got to Kilrah . . .

NOW THAT HE'S GOT BLAIR'S ATTENTION, HE HITS A BUTTON AND THE SCREEN COME TO LIVE - - SHOWING A STILL SHOT OF ANGEL IN ONE WINDOW, AND SCHEMATICS ILLUSTRATING THE LOADING OF A SMALL TRANS-ATMOSPHERIC CRAFT INTO A STARFIGHTER.

NOW HE'S GOT BLAIR'S <u>COMPLETE</u> ATTENTION.

PALADIN (V.O.)
Angel carried with her an impressive scientific package. Part of it she placed in orbit around the Kilrathi Homeworld . . .

OTHER VISUALS APPEAR. ILLUSTRATING PALADIN'S TALK.

PALADIN (V.O.)
Other parts were seeded at ground level. all are cloaked. and send their low-level signals to a comm-sat parked just outside the Kilrah system. which feeds the data to us.
(beat)
Angel may be gone, but her work continues. laddie.
(continuing)
It turns out that the Kilrah Homeworld is a pretty fragile place, layered with active fault lines. Its tectonic plates keep shuffling themselves like a deck of cards. It's my guess that the heavy seismic activity is what propelled the Kilrathi into becoming such an aggressive, spacefaring race.

Scene 132 L-16A

EISEN LOOKS UP WITH THE REALIZATION:

EISEN
So Kilrah has an Achilles' heel . . .

PALADIN NODS AND GOES BACK TO THE VISUALS.

PALADIN (V.O.)
Over the last decade, work has proceeded on a tectonic-frequency weapon - - the 'Temblor Bomb.' The theory goes that if we can fire this thing with absolute precision, its detonation could achieve the proper resonant frequency and trigger a tectonic reaction that would literally shake the planet apart.

BLAIR INTERRUPTS.

BLAIR
But even if we could destroy their Homeworld - They've got an entire army deployed.

PALADIN
Their entire culture is based on a strict, centralized hierarchy: 'All roads lead to Kilrah.' Every Kilrathi lives . . . and dies for the Emperor. Destroy that hierarchy . . . and you destroy them.

BLAIR
(beat)
So what are we waiting for?

PALADIN
Well, there is one problem: There is no bomb.
(beat)
A year ago, Dr. Severin, the man in charge of this project, was captured by the Kilrathi. We've tried putting the pieces together without him - - but ended up with zip.

EISEN
And now we have to go get him.

PALADIN

Well, it beats waiting for the Kilrathi to parole him.

BLAIR

We gotta go after this guy on a prison planet?

PALADIN

It's the only chance we've got at finishing up the T-Bomb.

AN EXCHANGE OF LOOKS. NEW VISUALS CUE UP.

EISEN (V.O.)

Let's get down to this mission's specifics. The prison planet is Alcor V. We're going to enter the system through the 'back door' - - under normal drive. Colonel, I want you to scout ahead, clear the asteroid field, make sure we are not detected.

PALADIN SMILES AT BLAIR.

PALADIN

You got it, laddie?

BLAIR

Yes, sir.

Wingman choices for Mission L2: Cobra, Flash*, Flint, Hobbes, Maniac*, Vagabond, Vaquero.

NOTE TO ORIGIN: This entire briefing (<u>including</u> Eisen talking over the map table) must be filmed in a high, wide angle shot (as if seen from a tiny, hidden camera high up in the rafters of the Briefing Room) for use later in L3FDKCB.

Scene 133

DEBRIEFING L2 - SUCCESS - ROLLINS **L2SPFRL1**

ROLLINS (V.O.)
Looks like you swept out a nice path for us, sir.
You're cleared to land.

Go to L3.

Scene A133

DEBRIEFING L2 - FAILURE - ROLLINS **L2SPFRL2**

ROLLINS (V.O.)
Tough break, sir. We're going to keep our fingers crossed that we can get away with this anyway.
You're cleared to land.

Go to L3.

THE LAID-BACK, DEVIL-MAY-CARE VAGABOND WE FIRST MET SEEMS TO BE LONG GONE. THERE'S NOT EVEN A DECK OF CARDS IN SIGHT. HE MOROSELY SIPS HIS DRINK, AND SWEEPS HIS HAND TO INVITE BLAIR TO JOIN HIM.

VAGABOND
The grapevine's really been humming. Everyone knows we're getting Dr. Severin.
(beat)
Or Dr. Death, as he's known to some of his old friends . . .

BLAIR
You know him?

VAGABOND
Yeah, we go way back, Sevvy and I.
(beat)
Now, you ask me, the Kilrathi did the right thing locking him up.

BLAIR
Why do I get the feeling this has to do with your classified past?

VAGABOND
Look, you know I haven't always been a pilot.
(beat)
You ever hear about Pax 7?

BLAIR
Yeah. A lot of people got killed. It was an accident of some sort.

VAGABOND
Millions got killed. And it was no accident.
(beat)
Just one of ole Doc Sevvy's demolitions tests . . .
(beat)
I was workin' for him back then. I'm certain he knew exactly what was going to happen, but he saw no reason to warn the civilians.

VAGABOND PAUSES, MAKING SURE THE FULL REALITY SINKS IN FOR BLAIR.

VAGABOND
(continuing)
Afterwards, Confed tried to cover it up. But who really cared, anyway? The Paxons were just a backwards people who had nothing to offer the war effort.

(beat)
That's when I quit demolitions. In the cockpit. I can see the enemy - - they line up right in my gunsights and I can... And the pilots I shoot down sure ain't civilians.

(beat)
But if there's a hell to go to, I know they've got a special place reserved for me. And Sevvy.

Vagabond's morale UP:

BLAIR
Maybe there's a little redemption possible if we get this guy and he helps us win the war.

VAGABOND
(shakes his head; smiles)
Talk about ironies . . .

Vagabond's morale DOWN:

BLAIR
That's and awful lot of baggage to be carrying around. Maybe you should sit these missions out.

VAGABOND
No way, Colonel. I wanna be right there when we get this guy.

Scene 135

FLIGHT DECK - COBRA, PALADIN, VAQUERO **L3FDKCB**

NOTE: This scene is triggered when Blair enters the Briefing Room. An ALARM and a P.A. ANNOUNCEMENT will sound:

All doors will be closed - - Blair's only option is to proceed to the flight deck where:

COBRA LIES IN A POOL OF HER OWN BLOOD. MORTALLY WOUNDED. THERE ARE DEEP SLASHES ACROSS HER ABDOMEN, CUTS THAT COULD ONLY BE MADE BY THE CLAWS OF A KILRATHI - -

COBRA
(gasps)
Colonel - -

BLAIR
(stunned)
Hobbes?

COBRA
He was trying to send this - -

SHE HANDS HIM A TINY HOLO-PDA. BLAIR TRIGGERS IT, AND TO HIS AMAZEMENT, BEGINS WATCHING A REPLAY OF AN EARLIER BRIEFING. HE SEES HIMSELF, EISEN AND PALADIN STANDING AT THE MAP TABLE:

PALADIN (HOLO)
Over the last decade, work has proceeded on a tectonic-frequency weapon - - the 'Temblor Bomb.' The theory goes that if we can fire this thing with absolute precision, its detonation will achieve a proper resonant fre- . . .

BLAIR TURNS OFF THE HOLO. SHAKES HIS HEAD IN DESPAIR.

BLAIR
All this time, he's had us bugged - -

PALADIN AND VAQUERO RUSH ONTO THE SCENE. BLAIR LOOKS DOWN AT COBRA.

BLAIR
We have to get her to the infirmary - -

COBRA
No - - get Hobbes - - you still have time - -

PALADIN
That's a negative, Colonel. We're almost at Alcor V, and a pursuit now jeopardizes the entire operation.

Blair chooses Mission L3:

BLAIR LOOKS DOWN AT COBRA. WHO DIES IN HIS ARMS. HE STANDS AND HEADS FOR A FIGHTER - - BETRAYAL AND HATE FILLING HIS EYES - -

PALADIN MOVES TO STOP HIM - -

BLAIR
(gritting his teeth)
It was Hobbes . . .

PALADDIN
Colonel... Colonel... COLONEL!

Go to Mission L3.

Blair does NOT choose Mission L3:

BLAIR LOOKS DOWN AT COBRA. WHO DIES IN HIS ARMS. HE HANGS HIS HEAD.

BLAIR
It was Hobbes . . . It was Hobbes . . .

Go to L4.

As indicated. Mission L3 (pursue and engage Hobbes) is optional. There is no briefing, no wingman choice. Blair flies solo.

COCKPIT - INFLIGHT TRANSMISSION - HOBBES L3SPFHB *

AS BLAIR PURSUES HOBBES, THEIR COMM CHANNELS CRACKLE . . . *

BLAIR *
You're going to pay for this, Hobbes. *

HOBBES *
For dispatching the human know as Cobra? Or *
because I was not who you thought I was? You *
must fight with a clear head, Colonel - - I do not *
think it wise that we engage verbally at this *
moment. *

AND HOBBES SHUTS OFF HIS COMM CHANNEL. LEAVING BLAIR FRUSTRATED AND ANGERED . . . *

Scene 136 *

DEBRIEFING L3 - SUCCESS - EISEN **L3SPFEI1**

EISEN (V.O.)
(angry)
I suppose you expect to be congratulated for *
terminating Hobbes. What you deserve is a court *
martial, mister, for disobeying my orders. Your *
impulses left us one gun short when we needed *
'em all, Colonel. The Victory was ambushed *
while you were on your little joyride. You're *
cleared to land. Report to me in the barracks *
A.S.A.P.

Go to L4 *

Scene A136

DEBRIEFING L3 - FAILURE - EISEN L3SPFEI2

EISEN (V.O.)
(angry)
I ought to court martial you for disobeying my *
orders, Colonel. You can't imagine how dearly *
your impulses have cost us - - we came under *
attack during your little joyride. You're cleared *
to land. Report to me in the barracks A.S.A.P.

Go to L4.

CONDITION: IF Blair flew Mission L3:

BLAIR FINDS EISEN CLEANING OUT VAQUERO'S LOCKER.

EISEN
Do you have any idea how much I hate this little ritual? I have to compose a letter to Vaquero's parents - it's supposed to make them feel proud of their son . . .
(beat)
I've written too many death-comms.

HE PULLS OUT VAQUERO'S BELOVED GUITAR. THE ANCIENT INSTRUMENT THE YOUNG MAN ONCE STRUMMED SO TENDERLY.

EISEN
I suppose they'll want this.
(beat; shouts)
Dammit, man! You put your own needs above that of the ship's. You can't ever do that.

BLAIR SITS DOWN, VERY SHAKEN.

BLAIR
I'll write the death-comm.

HE HOLDS HIS HEAD IN HIS HANDS FOR A LONG BEAT. THEN:

BLAIR
What happened with Hobbes, Captain?

EISEN
When you have an answer to that, Colonel, you let me know. In any event, we have to move quickly now - - - because there's no telling how much the Kilrathi already know.

CONDITION: IF Blair did NOT fly Mission L3:

BLAIR FINDS EISEN CLEANING OUT COBRA'S LOCKER. THERE ISN'T MUCH STUFF IN IT . . .

EISEN
Usually, I have to write the family when something like this happens. But in Cobra's case - -
(beat)
We were the only family she had.

BLAIR
I didn't treat her very well, for family.

HE SITS DOWN, SHAKEN.

BARRACKS - HOBBES' HOLO-MESSAGE (SLIDING- SERIES L/M/N) 15HBMSG

NOTE: Blair's locker is OPEN during the previous scene (and remains OPEN until he plays this message). Again, this scene should be available for play and replay throughout Series L, M, and N.

BLAIR MOVES TO HIS LOCKER WHICH IS OPEN. IN IT, HE FINDS AN UNMARKED HOLO-MESSAGE. HE TURNS IT ON AND IS A BIT SURPRISED TO SEE THE IMAGE OF HOBBES TAKE SHAPE BEFORE HIM.

HOBBES (HOLO-IMAGE)
Colonel, I am returning to my Homeworld - - but my admiration for you compels me to provide an explanation for my actions . . .

(beat)

You must understand that the Hobbes you knew was a construct, the result of an identity-overlay experiment, initiated long ago by Prince Thrakhath. Lord Ralgha nar Hhallas, you have never truly met. I myself never met him until I heard the Prince utter you Kilrathi title, 'The Heart of the Tiger.' This was the trigger that awakened my true personality - - hidden for so many years. Once awakened by the words of my Prince, I had no choice but to perform his bidding.

(beat)

Kilrathi do not surrender, nor do we betray. And yet, in being true to my kind, I have betrayed you - - for I have watched you, Colonel - - know you are an honorable warrior . . . If we meet again . . . will have no choice but to perform our duties . . . with honor . . .

HOBBES' IMAGE FLICKERS AND DISAPPEARS.

BLAIR LEAVES.

PALADIN AND EISEN NOD AT BLAIR AS HE ENTERS.

PALADIN
Well, this is it, Colonel. Time to extract us a scientist.

EISEN GESTURES TO THE MAP TABLE. *

EISEN (V.O.) *
Your responsibility will be to provide air cover for the Marines - - who will descend down to the planet and get Dr. Severin out. *

PALADIN LOOKS AT BLAIR.

PALADIN
I know you hear this all the time, because I used to hear it all the time too - - but this may be the most important mission you'll ever fly. I wish I had the reflexes I had 10 years ago, laddie - - I'd be flying * on your wing. It's going to take all the self-control I * have not to strap myself back into the cockpit. * Because if we fail here . . . God help humanity. *

Wingman choices for Mission L4: Flash, Flint, Maniac*, Vagabond, Vaquero*.*

NOTE: Vaquero, of course, is only available if Mission L3 NOT flown. From here out, he is "at risk". *

Scene 140

NOTE: IF Mission L4 is a success, the following Midgame will play BEFORE the Success Debriefing:

MIDGAME: EXT. LANDING STRIP ON ALCOR V **L4 ___ VA**

A HALF-DOZEN FLAK-JACKETED MARINES RACE ACROSS THE TARMAC, HUSTLING DOCTOR SEVERIN TOWARDS A WAITING SHUTTLE.

VAGABOND CLIMBS OUR OF AGROUND-CAPABLE FIGHTER AND RUNS TOWARDS THEM. HE STOPS IN FRONT OF SEVERIN, WHO LOOKS SURPRISED.

HE THEN DELIVERS A ROUNDHOUSE PUNCH TO SEVERIN'S JAW. THE DOCTOR GOES DOWN.

THE MARINES SWARM OVER VAGABOND.

VAGABOND
Long time no see. Doc. Take it easy. boys. I've done what I came to do.

DEBRIEFING L4 - SUCCESS - ROLLINS, PALADIN **L4SPFRL1 ***

ROLLINS (V.O.)
We got him, sir . . . But you'll never guess who's landed himself in the brig! You're cleared - - Oh. General Taggart wants to speak to you. *

PALADIN (V.O.) *
Well done, laddie! You've done us all proud. *
Wish I could stick around and celebrate when you land, but now that we've got Severin, I've got a lot of work to do. *
(beat) *
You'll hear from me again. *

Go to M1.

DEBRIEFING L4 - FAILURE - ROLLINS **L4SPFRL2**

Since Confed is doomed without the scientist, INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

Series M - - Freya System - - With the scientist returned to the Temblor Bomb Project, the Victory must now secure a "back door" jump point it Kilrah . . .

MIDGAME: KILRATHI THRONE ROOM **16EMINV**

THE AGED EMPEROR BECKONS THRAKHATH TO APPROACH

EMPEROR
I have been studying the battle reports - -

THRAKHATH
Your Majesty . . . you should not concern yourself with dreary, day-to-day accounting - -

THE EMPEROR CUTS HIM OFF WITH A PAW.

EMPEROR
I cannot understand this Terran foray into the Alcor system - - the attempt to free but a few prisoners. . .

MELEK STEPS FORWARD.

MELEK
If you please, your Majesty. I may be able to shed some light.

THRAKHATH LOOKS A LITTLE SURPRISED. AS NORMALLY MELEK SPEAKS TO THE EMPEROR ONLY THROUGH HIM.

EMPEROR
Yes. young one . . .

MELEK
The apes took but one prisoner. His skills are technical - - scientific in nature.

EMPEROR
And these skills are applied to . . . ?

MELEK
That, we did not fully explore. His range of knowledge was vast - -

THRAKHATH

(breaking in)

We are winning the war, your majesty - - and daily, we move closer to invasion of the Terran Homeworld. A vast armada is being assembled. Never before has there been such a mighty force - -

EMPEROR

(harshly)

Never let it be forgotten - - it is when the foe is near vanquished that he is most dangerous, my Prince . .

.

THRAKHATH

(these words almost stick in his throat)

As always, your Majesty speaks truly and wisely . .

.

.

MANIAC SEATED. SEES BLAIR

MANIAC
What'd I tell you about trustin a cat?

BLAIR JUST STARES AT HIM.

MANIAC
Too bad Cobra had to die to get her point across.

Maniac's morale UP:

BLAIR GRABS HIM BY THE COLLAR AND LIFTS HIM OUT OF HIS CHAIR.

MANIAC
Temper, temper. You can't afford to lose any more wingmen.

BLAIR
(easing up)
You know, for once, you're right.

MANIAC
I am?

BLAIR
We're just gonna have to settle it out there. Next time you're on my wing - - I might just rotate my turrets and - - hey, accidents happen!

MANIAC
Oh. I'm shakin' . . . You know, I got a turret too, pal.

BLAIR
We'll see.

BLAIR WALKS AWAY.

Maniac's morale DOWN:

BLAIR GLARES AT MANIAC, THEN WALKS AWAY.

Scene 144

LIFT - ROLLINS (OPTIONAL) **M1LFTRLO***

BLAIR ENTERS AND FINDS ROLLINS SHAKING HIS HEAD AND CHUCKLING.

ROLLINS

So we risk everything to get this one egghead they say might win the war - - although I'll believe that when I see it - - and Vagabond decks the guy. I bet ole Vagabond doesn't get out of the brig til the Kilrathi let him out.

Group morale UP:

BLAIR

We'll just see about that. I'm going to have a talk with the Captain.

Group morale DOWN:

BLAIR

Well, he deserved it. You can't go just flying off the handle like that.

[PG. M-5 OMITTED]

EISEN
Let's get started, Colonel.

EISEN (V.O.)
HQ's sent us here to Freya because they've located a jump point that leads straight to Kilrah. A nice little back door we can use later when Dr. Severin completes his device . . . One problem, however, is that the Kilrathi own this system. We have to clean 'em out.

EISEN
Go to it, Colonel.

Wingman choices for Mission M1: Flash, Flint, Maniac*, Vaquero*.* *

NOTE: Vagabond is NOT available since he's in the brig.

Scene 146

NOTE: During Mission M1, Blair will encounter a new class of Kilrathi destroyer.

DEBRIEFING M1 - SUCCESS - ROLLINS **M1SPFRL1**

ROLLINS (V.O.)
Look like the Kilrathi have been busy in their shipyards. But I guess it takes more than some new tin cans to phase you. Colonel. You're cleared to land.

Go to M2.

Scene A146

DEBRIEFING M1 - FAILURE - ROLLINS **M1SPFRL2**

ROLLINS (V.O.)
Looks like the Kilrathi have been busy in their shipyards - - which can only mean more trouble for us. You're cleared to land. Colonel.

Go to M2.

RACHEL STANDS NEXT TO ONE OF THE NEW EXCALIBURS THAT HAVE RECENTLY BEEN DELIVERED, KEYING IN DATA ON HER PDA . . .

RACHEL
Finally I get to show what I can do.

BLAIR
Oh, I don't know, Chief - - I've been pretty impressed from the getgo.

RACHEL
Yeah, well you haven't seen everything. Not by a long shot.

SHE MOVES CLOSER TO HIM.

RACHEL
(beat)
You know, maybe we should get together and I'll show you the rest? You know, sooner or later, you and I are going to have to let go of the ghosts. See if the parts fit anywhere else.

BLAIR
(smiles)
And you think our parts might mesh, Chief?

SHE SMILES AS SHE WALKS AWAY.

RACHEL
You never know until you take a test run.

CONDITION: This scene available only IF M1BRIRLO (Rollins' scene re Vagabond in brig) played.

BLAIR APPROACHES EISEN:

EISEN
Colonel? Something on your mind?

BLAIR
Captain. The brig is no place for a pilot of Vagabond's skills.

EISEN
I agree. But the brig <u>is</u> a place for someone as undisciplined as he.

Group morale UP:

BLAIR
Sir. This war's eaten at all of our souls. Vagabond's. especially. He deserves another chance.

EISEN
(beat)
You'll take personal responsibility for him?

BLAIR
He flies under me. It goes without saying.

EISEN RELUCTANTLY NODS.

EISEN
Very well.

BLAIR
Thank you. sir.

Group morale DOWN:

BLAIR
(sighs)
Sir. everyone's entitled to a mistake.

EISEN
Mistake? He could have killed the man. Vagabond's out of control. Right now, he's worthless in a cockpit. You're dismissed. Mister.

BLAIR
Yes. sir.

BLAIR FINDS FLINT CLEANING OUT HER LOCKER.

BLAIR
Going somewhere?

SHE SHAKES HER HEAD AND SMILES.

FLINT
No. Cleaning this out helps me clear my head sometimes.

BLAIR SITS ON A BUNK.

BLAIR
Yeah. I've been doing a little of that myself . . .
Letting go of. I don't know, certain . . . memories.

FLINT
That's good to hear.

THEY LOOK AT EACH OTHER FOR A BEAT - - BOTH UNCOMFORTABLE.

FLINT
(hesitant)
I haven't wanted to pursue it. while you were still hoping to find Angel . . . and I'm probably way out of line here . . . But . . .

BLAIR
But . . . it seems like maybe . . . there's something between you and me?

FLINT
(backing down a little)
Perhaps it's that way with all the female crew members onboard.

BLAIR
Believe it or not. Flint . . . I'm not in the habit of flirting with every woman onboard.

FLINT
Well. sir. I'm not in the habit of flirting with every man onboard.

BLAIR
But you do make exceptions?

SHE GOES BACK TO CLEANING HER LOCKER.

FLINT
(smiles)
I have. yeah.

EISEN
No rest for the weary, Colonel. Let's get to it.

BLAIR
As you wish, Captain.

EISEN (V.O.)
We've run into another glitch with this jump point to Kilrah: it's shielded. The shield generator is based on Freya II. Here's where we see how good these Excaliburs are in taking the fight to the ground. Colonel, I want you to lead the ground assault - - destroy that generator.

EISEN
Good luck, Colonel.

Wingman choices for Mission M2: Flash, Flint, Maniac*, Vagabond (IF M0BRIEIS played AND Eisen agreed to Vagabond's release), Vaquero*.* *

Scene 150

DEBRIEFING M2 - SUCCESS - ROLLINS **M2SPFRL1**

ROLLINS (V.O.)
Now that was a real test for those Excaliburs! You kicked some heavy-duty ass, sir! You're cleared to land, Colonel!.

Go to M3.

Scene A150

DEBRIEFING M2 - FAILURE - ROLLINS **M2SPFRL2**

ROLLINS (V.O.)
We got lucky, Colonel - - last-minute orbital bombardment took out that shield generator and saved our sorry asses. You're cleared to land.

Go to M3.

Scene 151

REC ROOM - VAGABOND (OPTIONAL) **M3RECVAO**

CONDITION: This scene available only IF M0BRIEIS played AND Eisen agreed to Vagabond's release.

VAGABOND, SHUFFLING A DECK OF CARDS. HE LOOKS MORE LIKE HIS OLD SELF -- AS IF A FEW PERSONAL DEMONS HAVE BEEN EXORCISED.

VAGABOND
Colonel. Pull up a chair.

BLAIR
For a guy who's been staring at four gray walls for awhile, you look pretty chipper.

VAGABOND
Well, that's it, isn't it? I'm not playing solitaire anymore. Got you to thank for that.

BLAIR
Well, we all lose it once in a while.

VAGABOND
Yeah, well, if I had it to do again . . .
(beat)
I'd still pop the son-of-a-bitch.

HE LAUGHS. BLAIR TRIES NOT TO.

EISEN
Colonel, let's go over the mission, shall we?

BLAIR
Yes, sir.

EISEN (V.O.)
Colonel, now that we've secured the jump point, we have to clamp down on the Kilrathi coming through. They can't get word back to their command that we own the jump point now.

EISEN
Give it your best, Colonel. Dismissed.

Wingman choices for Mission M3: Flash, Flint, Maniac*, Vagabond (IF M0BRIEIS played AND Eisen agreed to Vagabond's release), Vaquero*.* *

DEBRIEFING M3 - SUCCESS - ROLLINS **M3SPFRL1**

ROLLINS (V.O.)
We've got reinforcements coming in, Colonel - - so at last we can unload this jump point on them. We're moving out - - you're cleared to land.

Go to N1.

DEBRIEFING M3 - FAILURE - ROLLINS **M3SPFRL2**

INSERT Standard Go to R1 Debriefing (C2SPFRL2)

Go to R1.

Series N - - Hyperion System - - A beta test for the Temblor Bomb . . .

NOTE: The situation presented in the following TWO scenes (well, FL1-S and N0RECRA1-S) is that Blair enters the Rec Room and can have a conversation with Flint or Rachel. He must pick one OR the other (or he may decide not to speak to either of them). Once he makes a choice, the other scene is NOT available.

Within each scene, he will be faced with a Morale Decision. Choosing the "Morale DOWN" option will then make ONE of two more scenes (N0RECA2-S or N0RECFL2-S) available. IF he does NOT continue immediately with one of these, they will NOT be available later.

All FOUR of these scenes must "SLIDE" through Series N together, being available for play as a unit.

This is what happens if Blair chooses Flint first:

REC ROOM - FLINT (SLIDING) **NORECFL1-S**

BLAIR SEES BOTH FLINT AND RACHEL, AT OPPOSITE ENDS OF THE REC ROOM. THEY BOTH LOOK AT HIM EXPECTANTLY. IT LOOKS LIKE DECISION-TIME . . .

HE MOVES TO FLINT.

FLINT
Should I read anything into this? Your talking to me instead of your mechanic?

BLAIR
(smiles)
I had to make a command decision, didn't I?

FLINT STANDS AND MOVES CLOSER TO HIM.

FLINT
But is it a decision for the moment? Or something more lasting? Everyone can feel it . . . we seem to be facing more risk than ever . . . I think it means every moment has to count . . .

Flint's morale UP:
Rachel's morale DOWN:

BLAIR REACHES OUT, PULLS HER FORWARD, AND KISSES HER.

IN THE BACKGROUND, AN UNHAPPY RACHEL WALKS OFF.

BLAIR AT LAST COMES UP FOR AIR.

BLAIR
You right. We've wasted too much time already.

Flint's morale DOWN:
(Blair does NOT KISS Flint)

BLAIR
(beat)
I can't risk getting involved with someone who might be on my wing. There's too much at stake.

FLINT'S EYES GO COLD AS SHE STEPS BACK AND SITS BACK DOWN AT HER TABLE. BLAIR WALKS AWAY.

N0RECA2-S now available.

Scene 154

This is what happens if Blair chooses Rachel first:

REC ROOM - RACHEL (SLIDING) N0RECA1-S

BLAIR SEES BOTH FLINT AND RACHEL. AT OPPOSITE END OF THE REC ROOM. THEY BOTH LOOK AT HIM EXPECTANTLY. IT LOOKS LIKE DECISION-TIME . . .

HE MOVES TO RACHEL

RACHEL
Command decision-making in action. I'm impressed

BLAIR
It's always moment-by-moment in the cockpit.

RACHEL STANDS AND MOVE CLOSER TO HIM.

RACHEL
Oh yeah. are we gonna expand upon that moment? Are we going to kick in the afterburners here?

Rachel's morale UP:
Flint's morale DOWN:

BLAIR REACHES OUT. PULLS HER FORWARD, AND KISSES HER.

IN THE BACKGROUND. AN UNHAPPY FLINT WALKS OFF.

RACHEL COMES UP FOR AIR.

RACHEL
There's a lot more thrust in those jets than I imagined . . .

Rachel's morale DOWN:
(Blair does NOT KISS Rachel)

BLAIR
(beat)
Oh. Rachel I'm flattered. But you and me, we're oil and water. There's no future in it. I'm sorry.

RACHEL SHAKES HER HEAD SADLY AND SITS BACK DOWN. BLAIR WALKS AWAY.

N0RECFL2-S now available.

Scene 155

REC ROOM - RACHEL (SLIDING) N0RECRA2-S

CONDITION: Scene available only IF N0RECFL1-S has played (Blair spoke to Flint first) AND Blair did NOT KISS Flint.

BLAIR HAS TURNED DOWN FLINT'S COME-ON. NOW HE MOVES TO RACHEL.

RACHEL
My, my. You're just full of surprises.

BLAIR
You gotta know evasive maneuvers in the cockpit.

RACHEL STANDS AND MOVES CLOSER TO HIM.

RACHEL
Mmm . . . Should I expect more?

Rachel's morale UP:
Flint's morale DOWN:

BLAIR REACHES OUT, PULLS HER FORWARD, AND KISSES HER.

IN THE BACKGROUND, AN UNHAPPY FLINT WALKS OFF.

BLAIR FINALLY COMES UP FOR AIR . .

BLAIR
A good pilot knows when to engage.

Rachel's morale DOWN:
(Blair does NOT KISS Rachel:)

BLAIR
(beat)
Rachel, I'm sorry, but these next few day . . . Everything's on the line. I've got to stay - we've got to stay focused . . . and unentangled.

RACHEL
(shakes her head)
Pilots . . . They'd rather crash and burn than make a commitment.

SHE LEAVES.
FLINT DOES THE SAME.
BOTH UNHAPPY.

Scene 156

REC ROOM -FLINT (SLIDING) **N0RECFL2-S**

CONDITION: Scene available only IF N0RECRA1-S has played (Blair spoke to Rachel first) AND Blair did NOT KISS Rachel.

BLAIR HAS TURNED DOWN RACHEL'S COME-ON.
NOW HE MOVES TO FLINT.

FLINT
I'm surprised you even noticed me.

BLAIR
Whatever you may think - - Rachel and I are not an item.

FLINT STAND AND MOVES CLOSER TO HIM.

FLINT
So where's that leave us?

Flint's morale UP:
Rachel's morale DOWN:

BLAIR REACHES OUT, PULLS HER FORWARD, AND KISSES HER.

IN THE BACKGROUND, AN UNHAPPY RACHEL WALKS OFF.

FLINT EVENTUALLY COMES UP FOR AIR.

FLINT
I must be out of my mind. I grew up with nothing but pilots. Deep down you're all creeps.

BLAIR
Don't forget, you're a pilot too.

FLINT
Oh. then . . . I guess we deserve each other. .

Flint's morale DOWN:
(Blair does NOT KISS Flint)

BLAIR
(beat)
I can't take the risk of getting involved with someone who might be on my wing. There's too much at stake.

FLINT LEAVES.
RACHEL DOES THE SAME.
BOTH UNHAPPY.

[PAGE N-6 OMITTED]

Scene 158

LIFT - FLINT (SLIDING) **N0LFTFL**

CONDITION: This scene only available, and REQUIRED, IF N0RECRA1-S OR N0RECRA2-S played (Blair spoke to Rachel in Rec Room) AND IF Blair kissed Rachel.

THIS IS CLEARLY AN UNCOMFORTABLE MOMENT FOR BOTH FLINT AND BLAIR . .

FLINT
Look, I'm a grown-up. I can stand a little rejection.
But why - - ?

BLAIR
Oh, come on! I don't fly with her.

FLINT
Then can I make a recommendation concerning your choice of wingmen? Don't fly with the one you've just kicked in the teeth.

SHE WALKS AWAY.

CONDITION: IF Vagabond NOT returned to flight roster in Series M.

EISEN
Colonel, I've ordered Vagabond's early release. I still think what he did was wrong, but we need every good man we've got. Let's get down to business, Colonel.

EISEN (V.O.)
Your old friend Paladdin has been keeping busy. He sent us a little gift - a prototype of the Temblor bomb. We're jumping into the Hyperion System, where Intell's located an uninhabited and tectonically unstable world - - a perfect test site for the weapon. An Excalibur's been modified for this special payload, and Colonel, you've been selected to deliver it by dropping to the surface of the planet and hitting the bull's-eye. Your timing, and you aim, have to be perfect. *

BLAIR
Ready to go, sir.

EISEN
I like that enthusiasm. Dismissed.

Wingman choices for Mission N1: Flash, Flint, Maniac*, Vagabond*, Vaquero* *

CONDITION: IF Vagabond returned to flight roster in Series M.

EISEN
Let's get started, Colonel.

Scene 160

LOADOUT (FLIGHT CONTROL) - RACHEL (SLIDING) **N0FCTRA** *

CONDITION: This scene only available, and REQUIRED IF N0RECFL2-S played (Blair spoke to Flint in Rec Room) AND IF Blair kissed Flint.

THIS IS CLEARLY AN UNCOMFORTABLE MOMENT FOR BOTH RACHEL AND BLAIR . . .

RACHEL
Can't say that I'm real thrilled with the flight plan that you followed back there in the Rec Room.

BLAIR
(beat)
Oh, well... maybe it's because we're both pilots, you know. We understand each other.

RACHEL
(angry)
Well, since there are things beyond my comprehension, I think you better handle your own loadouts from now on. After all, I'm just a mechanic. Can't possibly understand the needs of a pilot.

SHE STARTS WALKING AWAY - -

BLAIR
Wait a second . . . Rachel!

- - BUT SHE'S GONE.

NOTE TO ORIGIN: IF this scene plays, NO default loadouts for the remaining missions in Series N.

DEBRIEFING N1 - SUCCESS - ROLLINS **N1SPFRL1**

ROLLINS (V.O.)
Damn, Colonel! So much for HQ's intelligence reports on this place being empty. I do know they're going to call you the Planet Slayer from now on. You're cleared to land - -

Go to N2.

DEBRIEFING N1 - FAILURE - ROLLINS **N1SPFRL2**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

[PG. N-11 OMITTED]

Scene 163

BARRACKS - FLASH (SLIDING - N2/N3 ONLY) **N0BARFHS**

BLAIR FINDS FLASH LAID OUT ON A BUNK.

IF Flash's morale is HIGH:

FLASH
So all we gotta do now is nuke Kilrah and I can get back to some serious test-piloting . . .

BLAIR
Something like that.

FLASH
Gotta tell ya, I'm surprised I survived all these missions.
(beat)
Probably surprised you too, right.

Flash's morale UP:

BLAIR
You hung tough, I gotta hand you that.

IF Flash's morale is LOW:

FLASH
So all we gotta do now is nuke Kilrah?
Yeah, fat chance.

BLAIR
I think I'm beginning to miss the old, arrogant Flash. At least he talked a good game.

Flash's morale DOWN:

BLAIR
I wouldn't count my chickens, Major. You think it's been tough? Wait'll we get to Kilrah.

Scene 164

BRIDGE - VAQUERO (SLIDING - N2/N3 ONLY) **N0BRIVQS)**

THIS IS NOT THE PLACE VAQUERO NORMALLY HANGS . . . HE SORT OF LOOKS LIKE A TOURIST . . . WATCHING AS EVERYONE BUSTLES ABOUT. HE'S GOT FIGHTER JOCK NERVES . . . THE KIND THAT COME WHEN YOU'VE GOT NOTHING TO DO BUT WAIT FOR THE LAST BIG MISSION. HE SPOTS BLAIR.

VAQUERO
That T-Bomb's something, ain't it, Colonel?

BLAIR
It's . . . unique.

VAQUERO
I can smell the end, sir. With a weapon like that - - well, if that doesn't do it, nothing will.

BLAIR
(shrugs)
Maybe our grandchildren won't have to fight this war after all.

VAQUERO
Well, in any case . . . I want you to know that I've learned a lot from you.

BLAIR
You can return the favor when I visit your cantina - - maybe you can teach me to play that guitar.

VAGABOND GAZING INTO THE STARFIELD AS BLAIR ENTERS.

IF Vagabond morale HIGH.

VAGABOND
I've been to just about every corner of every galaxy . . . And it's been a helluva ride . . .

IF Vagabond morale LOW.

VAGABOND
I've been to just about every corner of every galaxy . . . And mostly? It's been shit . . . A few good times . . . and a lot of tough times.

BLAIR
What's this? Weepy nostalgia from the hardened cardshark?

VAGABOND
Well, it's just that . . . I've been thinking . . . Here on the Victory . . . For the first time, I feel like I've put down some roots.

Vagabond's morale UP:

BLAIR
You've been a good influence on the rest of us - - you don't take yourself too seriously. And you're a damn good pilot.

Vagabond's morale DOWN:

BLAIR
Yeah, well, this ship's about to be tested like it never has before. We might get uprooted if we don't stay on our toes.

VAGABOND
Thank you, sir. You're not so bad yourself.
(beat; smiles)
How 'bout a quick hand of cards?

EISEN
Colonel, let's go over the mission, shall we?

BLAIR
Yes, sir.

EISEN (V.O.)
We're jumping back to Hyperion - - Confed's decided it's a good staging area, and we're building up a fleet there. Apparently the Kilrathi have got wind of this buildup. We're going to be escorting the big boys. - -

EISEN
Good luck, Colonel.

Wingman choices for Mission N2: Flash, Flint, Maniac*, Vagabond*, Vaquero*.*
*

DEBRIEFING N2 - SUCCESS - ROLLINS **N2SPFRL1**

ROLLINS (V.O.)
Boy those cap ships sure blast some fireworks, don't they, sir? Looks like we live to fight another day, Colonel. You're cleared to land.

Go to N3.

DEBRIEFING N2 - FAILURE - ROLLINS **N2SPFRL2**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

Scene 167

REC ROOM -FLINT (OPTIONAL) **N3RECFLO**

CONDITION: This scene only available IF N0RECFL1-S OR N0RECFL2-S played (Blair spoke to Flint in Rec Room) AND Blair kissed Flint AND Flint has not been wingman since the kiss.

BLAIR SWOOPS IN TO KISS FLINT, BUT SHE DEFLECTS HIS AFFECTIONS.

FLINT
So explain something to me. Now that we're flying in tandem onboard, how come I no longer rate as your wingman?

BLAIR
(defensive)
You know I have to spread assignments around.

FLINT
Why do I get the feeling none of 'em are going to be spread my way?

BLAIR
Hey . . . I'm trying to protect you.
(angry)
Oh, that's a good one. Listen, you can't freeze me out like this. I want a piece of the action.

Flint's morale UP:

BLAIR
(grins)
Once a fighter jock, always a fighter jock. Is that it?

FLINT
Yeah, that's right. And don't you forget it, flyboy.

BLAIR
You'll get your shot.

FLINT
(sly smile)
And you know you won't regret it.

Flint's morale DOWN:

BLAIR
I've already lost one - -
(beat)
. . . pilot; I'm not losing another. The war can get along just fine without you.

FLINT
Then so can the Colonel.

SHE WALKS OUT.

EISEN
Let's get down to business, shall we?

BLAIR
I'm ready, sir.

EISEN (V.O.)
Our jump point to Kilrah in the Freya system is being threatened. We can't allow the Kilrathi to take it back . . . not if we're going to put it to use later.

EISEN
Give it your best, Colonel. Dismissed.

Wingman choices for Mission N3: Flash, Flint, Maniac*, Vagabond*, Vaquero*.*
*

Scene 168

DEBRIEFING N3 - SUCCESS - ROLLINS **N3SPFRL1**

ROLLINS (V.O.)
Downtown Kilrah, here we come! You're cleared to land, Colonel.

Go to P1.

DEBRIEFING N3 - FAILURE - ROLLINS **N3SPFRL2**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

Series P (winning track) - - Kilrah System - - It's a race to the finish: while the Kilrathi prepare to invade Earth, the Temblor Bomb awaits deployment . .

.

MIDGAME: CONFEDERATION FLEET JUMPS INTO FREYA 17FLJMP

A MASSIVE CONFED FLEET ASSEMBLES AT THE JUMP POINT THAT LEADS TO KILRAH . . .

WE'VE NEVER SEEN ANYTHING LIKE THIS BEFORE: HUNDREDS, POSSIBLY THOUSANDS OF SHIPS. IT LOOKS LIKE THE CONFEDERATION HAS GATHERED UP ALL ITS FORCES FOR ONE LAST, DO-OR-DIE STAND . . .

CUT TO:

KILRAH SYSTEM

AND IF YOU THOUGHT THAT WAS SOMETHING . . .

THE KILRATHI SHIPYARDS SURROUNDING THE KILRATHI HOMEWORLD ARE FULL TO BURSTING. AS AN ARMADA IS BEING PREPARED . . .

THE AWESOME POWER AND SCOPE OF THE KILRATHI STELLAR FLEET IS BONE-CHILLING . . .

CUT TO:

MIDGAME: ABOARD THRAKHATH'S SHIP - THRAKHATH, MELEK P1 ___ TH

THRAKHATH LOOKS AT A VIDSCREEN THAT ALSO DEPICTS THE BEEHIVE OF ACTIVITY IN THE KILRATHI SHIPYARDS . . . HE TURNS TO MELEK.

THRAKHATH
How long?

MELEK
The assault on the Terran home system commences in 48 hours.

THRAKHATH
Victory, Melek . . . It smells sweet . . .
(beat)
Although combat is never predictable, I do hope for one last encounter with The Heart of the Tiger. It will make our triumph all the more complete . . .

DISSOLVE TO:

Scene A169

FREYA SYSTEM

AMONG THE MANY SHIPS. WE SEE THE BATTLE-WORN *VICTORY* . . . AS WE MOVE IN ON HER. WE HEAR:

ROLLNS (V.O.)
Colonel Blair, report to the briefing room . . .
Colonel Blair, report to the briefing room . . .

CUT TO:

Scene 170

MIDGAME: FLIGHT CONTROL - EISEN **P1FCTEI**

EISEN INTERCEPTS BLAIR ON THE WAY TO THE BRIEFING ROOM.

EISEN
Colonel . . . I just want to take this opportunity to say, at first, I wasn't so sure about your assignment to the Victory. But I'm glad you came aboard. It's been an honor and a privilege serving with you. *

BLAIR
That goes both ways, Captain.

EISEN
The Temblor Bomb still seems like a long shot. But from what I've seen, you're the one man who can do what has to be done.

BLAIR
I just hope I can justify that faith.

EISEN
You will.
(beat)
Shall we?

HE SLAPS BLAIR ON THE BACK AND PROCEEDS TO THE BRIEFING ROOM. BLAIR FOLLOWS . . .

CUT TO:

EISEN WALKS TO THE MAP TABLE.

EISEN
Well, gentlemen, our goal is simple: Termination of the Kilrathi Homeworld via the T-Bomb. And since we can't jump the entire fleet into Kilrah, we've equipped your Excalibur with Confed's first attempt at truly impenetrable cloaking technology.

HE POINTS TO THE DISPLAY - - A SCHEMATIC OF AN EXCALIBUR REVEALS THE LOCATION OF THE CLOAKING DEVICE AND HOW IT RADIATES OUTWARD OVER THE SHIP.

EISEN (V.O.)
The shroud device seems effective at jamming their tracking monitors, but is causes a severe drain on your ship's systems. It'll be useless after you deliver the payload - - you'll need all your power just to get the hell out of there.

THE DISPLAY CHANGES TO A MAP OF THE KILRAH SYSTEM.

EISEN (V.O.)
The first step is to assemble a quick-strike team - - up to 4 wingmen - - and penetrate the Kilrah System, where you'll stage at a clandestine refueling depot set up by Covert Ops.
(beat)
Due to its mass, sensitive guidance suite, and the risks of flying with it, the T-Bomb has already been secreted into the system. Once you load it here, at your second stop, you'll have just one target . . .

AN IMAGE OF THE KILRATHI HOMEWORLD PLANET APPEARS . . . IT ZOOMS IN TO A WIRE-FRAME RENDERING OF "THE TRENCH": A LONG, TWISTING, RAVAGED FAULT CUT IN THE PLANET'S SURFACE . . .

EISEN (V.O.)
Successful insertion will require the ultimate in navigational skills . . .

EISEN SIGHS. THE ODDS ARE DAUNTING. EVEN TO SOMEONE WHO DOESN'T HAVE TO FLY THE MISSION . . . HE LOOKS UP AT BLAIR.

EISEN
As we've been told, Confed holds that destruction of the Kilrathi Homeworld will badly cripple their war effort. And our timing may bee just right, since Intell believes much of the enemy fleet is being outfitted in the shipyards surrounding their Homeworld.
(beat)
Colonel, if all goes well - - you will not return to the Victory until you've succeeded with the entire operation.

BLAIR LOOKS AT EISEN.

BLAIR
Is this my only briefing then, sir?

EISEN
(grins)
An old comrade of yours will be taking over.

EISEN KEYS A REMOTE AND POWERS ON A MONITOR.

PALADIN (ON MONITOR)
Hello again, laddie. I know Captain Eisen has given you a thorough briefing, but you'll find a few more messages from yours truly on the other side of the jump point. I may not be flying on your wing like times past, but I'm still with you - - you can count on that.

THE MONITOR GOES BLACK
EISEN AND BLAIR EXCHANGE CRISP SALUTES: THIS IS GOODBYE.

EISEN
Colonel, good luck.

BLAIR
Thank you, sir.

Wingman choices for Mission P1: Flash, Flint*, Maniac*, Vagabond*, Vaquero*. Pick up to four.*

NOTE: Flint is now "at risk."

DEBRIEFING P1 - SUCCESS **P1SPF ***

BLAIR SPOTS THE REFUELING DEPOT ON A DESOLATE ASTEROID AND LANDS. *

Go to P2.

DEBRIEFING P1 - FAILURE - ROLLINS **P1SPFRL**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

Scene 172

REFUELING DEPOT - BLAIR **P2REFBL ***

CONDITION: Scene plays only IF Blair still has one or more surviving wingmen. *

THROUGH A WINDOW, WE CAN SEE THE SPARTAN SETUP OF THE REFUELING DEPOT - - AND A COUPLE OF EXCALIBURS.

BLAIR STEPS INTO THE DEPOT . . . HE FACES ONE OR MORE REMAINING WINGMEN . . .

BLAIR
(beat)
I read somewhere that the darkest of times supposedly brings out the best in men.
(shrugs)
All I know is this is what we've been waiting for since the very beginning - the opportunity to put the Kilrathi out of business permanently.

BLAIR
(beat)
I read somewhere that the darkest of times supposedly brings out the best in men.
(shrugs)
All I know is this is the opportunity we've been waiting for since the very beginning - the opportunity to put the Kilrathi out of business permanently.

BLAIR HESITATES A BEAT, THEN CONTINUES WITH:

CONDITION: IF Mission L3 FLOWN AND a success.

BLAIR
What else can I tell you? I want you to fly with all you've got.

CONDITION: IF Mission L3 FLOWN AND a failure OR IF Mission L3 NOT FLOWN.

BLAIR
Oh, and one last thing. Should we encounter one Lord Ralgha . . . Hobbes . . .
(beat)
. . . he's mine. Good luck.

Scene 173

BRIEFING P2 - PALADIN (VID-COMM) **P2SPFPA** *

BLAIR'S BACK IN THE COCKPIT OF HIS EXCALIBUR AND PALADIN'S FACE APPEARS ON THE VID-COMM MONITOR. *

PALADIN *
If you're watching this, laddie, we're in good *
shape. Let's not waste any time. *

VISUALS AND MAPS REPLACE PALADIN'S FACE ON THE SCREEN. *

PALADIN (V.O.) *
My boys have set up an undercover depot closer to *
the Kilrah Homeworld. Keep your fingers crossed *
the Kilrathi haven't found it - - because there. *
you'll arm and load the T-Bomb for the final run. *

PALADIN'S FACE RETURNS TO THE SCREEN. *

PALADIN *
I'll be talking to you again: I have no doubt. *

AND THE SCREEN GOES BLANK.

Wingman choices for Mission P2: Blair continues with surviving wingmen (if any) from P1.

Scene 174

INFLIGHT - RADIO TRANSMISSION FROM HOBBES **P2SPFHB**

CONDITION: IF Mission L3 FLOWN AND a failure OR IF Mission L3 NOT FLOWN.

If Blair failed to kill Hobbes in Series L or did not go after him at all, he will encounter him during Mission P2. He will hear the following before (or during) his dogfight with Hobbes:

HOBBES (V.O.)

Ah, my old friend. As I foresaw, we meet again . . . *
But this time as what we were destined to be . . . *
enemies.

(beat)

Enemies who now must fight to the death. You <u>are</u> a noble warrior. And because of that . . . I wish you well: that our last meeting be purely a duel of will and courage, subject not to arbitrary twists of fate . . .

DEBRIEFING P2 - SUCCESS **P2SPF ***

BLAIR SPOTS THE SECOND DEPOT ON A BARREN, UNINHABITED MOON AND LANDS. *

Go to P3.

T-Bomb armed and loaded onto Blair's Excalibur. *

DEBRIEFING P2 - FAILURE - ROLLINS **P2SPFRL**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

BRIEFING P3 - PALADIN (VID-COMM) **P3SPFPA ***

PALADIN'S FACE APPEARS ON THE SCREEN IN BLAIR'S COCKPIT. *

PALADIN *
Told you you'd be seeing this old face again. By *
now, the T-Bomb loadout is complete . . . *

VISUALS REPLACE PALADIN'S FACE. VARIOUS WIRE-FRAME VIEWS OF "THE TRENCH" APPEAR. *

PALADIN (V.O.) *
You're going to have to lay it in there sweet and *
easy. As this tape plays, the coordinates are *
being downloaded to you. *

PALADIN'S FACE RETURNS. *

PALADIN *
It's in your hands now, son. Send 'em all to hell. *

AND THE SCREEN GOES BLANK.

Wingman choice: Our understanding is that the 4-person "strike force" is now dead. Blair flies solo.

Scene 176

INFLIGHT - RADIO TRANSMISSION FROM THRAKHATH **P3PFTH**

NOTE: During Mission P3 Blair will encounter Thrakhath. He will hear the following before (or during) their dogfight:

THRAKHATH (V.O.)
I have long held the belief that The heart of the Tiger was as smart as he was noble. But now I discover you are foolhardy enough to invade the very airspace of my Homeworld! Your courage vanished the last time we met, yet now you venture here alone. Nothing is more pathetic than a foolish warrior. Nevertheless, I will relish your demise. Welcome to my world, Heart of the Tiger . . . Welcome to your death!

NOTE: There is NO Success Debriefing for Mission P3. IF Blair succeeds, he will:

Go to Winning Endgame.

DEBRIEFING P3 - FAILURE - ROLLINS **P3SPFRL**

INSERT Standard Go-to-R1 Debriefing (C2SPFRL2).

Go to R1.

WINNING ENDGAME: **18WGEND**

THE TEMBLOR BOMB DETONATES

THIS IS A BOMB THAT, QUITE LITERALLY, "QUAKES" THE PLANET APART. IT'S UNLIKE ANY PLANET-KILLING WE'VE EVER SEEN BEFORE . . .

CUT TO:

BENEATH THE PLANET SURFACE

MASSIVE TECTONIC PLATES WART, LIQUEFY, EXPLODE . . .
A 12+ MAGNITUDE QUAKE IN THE MAKING . . .

CUT TO:

KILRAH HOMEWORLD - PLANET SURFACE

THE GROUND ERUPTS IN BLISTERS, BOILS, AND CRATERS - - AS THE QUAKING CONTINUALLY ACCELERATES AND INTENSIFIES . . .

KILRATHI STRUCTURES SNAP LIKE TINKER-TOYS . . .
THE GROUND HEAVES IN GIANT WAVES . . .
A DUST-HALO RISES INTO THE SKY . . .

CUT TO:

IMPERIAL THRONE ROOM

THE EMPEROR STANDS AND ROARS IN AGONIZING DEFEAT AS NOT ONLY THIS VAST CHAMBER, BUT HIS ENTIRE EMPIRE CRUMBLES TO THE GROUND . . .

EMPEROR
What's this? Noooooooo!

CUT TO:

SPACE - ABOVE THE KILRATHI HOMEWORLD

TECTONIC PLATE SLABS QUITE LITERALLY SKEWER THE PLANET - - IT LOOKS A LITTLE LIKE AN ORANGE WITH RAZOR BLADES STICKING OUT OF IT - - FINALLY IT <u>EXPLODES</u> - -

PLANETARY DEBRIS HURTLES INTO THE ORBITING SHIPYARDS, SMASHING THE ARMADA, DECIMATING EVERYTHING IN ITS PATH. SENDING SHIP FRAGMENTS SPINNING LIKE TOPS - -

IT'S A VICTORY BEYOND ANYONE'S IMAGINING . . . THE KILRAH HOMEWORLD BECOMES NOTHING MORE THAN AN UNRULY ASTEROID BELT . . .

CUT TO:

Scene 178

BLAIR'S SHIP - IN SPACE

THE EXCALIBUR SPINS HELPLESSLY OUT-OF CONTROL IN THE WAKE OF THE PLANETARY DESTRUCTION.

IRONICALLY, IN DEALING SUCH A MASSIVE BLOW TO THE KILRATHI, BLAIR MAY HAVE PAID WITH HIS OWN LIFE . . .

DISSOLVE TO:

Scene 178

ONBOARD THE UNMARKED SHIP

WE NOW SEE THAT THIS IS A LARGE KILRATHI SHIP. KILRATHI SOLDIERS MOVE ABOUT THE SHADOWS, BRISTLING WITH HATRED.

HUGE. ANGRY KILRATHI GUARDS ESCORT AN EXHAUSTED BLAIR DOWN A LONG CORRIDOR LEADING TO . . .

BLAIR LOOKS UP INTO THE HIDEOUS EYES OF . . . MELEK. IT LOOKS LIKE BLAIR IS ABOUT TO BE KILLED . . .

MELEK
(appraising)
The Heart of the Tiger . . .
(beat)
In my bones. I wish to kill you . . .

BLAIR
Do it then. It won't bring back your Homeworld.

MELEK
And a race without a Homeworld . . . ?

HE SHAKES HIS HEAD:

MELEK
Unimaginable
(beat)
The Kilrathi are a beaten race. And killing the one warrior great enough to bring about their end will bring me no honor.
(beat)
A new millennium lies ahead. We have become too corrupt, and too much slaves to our blood lust. And we have paid a heavy price . . .

Scene 178

MELEK LOOKS AT BLAIR AND THINKS A MOMENT, THEN SPEAKS AS IF THE WORD WERE HARD TO SAY:

MELEK

We are surrendering to you, Heart of the Tiger. It is an action unlike any we have ever taken - - but it is time the Kilrathi find new ways. The Kilrathi must not die out as a race . . .

DISSOLVE TO:

Scene 179

ABOARD THE VICTORY FLIGHT DECK

IN A SCENE REMINISCENT OF THE ENDING TO WORLD WAR II, WHEN GENERAL MACARTHUR ACCEPTED THE JAPANESE SURRENDER ABOARD THE USS MISSOURI . . .

ADMIRAL TOLWYN, GENERAL JAMES "PALADIN" TAGGART AND NUMEROUS CONFEDERATION BIGWIGS SIGN A TREATY WITH THE KILRATHI - - LED BY MELEK.

IT IS A DAY OF TRIUMPH FOR THE CONFEDERATION . . . COLONEL BLAIR, HOWEVER. IS NOWHERE TO BE SEEN . . .

DISSOLVE TO:

SHUTTLE DESCENDING TO EARTH

THE SHUTTLE CRUISES TOWARDS THE TERRAN HOMEWORLD AS THE SUN HALOS THE PLANET.

CUT TO:

INSIDE THE SHUTTLE

THROUGH A PORT WINDOW, WE CAN SEE EARTH: A BEAUTIFUL BLUE MARBLE. A HOMEWORLD WORTH DEFENDING, AND WORTH RETURNING TO.

WE PULL BACK TO REVEAL COLONEL BLAIR . . . GAZING DOWN AT THE PLANET HE HAS SPENT HIS ENTIRE ADULT LIFE PROTECTING . . .

Scene 180

ENDING 1: IF Blair kissed Flint in Series N AND she survived.

FLINT IS BY HIS SIDE. HE SMILE AT HER.

BLAIR
So what do you want to do first?

FLINT
I'd wanna lie in the sun, and watch the seagulls maneuver over the water.

BLAIR
Sounds good to me.

Scene 181

ENDING 2: IF Blair kissed Rachel in Series N.

RACHEL IS BY HIS SIDE. BLAIR SMILES AT HER.

BLAIR
What would you like to do first?

RACHEL
I'd wanna take a long walk along the seashore. I wanna feel the sand between my toes - - and never see another bulkhead.

BLAIR
Sounds good to me.

Scene A181

ENDING 3: IF Blair kissed Flint in Series N AND she did NOT survive OR IF Blair did NOT kiss either woman.

BLAIR LEANS BACK, CLOSES HIS EYES . . . AND SMILES.

FADE OUT.

THE END: WINNING ENDGAME

Scene 182

Series R (losing track) - - Proxima System - - Earth is under imminent threat . . . the war is all but lost . . .

BRIEFING R1 - EISEN **R1BRFEI**

EISEN DOESN'T LOOK TOO HAPPY AS BLAIR ENTERS.

EISEN
Things look pretty grim, Colonel. Here's the situation.

HE GESTURES TO THE MAP TABLE.

EISEN (V.O.)
The Kilrathi are coming at us full throttle. We've fallen back to this jump point in the Proxima System because it leads to straight to Earth. If we can't defend this doorway . . . we might as well roll out the red carpet for them.

HE LOOKS AT BLAIR.

EISEN
I'm not going to lie to you, Colonel: we're outnumbered and outgunned.

BLAIR
Understood, sir. I'll do my best.

Wingman choice for Mission R1: All who were available for the mission that led to Series R.

NOTE: All pilots are now "at risk."

Scene 183

NOTE: Mission R1 can NOT be won. At some point during the battle (to be determined by ORIGIN), the following Debriefing will be heard:

DEBRIEFING R1 - EISEN, ROLLINS **R1SPFEI**

ROLLINS (V.O.)
It's just like I been tellin' you, Colonel: We're gonna be eatin'cat food pretty soon - - that is, if we don't become cat food. You're cleared to land - - and you better make it quick: We jump out in 60 seconds.

EISEN (V.O.)
Colonel - - we've been unable to hold the jump point. We don't have any choice but to head back to Earth and try to stave them off there.

At this point, Blair will be able to CHOSE to land on the Victory and go to the Sol System OR remain here and continue to battle the Kilrathi.

IF Blair lands on the Victory: Go to R2.

IF Blair does NOT land on the Victory, he continues to battle and then: Go to Losing Endgame - - Part 2.

Scene 184

BRIEFING R2 - EISEN **R2BRFEI**

EISEN FACES BLAIR WITH DESPERATION IN HIS EYES. THIS IS HITLER'S BUNKER, CUSTER DURING THE LAST STAND, THE FINAL DAYS OF TROY. SITUATION - - SEEMINGLY HOPELESS.

IT IS A NIGHTMARE BEYOND THE IMAGININGS OF A CAREER MILITARY MAN. NO ONE EVER PREPARES FOR THIS DAY, OR THIS SPEECH . . .

EISEN

Colonel, you know the situation as well as I do. In all likelihood, we will never see each other again. I know none of us wants to live under Kilrathi rule. So, all I ask that you fight like you've never fought before . . . for duty, for honor, Colonel, for all mankind . . .

This is a magnum launch: no wingman choice. All fighters up/

NOTE: Mission R2 is impossible to win and will lead to: Losing Endgame.

Scene 185

LOSING ENDGAME: **19LSEND**

PART 1: THE *VICTORY* BRIDGE

KILRATHI VOICES JAM EVERY COMM CHANNEL. BOASTING AND TAUNTING . . . MONITORS FILL WITH LAUGHING, SHRIEKING KILRATHI FACES . . .

ROLLINS. EISEN. AND OTHER CREW MEMBERS TRACK INCOMING DATA ON THE REMAINING WORKING CONSOLES . . . THEIR FACES BATHED IN EERIES RED LIGHT . . .

ROLLINS
All our shields are down! We can't stop them!

EISEN
(an insane gleam in his eye)
They're not taking my ship!

HE TAKES OVER THE STEERAGE AND PUNCHES IN COORDINATES.

ROLLINS
Sir! What are you doing? You're heading right into their fleet!

EISEN
We're going to take as many of them with us as we can! Make your peace, Mr. Rollins - -

CUT TO:

SPACE - -

THE *VICTORY* RAMS A HUGH KILRATHI BATTLEWAGON - - BOTH GO UP IN AN EXPLOSION THAT MOMENTARILY LOOKS LIKE THE SUN GOING NOVA.

CUT TO:

PART 2: SPACE - BLAIR'S SHIP **19LSEND ***

Eventually, IF Blair does NOT die in battle, he runs out of ammo, OR is forced to eject.

CONDITION: Out of ammo.

BLAIR'S FIGHTER IS TRACTORED ABOARD THRAKHATH'S SHIP.

CONDITION: Eject.

BLAIR'S EJECTION POD IS TRACTORED ABOARD THRAKHATH'S SHIP.

CUT TO:

The following scene, which is NOT a "cinematic."

Scene 186

INT. THRAKHATH'S SHIP - THRAKHATH, MELEK R2KILTH *

CLOSEUP: A BEATEN, EXHAUSTED BLAIR . . .

HE IS HAULED BEFORE PRINCE THRAKHATH, A PRISONER OF WAR . . .

THRAKHATH
At last, we meet face-to-face. The Heart of the Tiger . . .

BLAIR
You'll never truly conquer Earth, you know. Not before you have to destroy it.

THRAKHATH
(the Kilrathi shrug)
It's of small consequence. Your Homeworld is a watery planet, not an environment I've ever cared for.
(laughs)
It is a pleasure, at last, to have finally, and completely, conquered you.
(beat)
The Kilrathi are not, however, without what you humans call mercy. We shall grant you the opportunity to plead for your miserable life.

Blair DEFIANT.

BLAIR GESTURES FOR THRAKHATH TO COME CLOSER. THE PRINCE LEANS IN.

BLAIR
(almost a whisper)
Screw you.

THRAKHATH
For you, Heart of the Tiger, a warrior's death.

THRAKHATH UNSHEATHES HIS CLAWS AND <u>SLASHES OUT</u>. . .

Blair SUPPLIANT.

BLAIR HANGS HIS HEAD IN SHAME.

BLAIR
You've won, Prince Thrakhath. Every being wants to live one more day. I'm no exception.

THRAKHATH APPEARS TO GIVE THIS SOME THOUGHT.

THRAKHATH
Even the Heart of the Tiger proves unworthy in the end.

THE GUARDS DRAW THEIR GUNS . . .

THRAKHATH
Fire!

BLAIR DISINTEGRATES.

Scene 186 R-7

HOISTING BLAIR ON THE PETARD OF HIS CLAWS BASKING IN THE GUSH OF BLOOD . . .
THE KILRATHI CRY APPROVAL . . .
AS BLAIR'S LIFE RUSHES OUT OF HIS BODY . . .

DISSOLVE TO:

The following sequence in which we return to the "cinematic" format.

IN ORBIT AROUND EARTH - -

KILRATHI CARRIERS HOVERS ABOVE THE PLANET . . .
DROP-SHIPS DESCEND . . .
THEY GLOW REDLY AS THEY STRIKE THE ATMOSPHERE . . .

CUT TO:

WASHINGTON DC

KILRATHI DROP-SHIPS FLY PAST THE WASHINGTON MONUMENT . . .
OVER THE CAPITAL . . .
CLOGGING THE SKY . . .
DROPPING NUCLEAR-TIPPED TORPEDOES . . .

THE CITY IS DESTROYED . . .

CUT TO:

Scene 187

INT. THE EMPEROR'S IMPERIAL SHIP - PORT OVERLOOKING EARTH R2KILEM

THE EMPEROR LAUGHING AND GLOATING, AS HE WATCHES EXPLOSIONS ON EARTH'S NIGHTSIDE SURFACE . . .

DISSOLVE TO:

Scene 188

EXT. EARTH **RLEARK1**

A ONCE BEAUTIFUL PACIFIC SHORELINE - -
THOUGH DAYTIME, THE HORRIFIC, RADIATION-TINGED SKY APPEARS DARK AS NIGHT . . .

A KILRATHI FOOT STEPS ON, AND CRUSHES THE HEAD OF A BURNED, RADIATED HUMAN . . .
THE KILRATHI SOLDIER GROWLS IN LAUGHTER AND TRIUMPH . . .

THE END: LOSING ENDGAME

Scene 222

STANDARD BRIEFING OPENINGS.

BRIEFING ROOM - EISEN **00GBRF1**

EISEN
Let's get started, Colonel.

BLAIR
Yes, sir.

Scene 223

BRIEFING ROOM - EISEN **00GBRF2**

EISEN
Let's get down to business, shall we?

BLAIR
I'm ready, sir.

Scene 224

BRIEFING ROOM - EISEN **OOGBRF3**

EISEN
Listen up, Colonel. As usual, we have our work cut out for us.

BLAIR
No doubt, sir.

Scene 225

BRIEFING ROOM - EISEN **00GBRF4**

EISEN
No rest for the weary, Colonel. Let's get to it.

BLAIR
As you wish, Captain.

Scene 226

BRIEFING ROOM - EISEN **00GBRF5**

EISEN
Let's go over the mission, Colonel.

BLAIR
Yes, sir.

Scene 227

STANDARD BRIEFING CLOSINGS.

NOTE TO ORIGIN: The scene numbers below are a suggestion. These Briefing Closings should be thought of as separate from any openings since there are moments in the script where ONLY an opening or ONLY a closing is required to be inserted.

BRIEFING ROOM - EISEN **00GBRFC1**

EISEN LOOKS UP FROM THE DISPLAY TO BLAIR.

EISEN
You leave immediately.

Scene 228

BRIEFING ROOM - EISEN **00GBRFC2**

EISEN LOOKS UP FROM THE DISPLAY TO BLAIR.

EISEN
Give it your best, Colonel. Dismissed.

Scene 229

BRIEFING ROOM - EISEN **00GBRFC3**

EISEN LOOKS UP FROM THE DISPLAY TO BLAIR.

BLAIR
Ready to go, sir.

EISEN
I like that enthusiasm. Dismissed.

Scene 230

BRIEFING ROOM - EISEN **00GBRFC4**

EISEN LOOKS UP FROM THE DISPLAY TO BLAIR.

EISEN
Go to it, Colonel.

Scene 231

BRIEFING ROOM - EISEN **OOGBRFC5**

EISEN LOOKS UP FROM THE DISPLAY TO BLAIR.

EISEN

Good luck, Colonel.

STANDING BEFORE THE GROUP, BLAIR FINISHES ADDRESSING HIS FLYERS:

CALL SHOTS INCLUDE THIS OPENING AND CLOSING.

BLAIR
. . . so those are the mission objectives. Oh, and one last thing . . .

THE GROUP STANDS. BLAIR'S WINGMAN CHOICES ARE IN THE FRONT ROW:

IF Cobra "clicked"

BLAIR
Cobra, I want you on my wing for this one.

IF Flash "clicked"

BLAIR
Flash, you're going to be my wingman. Watch and learn.

IF Flint "clicked"

BLAIR
Flint, I want you to be on my wing for this one.

IF Hobbes "clicked"

BLAIR
Hobbes, you're on my wing for this one.

IF Maniac "clicked"

BLAIR
Maniac, you're going to be my wingman. Don't make me regret it.

IF Vagabond "clicked"

BLAIR
Vagabond. I want you as my wingman.

IF Vaquero "clicked"

BLAIR
I'd like Vaquero on my wing for this one.

BLAIR
Dismissed... good luck.

THE PILOTS FILE OUT OF THE ROOM.

WEAPON LOADING AND SHIP SELECTION - RACHEL

SHIPS:

IF Blair picks the Arrow.

RACHEL
Going light on this one, eh Colonel?

OR:

Going for speed, eh Colonel?

IF Blair picks the Hellcat V.

RACHEL
You'll give the cats some hell with that one, sir.

OR:

Good choice, Colonel.

IF Blair picks the Thunderbolt VII.

RACHEL
Gonna kick some tail, eh Colonel?

OR:

Goin' for the heavy stuff, eh sir?

IF Blair picks the Imperator.

RACHEL
You'll kick some ass with that, sir.

OR:

I'm feelin' sorry for the cats already, sir.

IF Blair picks the Excalibur.

RACHEL
Ain't nothin' like it, Colonel.

OR:

Best one on the lot, sir.

OR:

Top of the line, sir.

MISSILES:

IF Blair picks Mines.

RACHEL
Gonna lay down some surprises for 'em, sir?

OR:

Gonna leave 'em some surprise packages, Colonel?.

OR:

They say big surprises come in small packages, sir.

IF Blair picks Pilum.

RACHEL
The old IFF. Better make sure your radio doesn't die on you..

OR:

Ahh, the radio-readers. Good choice, sir.

IF Blair picks Spiculum.

RACHEL
Ahh, the IR's. Feeling pretty sure of yourself, eh Colonel?.

OR:

Those image-recons are pretty slick, aren't they, sir?.

IF Blair picks Leech.

RACHEL
Gutsy choice. sir.

OR:

Oooh. gonna drain 'em dry with those. sir.

IF Blair picks Javelin..

RACHEL
Seekers always raise my temp, sir.

OR:

Oooh, gonna give it to 'em from behind, eh Colonel?

OR:

Those oughta give them a goose.

OR:

Planning on, a little dogfighting, sir.

IF Blair picks Torpedo.

RACHEL
Gunnin' for some big guys, huh?.

OR:

Oooh. the big stuff.

OR:

Big and fast. That's what I like.

IF Blair picks DFM.

RACHEL
Ah, dumb fires. Simple and basic, but they do the trick.

OR:

Straight and simple - - but effective.

IF Blair picks Mace.

RACHEL
Ah, the Mace. Big and dumb. But sometimes, that's all you need.

OR:

Expecting a crowd out there, Colonel?

ROLLINS (V.O.)
You're cleared for takeoff, Colonel.

ROLLINS (V.O.)
You're cleared for landing.

KILRATHI INFLIGHT TAUNTS - DURING COMBAT.

KILRATHI VOICES

You pathetic descendant of monkeys!

You fly like the ape that you are!

You will not survive this battle, ape scum!

I shall eat your heart and spit it out, Terran!

Die, you furless freak!

The Confed ape dares to attack?!

For the honor of my noble race . . .

Cease your struggle, meat - - you cannot win!

You shall roast alive in your ship!

Hairless alien! Your death shall be sweet!

Alien scum!

Your feeble skills make me laugh, leaf eater!

I can smell your fear!

Humans are clawless cowards!

You will be destroyed, ape!

Prepare to die, Terran!

Your people you will soon be our slaves!

Death you shall welcome when I am through with you!

You will die with dishonor, ape!

Your days are over, prey-species!

I will gut you, human!

Your wingman is history! Now it is your turn!

Your comrade has been obliterated! Now you're on your own, Terran.

One monkey down! One to go!

Your pathetic attempts at flying make me laugh. Human.

These Terran apes get more feeble with every battle!

These fools are unworthy of our weapons!

Your kind dies without honor!

You are worth less than the dung on Ryka III!

Fight you scum!

You dare to battle with me?!

You puny furless freak!

Why waste time with your maneuvers, Terran?!
Your death is imminent!

Kirathi radio bursts - - WHEN HIT.

KILRATHI VOICE

Impossible! I am hit!

The hairless scum has hit me!

Kilrah! Avenge me!

I have dishonored my clan . . . arrgghhh!

I have been cheated of my victory!

You have bested me! Noooo!

Arrrghhh! I am slain!

Nooooo!

I go down for my Emperor!

I have failed my race!

My clan shall avenge my death!

My death is at hand! Kilrah, I die for you!

Scene 207

LANDING SEQUENCES.

FAILED MISSION 1. *

FLIGHT DECK - RACHEL **00FDKFAL ***

BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS DAMAGED SHIP. RACHEL COMES FORWARD TO MEET HIM. SHE GLANCES AT THE SHIP, THEN LOOKS AT BLAIR.

RACHEL
You really took some hits out there.

BLAIR JUST NODS, HANGS HIS HEAD, AND WALKS AWAY.

Scene A208

FAILED MISSION 2. *

FLIGHT DECK - RACHEL **OOFDKFAL ***

BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES * AWAY FROM HIS DAMAGED SHIP. RACHEL COMES FORWARD TO MEET HIM. * SHE GLANCES AT THE SHIP, THEN LOOKS AT BLAIR. *

RACHEL *
You're lucky you made it back in one piece. *

BLAIR JUST NODS AND WALKS AWAY. *

Scene 207

SUCCESSFUL MISSION 1. *

FLIGHT DECK - RACHEL **00FDKRA**

BLAIR CLIMBS OUT OF THE COCKPIT. REMOVES HIS HELMET, AND MOVES AWAY FROM HIS SHIP. RACHEL COMES FORWARD TO MEET HIM AND SMILES.

RACHEL
Pretty slick flying, sir.

BLAIR
Thanks, Chief.

BLAIR WALKS AWAY.

Scene 207

SUCCESSFUL MISSION 2

FLIGHT DECK - RACHEL **00FDKSUC**

BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS SHIP. RACHEL COMES FORWARD TO MEET HIM AND SMILES.

RACHEL
You really smoked 'em out there, Colonel.

BLAIR
Thanks, Chief.

BLAIR WALKS AWAY.

Scene 209

EXTREME SUCCESS - WELCOMING COMMITTEE.

FLIGHT DECK - EISEN, RACHEL, ROLLINS, AND OTHERS **00FDKXEL**

BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS SHIP. HE IS MET BY A GROUP OF CHEERING CREWMEN.

EISEN
Good job, Colonel.

RACHEL
Great Mission!

ROLLINS
Way to go, sir! Out-standing!

THEY ALL GATHER ROUND AND SHAKE BLAIR'S HAND. SLAP HIM ON THE BACK, ETC. AFTER A MOMENT, BLAIR NODS HIS THANKS AND HEADS FOR FLIGHT CONTROL.

Scene 210

COURT MARTIAL

FLIGHT DECK - EISEN **00FDKCTM ***

BLAIR CLIMBS OUT OF THE COCKPIT, REMOVES HIS HELMET, AND MOVES AWAY FROM HIS SHIP. HE IS MET BY A VERY ANGRY EISEN WHO IS FLANKED BY TWO ARMED GUARDS.

EISEN
As you well know, Colonel, it is a criminal offense under the Confederation Code of Stellar Flight to fire upon your own wingman. You're being detained for court martial. Come with me, please.

BLAIR HANGS HIS HEAD IN SHAME AS THE GUARDS USHER HIM AWAY.

210: Sequence

NEWS ON WINGMAN EJECTIONS.

NOTE: Since the following scenes could play after both successful or failed missions, it might be best to film them in such a way that Blair's craft cannot be clearly seen in the background (so that the damage or lack of damage, cannot be determined).

Scene A210

Cobra ejected

FLIGHT DECK - RACHEL

RACHEL CATCHES UP WITH A GRIM-FACED BLAIR AS HE WALKS AWAY FROM HIS CRAFT.

RACHEL

She's tough, your wingman. They just tractored her aboard.

BLAIR

Great.

BLAIR GESTURES "THUMBS UP" TO RACHEL.

Scene B210

Flash ejected.

FLIGHT DECK - RACHEL

RACHEL CATCHES UP WITH A STERN-FACED BLAIR AS HE WALKS AWAY FROM HIS CRAFT.

RACHEL

Tough break about Flash - - but we scooped him up. Maybe this'll teach him some humility.

BLAIR LAUGHS AT THE JOKE, RELIEVED.

Scene C210

Flint ejected.

FLIGHT DECK - RACHEL

RACHEL CATCHES UP WITH A GRIM-FACED BLAIR AS HE WALKS AWAY FROM HIS CRAFT.

RACHEL

Wipe that sad-sack look off your face. ace. She made it.

BLAIR GRINS, TREMENDOUSLY RELIEVED.

210: Sequence

Scene D210

Hobbes ejected.

FLIGHT DECK - RACHEL

RACHEL CATCHES UP WITH A GRIM-FACED BLAIR AS HE WALKS AWAY FROM HIS CRAFT.

RACHEL

Hell, you think Hobbes wouldn't let one of his own get him? That cat's got nine lives and more.

BLAIR

Great news.

BLAIR GRINS, TREMENDOUSLY RELIEVED.

Scene E210

Maniac ejected.

FLIGHT DECK - RACHEL

RACHEL CATCHES UP WITH A STERN-FACED BLAIR AS HE WALKS AWAY FROM HIS CRAFT.

RACHEL

The good news is, we scooped up Maniac. The bad news is, he's still on the flight roster.

BLAIR

Swell.

BLAIR LAUGHS AT THE JOKE. NEVERTHELESS RELIEVED.

Scene F210

Vagabond ejected.

FLIGHT DECK - RACHEL

RACHEL CATCHES UP WITH A GRIM-FACED BLAIR AS HE WALKS AWAY FROM HIS CRAFT.

RACHEL

Guess who's waiting to play cards with you, partner?

BLAIR

Great.

BLAIR GRINS, QUITE RELIEVED *
Scene G210

Vaquero ejected. *

FLIGHT DECK - RACHEL *

RACHEL CATCHES UP WITH A GRIM-FACED BLAIR AS HE WALKS AWAY FROM HIS CRAFT. * *

RACHEL *

Relax. The cowboy lives to fly and strum his guitar another day. * *

BLAIR

Yahoo.

BLAIR GRINS, QUITE RELIEVED. *

Scene 211

BITCH-OUT FOR EJECTION

"Mild" bitch-out.

FLIGHT DECK - EISEN **00FDKEJ1 ***

EISEN WAITS AS THE SHUTTLE BRINGS BLAIR IN. BLAIR GETS OUT, LOOKING A LITTLE SHEEPISH. HE APPROACHES EISEN.

EISEN
I know it gets hairy out there, Colonel . . . but the Victory's the last one on the list for receiving new equipment. Next time, try and bring your aircraft back with you.

BLAIR
Yes, sir.

Scene 212

"Harsh" bitch-out.

FLIGHT DECK - EISEN **00FDKEJ2 ***

EISEN WAITS AS THE SHUTTLE BRINGS BLAIR IN. BLAIR GETS OUT, LOOKING CHAGRINED. HE APPROACHES EISEN.

EISEN
Are you crazy, Colonel? Ditching fighters just because you've got some Kilrathi sniffing around your tail? You think I got a bunch of elves in a back room somewhere building these vehicles? You can't bail out the second you run into trouble. Mister. You're dismissed.

BLAIR
Yes, sir.

BLAIR SHOVES HIS HANDS INTO HIS POCKETS AND WALKS AWAY WITH HIS HEAD DOWN. EISEN CONTINUES HIS HARANGUE:

EISEN
Makes me wonder where you learned to fly! You better clock some hours in the simulator - - it'd do you good!

HE WALKS OFF:

FUNERAL SEQUENCES.

FLIGHT DECK - BLAIR **00DOAWM**

CREWMEN AND PILOTS STAND IN SOLEMN FORMATION AROUND THE INTER-STELLAR COFFIN. BLAIR'S AT THE PODIUM, BACKED BY A SEVEN-MAN HONOR GUARD.

Scene A213

IF Cobra dies.

BLAIR
We are here to bid farewell to Lieutenant Laurel Buckley. I didn't know Cobra well. Doubt that nay of us did. I do know that she was haunted by aspects of this war that were darker than anything most of us can imagine.
(beat)
She is finally free of that pain.

Scene B213

IF Flash dies.

BLAIR
Major Jace Dillon was a reluctant warrior in our battle. Nevertheless, Flash never turned back when the going got tough. He more than made up for his youth and inexperience by flying with courage and vigor.

Scene C213

IF Flint dies.

BLAIR HAS A TOUGH TIME KEEPING HIS EMOTIONS IN CHECK ON THIS ONE.

BLAIR
We are here to say goodbye to Lieutenant Robin Peters. She flew smart, but she flew with heart. Flint came from a long line of pilots and her family should be proud.
(beat)
She lived to fly. I wish she could know how much she'll be missed as she takes her last flight.

213: Sequence

Scene D213

IF Hobbes dies.

THE PAIN OF LOSING A CLOSE FRIEND IS EVIDENT IN BLAIR'S EYES.

BLAIR

I never expected to live long enough to see this day. Hobbes was, without a doubt, the finest pilot I've ever had the honor to fly with. And although he wasn't a Terran, I dare say he was the finest man I've ever known. My life was enriched to be able to call him my friend.

(beat)

Colonel Ralgha nar Hhallas, you will be dearly missed.

Scene E213

IF Maniac dies.

BLAIR

Major Todd Marshall lived up to his callsign. We may not have always seen eye to eye, but Maniac was a pilot who gave it his all and his skill could not be denied. He had a lust for life and for flying.

(beat)

The victory will be a sadder place without him.

Scene F213

IF Vagabond dies.

BLAIR
Lieutenant Winston Chang was a man who always had a smile and a joke ready - - but flew with deadly intent in the cockpit. The galaxy's a poorer place without Vagabond.

Scene G213

IF Vaquero dies.

BLAIR
At no time does this war seem more cruel than when it ends the life of someone as young as Lieutenant Mitchell Lopez . . . A man young enough to still have dreams.
(beat)
Vaquero was a pilot who at all times flew with heart and pride.

WHEN BLAIR FINISHES SPEAKING, THE COFFIN ENGINE PULSES. AFTER A BEAT, THE COFFIN IS LAUNCHED AND PASSES THROUGH THE FORCE FIELD AIRLOCK.

THE HONOR GUARD FIRES A TWENTY-ONE GUN SALUTE INTO SPACE AS THE COFFIN BECOMES ONE WITH THE STARS.

IF Blair dies.

CREWMEN AND PILOTS STAND IN SOLEMN FORMATION AROUND THE INTER-STELLAR COFFIN. EISEN'S AT THE PODIUM, BACKED BY A SEVEN-MAN HONOR GUARD.

EISEN
The Colonel was pilot who at all times flew hard and flew fast. But he was more than that: He was a man who had an effect on all those he met.
(beat)
This man . . . will be missed . . .

WHEN EISEN FINISHES SPEAKING, THE COFFIN ENGINE PULSES. AFTER A BEAT, THE COFFIN IS LAUNCHED AND PASSES THROUGH THE FORCE FIELD AIRLOCK.

THE HONOR GUARD FIRES A TWENTY-ONE GUN SALUTE INTO SPACE AS THE COFFIN BECOMES ONE WITH THE STARS.

INFLIGHT COMMUNICATIONS - HOBBES

NOTE: Hobbes would rather be formal and calm in his cockpit comms.

Scene 516 *Mission complete* **IFHBMC**

HOBBES
Mission complete, Colonel.

Scene 517 *Reply yes* **IFHBYE**

HOBBES
Affirmative, Colonel.

Scene 518 *Reply no* **IFHBNO**

HOBBES
Negative, Colonel.

Scene 519 *Enemy spotted* **IFHBES**

HOBBES
Have sighted enemy craft, Colonel.

Scene 520 *Ready to engage* **IFHBRE**

HOBBES
I am ready to engage.

Scene 521 *Engaging* **IFHBEN**

HOBBES
Engaging enemy now.

Scene 522 *Help needed* **IFHBHN**

HOBBES
I need assistance, Colonel.

Scene 523 *Help offer* **IFHBHO**

HOBBES
Would you like my assistance, my friend?

Scene 524 *Killed fighter* **IFHBKF**

HOBBES
I have dispatched enemy fighter.

Scene 525 *Nice shot* **IFHBNS**

HOBBES
Impressive shot, my friend.

Scene 526 *I am dead* **IFHBID**

HOBBES
I fear I've been mortally wounded. Goodbye, my friend.

Scene 527 *Ejecting* **IFHBEJ**

HOBBES
I have no choice but to eject, Colonel.

Scene 528 *Must leave* **IFHBML**

HOBBES
I must depart, Colonel.

Scene 528 *I am leaving* **IFHBIL**

HOBBES
I am withdrawing, Colonel.

Scene 530 *Friendly fire* **IFHBFF**

HOBBES
Careful, my friend. You have fired upon me.

Scene 531 *Annoyed* **IFHBAN**

HOBBES
Is there something wrong with you, my friend?.

Scene 532 *You are traitor* **IFHBTR**

HOBBES
Have you decided to join the other side, my friend?.

Scene 533 *No damage* **IFHBND**

HOBBES
I'm happy to report that I've suffered no damage.

Scene 534 *Some damage* **IFHBSD**

HOBBES
Only minor damage to report, Colonel.

Scene 535 *Half damage* **IFHBHD**

HOBBES
I'm sorry to report that I've suffered 50% damage.

Scene 536 *Much damage* **IFHBMD**

HOBBES
I have sustained great damage, Colonel.

Scene 537 *Killed capship* **IFHBKC**

HOBBES
It brings me honor in reporting that I have destroyed and enemy capitol ship.

INFLIGHT TRANSMISSIONS - BLAIR

NOTE: <u>All of Blair's transmissions are VOICE OVERS</u>.

Scene 538 *Attack my target* **IFBLA0**

BLAIR (V.O.)
Attack my target!

Scene 539 **IFBLA1**
Or:

Fire on my target!

Scene 540 *Break and attack* **IFBLB0**

BLAIR (V.O.)
Break and attack!

Scene 541 **IFBLB1**
Or:

Break and open fire!

Scene 542 *Form on my wing* **IFBLF0**

BLAIR (V.O.)
Form on my wing, immediately.

Scene 543 **IFBLF1**
Or:

Pull in on my wing.

Scene 544 *Help needed* **IFBLH0**

BLAIR (V.O.)
Help me out here!

Scene 545 **IFBLH1**
Or:

I need assistance, now!

Scene 546 *Wingman's damage* **IFBLD0**

BLAIR (V.O.)
What's your status?

Scene 547 **IFBLD1**
Or:

How much damage have you taken?

Scene 548 *Keep radio silence* **IFBLQ0**

BLAIR (V.O.)
Maintain radio silence.

Scene 549 **IFBLQ1**
Or:

Maintain comm silence.

Scene 550 **IFBLQ2**
Or:

Keep quiet. Stay off the comms.

Scene 551 *Request landing* **IFBLL0**

BLAIR (V.O.)
Need clearance, TCS Victory.

Scene 552 **IFBLL1**
Or:

I need clearance to land.

Scene 553 *Return to base* **IFBLR0**

BLAIR (V.O.)
Return to base.

Scene 554 **IFBLR1**
Or:

Head back to the Victory.

Taunts

BLAIR (V.O.)

Scene 555 **IFBLT0**

Time to see your vet, kitty!

Scene 556 **IFBLT1**

You're headed for the big litter box in the sky!

Scene 557 **IFBLT2**

I hate east targets,

Scene 558 **IFBLT3**

It's like shootin' cats in a barrel.

Scene 559 **IFBLT4**

You're going home in a box!

Scene 560 **IFBLT5**

Don't they teach you critters how to fly!

Scene 561 **IFBLT6**

Prepare to die!

Scene 562 **IFBLT7**

Say good night, kitty!

Scene 563 **IFBLT8**

Whiskers don't surf!

Scene 564 **IFBLT9**

Come on, you flea-bitten beast! Take it like a man!

Scene 565 **IFBLT10**

Geez. At least pretend like you know how to fly!

Scene 566 **IFBLT11**

Let's kick some tail!

Scene 567 **IFBLT12**

Let's fry some whiskers!

Scene 568 **IFBLT13**

In your whiskers!

Scene 569 **IFBLT14**

Can't fly - - must die!

Scene 570 **IFBLT15**

You've messed with the best - - now die like the rest!

INFLIGHT TRANSMISSIONS - COBRA

Scene 571 *Reply yes* **IFCBYE0**

COBRA

(high morale)

Yes, sir.

Scene 572 **IFCBYE1**

(low morale)

Okay.

Scene 573 *Reply no* **IFCBNO0**

COBRA

(high morale)

Negative, sir.

Scene 574 **IFCBNO1**

(low morale)

Can't do it, sir.

Scene 575 *Enemy spotted* **IFCBES0**

COBRA

(high morale)

Enemy sighted. Colonel.

Scene 576 **IFCBES1**

(low morale)

There's the bastards.

Scene 577 *Ready to engage* **IFCBRE0**

COBRA

(high morale)

Just give the word, sir.

Scene 578 **IFCBRE1**

(low morale)

Ready . . . and waiting.

Scene 579 *Engaging* **IFCBEN0**

COBRA

(high morale)

I'm goin' after 'em.

Scene 580 **IFCBEN1**

(low morale)

Breaking formation.

Scene 581 *Need help* **IFCBNH0**

COBRA

(high morale)

Get this furball off my ass!

Scene 582 **IFCBNH1**

(low morale)
Wanna help me out here, sir.

Scene 583 *Offer help* **IFCBOH0**

COBRA
(high morale)
Hang in there. I'm on the way.

Scene 584 **IFCBOH1**

(low morale)
Need some help, sir?

Scene 585 *Killed fighter* **IFCBKF0**

COBRA
(high morale)
Yeah! Got the son-of-a-bitch.

Scene 586 **IFCBKF1**

(low morale)
Another dead cat.

Scene 587 *Compliment player* **IFCBCP0**

COBRA
(high morale)
Good move, sir.

Scene 588 **IFCBCP1**

(low morale)
Nice one, Colonel.

Scene 589 *I am dead* **IFCBID0**

COBRA
(high morale)
Kill 'em all for me, sir!.

Scene 590 **IFCBID1**

(low morale)
AYYYYYYYYY!

Scene 591 *Ejecting* **IFCBEJ0**

COBRA
(high morale)
Ejecting!

Scene 592 **IFCBEJ1**

(low morale)
I gotta bail!

Scene 593 *Want to abort* **IFCBAB0**

COBRA
(high morale)
Damn! I need to retreat.

Scene 594 **IFCBAB1**

(low morale)
Need to abort mission, sir.

Scene 595 *I am aborting* **IFCBAB0**

COBRA
(high morale)
Heading back to base, sir.

Scene 596 **IFCBAB1**

(low morale)
I'm outta here.

Scene 597 *Friendly fire* **IFCBFF0**

COBRA
(high morale)
Careful, Colonel.

Scene 598 **IFCBFF1**

(low morale)
Watch it, sir.

Scene 599 *Annoyed* **IFCBAN0**

COBRA
(high morale)
Watch your fire.

Scene 600 **IFCBAN1**

(low morale)
What's with you, Colonel?

Scene 601 *You are traitor* **IFCBTR0**

COBRA
(high morale)
Always knew you were on their side!

Scene 602 **IFCBTR1**

(low morale)
I'm taking you out, you cat-lover!

Scene 603 *No damage -0%* **IFCBND0**

COBRA
(high morale)
I'm fine, sir.

Scene 604 **IFCBND1**

(low morale)
Don't worry about me.

Scene 605 *Some damage* **IFCBSD0**

COBRA

(high morale)

Not bad. Colonel.

Scene 606 **IFCBSD1**

(low morale)

I'll make it.

Scene 607 *Half damage 50%* **IFCBHD0**

COBRA

(high morale)

I think I can handle it.

Scene 608 **IFCBHD1**

(low morale)

Half my systems are shot.

Scene 609 *Much damage - 75%* **IFCBMD0**

COBRA

(high morale)

I'm in real bad shape, sir.

Scene 610 **IFCBMD1**

(low morale)

Couldn't be worse.

Scene 611 *Mission complete* **IFCBMC0**

COBRA

(high morale)

We got 'em, sir.

Scene 612 **IFCBMC1**

(low morale)

It's all over.

Scene 613 *Taunts* **IFCBT0**

COBRA

(high morale)

Die, you furry scum!

Scene 614 **IFCBT1**

(low morale)

Suck vacuum, furball!

INFLIGHT TRANSMISSIONS - FLASH

Scene 615 *Reply yes* **IFFHYE0**

FLASH

(high morale)

Gotcha, Colonel!

Scene 616 **IFFHYE1**

(low morale)

Yas-suh!

Scene 617 *Reply no* **IFFHNO0**

FLASH

(high morale)

That's a negatory.

Scene 618 **IFFHNO1**

(low morale)

Nope.

Scene 619 *Enemy spotted* **IFFHES0**

FLASH

(high morale)

Look what I see . . .

Scene 620 **IFFHES1**

(low morale)

Great. Just what we needed.

Scene 621 *Ready to engage* **IFFHRE0**

FLASH

(high morale)

Action is what the Flash-man needs.

Scene 622 **IFFHRE1**

(low morale)

What do you want me to do?

Scene 623 *Engaging* **IFFHEN0**

FLASH

(high morale)

Watch this action.

Scene 624 **IFFHEN1**

(low morale)

I'm goin' for it.

Scene 625 *Need help* **IFFHNH0**

FLASH

(high morale)

I can't shake this cat!

Scene 626 **IFFHNH1**

(low morale)
Try backing me up, grandpa!

Scene 627 *Offer help* **IFFHOH0**

FLASH
(high morale)
You need the Flash-man to bail you out?

Scene 628 **IFFHOH1**

(low morale)
Looks like the old man's in trouble again.

Scene 629 *Killed fighter* **IFFHKF0**

FLASH
(high morale)
Choke on that, you fleabag.

Scene 630 **IFFHKF1**

(low morale)
Chalk up another one for Flash.

Scene 631 *Compliment player* **IFFHCP0**

FLASH
(high morale)
Not bad for a dinosaur.

Scene 632 **IFFHCP1**

(low morale)
Wow . . . I'm really impressed . . .

Scene 633 *I am dead* **IFFHID0**

FLASH
(high morale)
I can't believe this - -

Scene 634 **IFFHID1**

(low morale)
I knew this was going to happ- -

Scene 635 *Death in Series P* **IFFHDSP**

FLASH
Don't let me croak for nothin', Colonel - - nuke 'em all.

Scene 636 *Ejecting* **IFFHEJ0**

FLASH
(high morale)
Flash is worth more that this piece-o'-shit fighter!
I'm bailing.

Scene 637 **IFFHEJ1**

(low morale)
Ejecting! Make sure they find me.

Scene 638 *Want to abort* **IFFHAB0**

FLASH
(high morale)
This one's no-win. Colonel - -

Scene 639 **IFFHAB1**

(low morale)
Let's cut our losses while we can.

Scene 640 *I am aborting* **IFFHAB0**

FLASH
(high morale)
Maybe you're into suicide, Colonel, but I'm turning back - -

Scene 641 **IFFHAB1**

(low morale)
You bastard! You're going to get me killed! I'm pulling out - -

Scene 642 *Friendly fire* **IFFHFF0**

FLASH
(high morale)
Help like that I don't need.

Scene 643 **IFFHFF1**

(low morale)
The old timer losing his eyesight?

Scene 644 *Annoyed* **IFFHAN0**

FLASH
(high morale)
You're pissing me off.

Scene 645 **IFFHAN1**

(low morale)
Do that again and I'll fry you.

Scene 646 *You are traitor* **IFFHTR0**

FLASH
(high morale)
I'm gonna kill you, bastard.

Scene 647 **IFFHTR1**

(low morale)
Time to die, old man.

Scene 648 *No damage -0%* **IFFHND0**

FLASH

(high morale)

Not a scratch.

Scene 649 **IFFHND1**

(low morale)

What are you, my mother?

Scene 650 *Some damage - 25%* **IFFHSD0**

FLASH

(high morale)

Nothin's knockin' me out of the sky.

Scene 651 **IFFHSD1**

(low morale)

A lesser pilot would be sweatin' bullets.

Scene 652 *Half damage 50%* **IFFHHD0**

FLASH

(high morale)

You won't get rid of me that easy.

Scene 653 **IFFHHD1**

(low morale)

You watch out for yourself.

Scene 654 *Much damage - 75%* **IFFHMD0**

FLASH

(high morale)

Anybody but Flash woulda ejected by now.

Scene 655 **IFFHMD1**

(low morale)

I'm screwed. Cover me, or my blood will be on your hands.

Scene 656 *Mission complete* **IFFHMC0**

FLASH

(high morale)

Another notch on the Flash-man's belt. Let's buzz the Victory.

Scene 657 **IFFHMC1**

(low morale)

Thank God that's over.

Scene 658 *Taunts* **IFFHT0**

FLASH

(high morale)

I'm gonna hand you your spleen - - if you've got one, you freak.

Scene 659 **IFFHT1**

(low morale)
Let's put these fleabags into bodybags.

INFLIGHT TRANSMISSIONS - FLINT

Scene 660 *Reply yes* **IFFLYE0**

FLINT

(high morale)

Roger that.

Scene 661 **IFFLYE1**

(low morale)

Affirmative.

Scene 662 *Reply no* **IFFLNO0**

FLINT

(high morale)

Negative, Colonel.

Scene 663 **IFFLNO1**

(low morale)

That's a big N-O, sir.

Scene 664 *Enemy spotted* **IFFLES0**

FLINT

(high morale)

Bogies in sight.

Scene 665 **IFFLES1**

(low morale)

I see 'em.

Scene 666 *Ready to engage* **IFFLRE0**

FLINT

(high morale)

Armed and ready.

Scene 667 **IFFLRE1**

(low morale)

Awaiting your command.

Scene 668 *Engaging* **IFFLEN0**

FLINT

(high morale)

Taking it to them.

Scene 669 **IFFLEN1**

(low morale)

Now engaging enemy.

Scene 670 *Need help* **IFFLNH0**

FLINT

(high morale)

I could use a little help.

Scene 671 **IFFLNH1**

(low morale)
Request assistance, sir.

Scene 672 *Offer help* **IFFLOH0**

FLINT
(high morale)
I'm here if you need me.

Scene 673 **IFFLOH1**

(low morale)
I'm moving in to assist you.

Scene 674 *Killed fighter* **IFFLKF0**

FLINT
(high morale)
One less Kilrathi.

Scene 675 **IFFLKF1**

(low morale)
Enemy engaged and shot down.

Scene 676 *Compliment player* **IFFLCP0**

FLINT
(high morale)
You really nailed him.

Scene 677 **IFFLCP1**

(low morale)
One for the books, sir.

Scene 678 *I am dead* **IFFLID0**

FLINT
(high morale)
I never got to tell you. C - -

Scene 679 **IFFLID1**

(low morale)
Remember me, sir - -

Scene 680 *Death in Series P* **IFFLDSP**

FLINT
Nail every last one of 'em Colonel - - for my brother - - and me - -

Scene 681 *Ejecting* **IFFLEJ0**

FLINT
(high morale)
She's breaking up. Ejecting.

Scene 682 **IFFLEJ1**

(low morale)
Have to eject - -

Scene 683 *Want to abort* **IFFLAB0**

FLINT
(high morale)
Time for a strategic withdrawal, Colonel?

Scene 684 **IFFLAB1**

(low morale)
Request we scrub the mission, sir.

Scene 685 *I am aborting* **IFFLAB0**

FLINT
(high morale)
I'm pulling back.

Scene 686 **IFFLAB1**

(low morale)
Aborting mission, sir.

Scene 687 *Friendly fire* **IFFLFF0**

FLINT
(high morale)
Careful where you point that thing.

Scene 688 **IFFLFF1**

(low morale)
Sending me a message, sir?

Scene 689 *Annoyed* **IFFLAN0**

FLINT
(high morale)
This isn't making me feel very special.

Scene 690 **IFFLAN1**

(low morale)
So that's the way it's going to be?

Scene 691 *You are traitor* **IFFLTR0**

FLINT
(high morale)
This is unbelievable. You'll pay, Colonel.

Scene 692 **IFFLTR1**

(low morale)
I have no choice, sir. You are now directly in my sights.

Scene 693 *No damage -0%* **IFFLND0**

FLINT

(high morale)

All systems go.

Scene 694 **IFFLND1**

(low morale)

I'm fine.

Scene 695 *Some damage - 25%* **IFFLSD0**

FLINT

(high morale)

Nothing I can't handle.

Scene 696 **IFFLSD1**

(low morale)

I'll get by.

Scene 697 *Half damage 50%* **IFFLHD0**

FLINT

(high morale)

I'm hanging in there.

Scene 698 **IFFLHD1**

(low morale)

Could be a lot better.

Scene 699 *Much damage - 75%* **IFFLMD0**

FLINT

(high morale)

I can't take much more of this.

Scene 700 **IFFLMD1**

(low morale)

It looks pretty bad.

Scene 701 *Mission complete* **IFFLMC0**

FLINT

(high morale)

Mission accomplished, Colonel! Let's head home.

Scene 702 **IFFLMC1**

(low morale)

Mission completed, sir.

Scene 703 *Taunts* **IFFLT0**

FLINT

(high morale)

All growl, no action.

Scene 704 **IFFLT1**

(low morale)

You cats are history.

INFLIGHT TRANSMISSIONS - MANIAC

Scene 705 *Reply yes* **IFMAYE0**

MANIAC

(high morale)

You got it.

Scene 706 **IFMAYE1**

(low morale)

If you insist, 'Colonel.'

Scene 707 *Reply no* **IFMANO0**

MANIAC

(high morale)

Not possible, ace.

Scene 708 **IFMANO1**

(low morale)

No way.

Scene 709 *Enemy spotted* **IFMAES0**

MANIAC

(high morale)

It's a party time!

Scene 710 **IFMAES1**

(low morale)

Incoming kitties.

Scene 711 *Ready to engage* **IFMARE0**

MANIAC

(high morale)

Ready to rock`n`roll!

Scene 712 **IFMARE1**

(low morale)

Turn me loose. I ain't gettin` any younger.

Scene 713 *Engaging* **IFMAEN0**

MANIAC

(high morale)

Watch and learn, 'Colonel.'

Scene 714 **IFMAEN1**

(low morale)

Check these moves.

Scene 715 *Need help* **IFMANH0**

MANIAC

(high morale)

Help me out, ace.

Scene 716 **IFMANH1**

(low morale)
Where the hell are you?

Scene 717 *Offer help* **IFMAOH0**

MANIAC
(high morale)
Looks like I gotta save your ass again.

Scene 718 **IFMAOH1**

(low morale)
Need a hand, 'Colonel.'

Scene 719 *Killed fighter* **IFMAKF0**

MANIAC
(high morale)
More kitty litter! I'm hot today!

Scene 720 **IFMAKF1**

(low morale)
One more for the kill board.

Scene 721 *Compliment player* **IFMACP0**

MANIAC
(high morale)
Lucky shot, ace.

Scene 722 **IFMACP1**

(low morale)
Hey! That was my kill!

Scene 723 *I am dead* **IFMAID0**

MANIAC
(high morale)
Impossible! I can't diiiiie. . .!

Scene 724 **IFMAID1**

(low morale)
Son of a biiiiiiitch!

Scene 725 *Death in Series P* **IFMADSP**

MANIAC
Fuck 'em aaaallll . . .!

Scene 726 *Ejecting* **IFMAEJ0**

MANIAC
(high morale)
You're on your own, ace. I'm bailin'.

Scene 727 **IFMAEJ1**

(low morale)
It's been fun.

Scene 728 *Want to abort* **IFMAAB0**

MANIAC
(high morale)
It's too hot! Let's get outta here.

Scene 729 **IFMAAB1**

(low morale)
Hell with this. Let's head home.

Scene 730 *I am aborting* **IFMAAB0**

MANIAC
(high morale)
See ya!

Scene 731 **IFMAAB1**

(low morale)
It ain't worth it. I'm outta here.

Scene 732 *Friendly fire* **IFMAFF0**

MANIAC
(high morale)
What's the matter, ace? Can't you see I'm a good guy?

Scene 733 **IFMAFF1**

(low morale)
Hey! Watch you fire, ace!

Scene 734 *Annoyed* **IFMAAN0**

MANIAC
(high morale)
You've been warned, ace!

Scene 735 **IFMAAN1**

(low morale)
I always knew you hated me!

Scene 736 *You are traitor* **IFMATR0**

MANIAC
(high morale)
Say your prayers, ace, 'cause Maniac's takin' you out!

Scene 737 **IFMATR1**

(low morale)
Eat this, asshole!

Scene 738 *No damage -0%* **IFMAND0**

MANIAC
(high morale)
They can't touch me.

Scene 739 **IFMAND1**

(low morale)
I'm lookin' fine - - as usual.

Scene 740 *Some damage - 25%* **IFMASD0**

MANIAC
(high morale)
Just routine damage.

Scene 741 **IFMASD1**

(low morale)
A couple of lucky shots, that's all.

Scene 742 *Half damage 50%* **IFMAHD0**

MANIAC
(high morale)
I've been better.

Scene 743 **IFMAHD1**

(low morale)
I got more damage than I want.

Scene 744 *Much damage - 75%* **IFMAMD0**

MANIAC
(high morale)
This crate's almost totaled!

Scene 745 **IFMAMD1**

(low morale)
This crappy ship's falling apart on me!

Scene 746 *Mission complete* **IFMAMC0**

MANIAC
(high morale)
It's party time!

Scene 747 **IFMAMC1**

(low morale)
This one's history. Let's split.

Scene 748 *Taunts* **IFMAT0**

MANIAC
(high morale)
I'm death on wings!

Scene 749 **IFMAT1**

(low morale)
Lots of ways to skin a cat.

(group morale low)
We got minor damage. sir.

Scene 760 *Half damage - 50%* **IFRLHD0**

ROLLINS
(group morale high)
We've taken some real dents.

Scene 761 **IFRLHD1**

(group morale low)
Approaching critical. We're in deep shit here.

Scene 762

Damage is building up. We could use some help around here.

Scene 763

We've sustained major damage. (urgent or not urgent.)

Scene 764 *Mission complete* **IFRLMC**

ROLLINS
Mission accomplished. Bring it on home.

ROLLINS (V.O.)
You're cleared for takeoff, Colonel.

INFLIGHT TRANSMISSIONS - VAGABOND

Scene 766 *Reply yes* **IFVAYE0**

VAGABOND
(high morale)
Ten-four.

Scene 767 **IFVAYE1**

(low morale)
Affirmative.

Scene 768 *Reply no* **IFVANO0**

VAGABOND
(high morale)
Sorry, but that's a negative, good buddy.

Scene 769 **IFVANO1**

(low morale)
Negative.

Scene 770 *Enemy spotted* **IFVAES0**

VAGABOND
(high morale)
We got company.

Scene 771 **IFVAES1**

(low morale)
Here they are.

Scene 772 *Ready to engage* **IFVARE0**

VAGABOND
(high morale)
Just say the word, sir.

Scene 773 **IFVARE1**

(low morale)
Anytime, Colonel.

Scene 774 *Engaging* **IFVAEN0**

VAGABOND
(high morale)
Here we goooo.

Scene 775 **IFVAEN1**

(low morale)
Here goes nothin'.

Scene 776 *Need help* **IFVANH0**

VAGABOND
(high morale)
I could sure use some help, buddy.

Scene 777 **IFVANH1**

(low morale)
Need assistance, sir.

Scene 778 *Offer help* **IFVAOH0**

VAGABOND
(high morale)
Need some back up, sir?

Scene 779 **IFVAOH1**

(low morale)
Looks like you need help.

Scene 780 *Killed fighter* **IFVAKF0**

VAGABOND
(high morale)
Nailed that critter!

Scene 781 **IFVAKF1**

(low morale)
'Nother one down.

Scene 782 *Compliment player* **IFVACP0**

VAGABOND
(high morale)
That's some fine shootin', sir.

Scene 783 **IFVACP1**

(low morale)
Not bad, Colonel.

Scene 784 *I am dead* **IFVAID0**

VAGABOND
(high morale)
That's all she wrote for me, friend.

Scene 785 **IFVAID1**

(low morale)
SHIIIITTTTT!!

Scene 786 *Death in Series P* **IFVADSP**

VAGABOND
Keep goin'! Don't give up, friend.

Scene 787 *Ejecting* **IFVAEJ0**

VAGABOND
(high morale)
I'm poppin' the pod. Make sure I get scooped up.

Scene 788 **IFVAEJ1**

(low morale)
Gotta bail. Remind 'em to come get me.

Scene 789 *Want to abort* **IFVAAB0**

VAGABOND
(high morale)
I got trouble up to my ass.

Scene 790 **IFVAAB1**

(low morale)
Need to retreat, sir.

Scene 791 *I am aborting* **IFVAAB0**

VAGABOND
(high morale)
I'm blowin' this pop stand.

Scene 792 **IFVAAB1**

(low morale)
Aborting mission, sir.

Scene 793 *Friendly fire* **IFVAFF0**

VAGABOND
(high morale)
Watch where yer shootin' there, buddy.

Scene 794 **IFVAFF1**

(low morale)
What the hell are you shootin' at?

Scene 795 *Annoyed* **IFVAAN0**

VAGABOND
(high morale)
Yer gettin' on my nerves, sir.

Scene 796 **IFVAAN1**

(low morale)
Hey! Ain't we friends anymore?

Scene 797 *You are traitor* **IFVATR0**

VAGABOND
(high morale)
Time I use <u>you</u> for some target practice!

Scene 798 **IFVATR1**

(low morale)
That's it! Yer number's up pal!

Scene 799 *No damage -0%* **IFVAND0**

VAGABOND
(high morale)
Not a scratch on me.

Scene 800 **IFVAND1**

(low morale)
All systems go.

Scene 801 *Some damage - 25%* **IFVASD0**

VAGABOND
(high morale)
Nothin' worth bringin' up.

Scene 802 **IFVASD1**

(low morale)
Nothin' to worry about.

Scene 803 *Half damage 50%* **IFVAHD0**

VAGABOND
(high morale)
I've got a few dents.

Scene 804 **IFVAHD1**

(low morale)
I've got some problems.

Scene 805 *Much damage - 75%* **IFVAMD0**

VAGABOND
(high morale)
The Chief Tech ain't gonna like this.

Scene 806 **IFVAMD1**

(low morale)
I'm shot up pretty bad.

Scene 807 *Mission complete* **IFVAMC0**

VAGABOND
(high morale)
Time to head on home.

Scene 808 **IFVAMC1**

(low morale)
Time to get outta here.

Scene 809 *Taunts* **IFVAT0**

VAGABOND
(high morale)
Here kitty kitty!

Scene 810 **IFVAT1**

(low morale)
Time to die, cats!

INFLIGHT TRANSMISSIONS - VAQUERO

Scene 811 *Reply yes* **IFVQYE0**

VAQUERO
(high morale)
Sure thing, sir.

Scene 812 **IFVQYE1**

(low morale)
Right away, Colonel.

Scene 813 *Reply no* **IFVQNO0**

VAQUERO
(high morale)
Negative, sir.

Scene 814 **IFVQNO1**

(low morale)
No can do.

Scene 815 *Enemy spotted* **IFVQES0**

VAQUERO
(high morale)
Gatos in sight, sir.

Scene 816 **IFVQES1**

(low morale)
Shit, there they are.

Scene 817 *Ready to engage* **IFVQRE0**

VAQUERO
(high morale)
Ready to fry some felines.

Scene 818 **IFVQRE1**

(low morale)
Ready to engage, sir.

Scene 819 *Engaging* **IFVQEN0**

VAQUERO
(high morale)
Andale! Let's dance.

Scene 820 **IFVQEN1**

(low morale)
Engaging enemy, sir.

Scene 821 *Need help* **IFVQNH0**

VAQUERO
(high morale)
Help me double-team this *gato*.

Scene 822 **IFVQNH1**

(low morale)
I could use some help, sir.

Scene 823 *Offer help* **IFVQOH0**

VAQUERO
(high morale)
There's one on your tail. I'll take him out.

Scene 824 **IFVQOH1**

(low morale)
Looks like you need help, sir.

Scene 825 *Killed fighter* **IFVQKF0**

VAQUERO
(high morale)
Eat shit and die, *gato*!

Scene 826 **IFVQKF1**

(low morale)
That cat won't bug us no more.

Scene 827 *Compliment player* **IFVQCP0**

VAQUERO
(high morale)
Excellent shot, sir!

Scene 828 **IFVQCP1**

(low morale)
Nice work, Colonel.

Scene 829 *I am dead* **IFVQID0**

VAQUERO
(high morale)
I'm breakin' up! *Adios, amigo*!

Scene 830 **IFVQID1**

(low morale)
Shit, man! I'm too youuuuunng . . .

Scene 831 *Death in Series P* **IFVQDSP**

VAQUERO
I'm goin' down! Get 'em for me, sir!

Scene 832 *Ejecting* **IFVQEJ0**

VAQUERO
(high morale)
Pinche gatos! I'm ejecting.

Scene 833 **IFVQEJ1**

(low morale)
Sorry sir. Ejecting.

Scene 834 *Want to abort* **IFVQAB0**

VAQUERO
(high morale)
I gotta split. sir.

Scene 835 **IFVQAB1**

(low morale)
It's way too hairy here.

Scene 836 *I am aborting* **IFVQAB0**

VAQUERO
(high morale)
Hasta la vista. See you back at the base, sir.

Scene 837 **IFVQAB1**

(low morale)
I'm falling back.

Scene 838 *Friendly fire* **IFVQFF0**

VAQUERO
(high morale)
Que pasa. Colonel?

Scene 839 **IFVQFF1**

(low morale)
I'm not the target. sir.

Scene 840 *Annoyed* **IFVQAN0**

VAQUERO
(high morale)
You're shooting the wrong *vato*!

Scene 841 **IFVQAN1**

(low morale)
Something wrong with your targeting systems?

Scene 842 *You are traitor* **IFVQTR0**

VAQUERO
(high morale)
No mas. Colonel! You're goin' down!

Scene 843 **IFVQTR1**

(low morale)
I've no choice but to return your fire. sir!

Scene 844 *No damage -0%* **IFVQND0**

VAQUERO
(high morale)
My machine is clean, sir.

Scene 845 **IFVQND1**

(low morale)
No damage, sir.

Scene 846 *Some damage - 25%* **IFVQSD0**

VAQUERO
(high morale)
I've taken some hits, but I'll be okay.

Scene 847 **IFVQSD1**

(low morale)
Minor damage, sir.

Scene 848 *Half damage 50%* **IFVQHD0**

VAQUERO
(high morale)
She ain't what she used to be.

Scene 849 **IFVQHD1**

(low morale)
I've had better days.

Scene 850 *Much damage - 75%* **IFVQMD0**

VAQUERO
(high morale)
Tengo mucho problemas!

Scene 851 **IFVQMD1**

(low morale)
I won't last at this rate!

Scene 852 *Mission complete* **IFVQMC0**

VAQUERO
(high morale)
This mission is *finito*.

Scene 853 **IFVQMC1**

(low morale)
Mission completed.

Scene 854 *Taunts* **IFVQT0**

VAQUERO
(high morale)
Vaminos, gatos! Let's rumble!

Scene 855 **IFVQT1**

(low morale)
Sit still and let me fry your ass!

GENERAL NOTE: Newsbriefs should have a CNN Headline News look and feel: crisp, no-nonsense, to-the-point. Each newsbrief's availability should span one, two, or a maximum of three series. It may also be desirable to have more than one newsbrief available much of the time (specific tech notes suggesting gameflow location, if followed, will create this multi-newsbrief environment), so that one time, when the newsbrief monitor is "clicked on", and you get a certain Newsbrief, and next time you get a different Newsbrief. It is okay, of course, to "click" and view a newsbrief previously seen - - this being no different from watching Headline News at both noon and midnight, where many of the stories will not have changed.

NOTE that a more extensive, introductory newsbrief (NEWSBRIEF 1) has been written within Series O, and should be available for play and replay through Series A, B and C . . .

Through the miracle of time-shifting, BARBARA MILES is our round-the-clock onscreen newsreader (perhaps she is only a "virtual" anchor).

NEWSBRIEF 2 **O2NWSNC**

Available throughout Series B/C, or Series E/F, or Series H/I. (Previously written midgame could visually accompany this {3/24/94 EYECANDY, page 3}.)

BARBARA
. . . according to pilots in numerous sectors, the Kilrathi have ceased the time-honored practice of taking ejected pilots prisoner by plucking them out of space's vacuum and tractoring them aboard support ships. Instead, they have been firing on the defenseless flyers, murdering them in cold blood . . .

Scene 502

NEWSBRIEF 3 NB-2

03NWSNC

Available on Losing Track. throughout Series C and Series F.

BARBARA

. . . in other news from the front, <we at> TNC have confirmation of a strategic withdrawal from outlying confederation sectors. Confed sources suggest this is part of a larger operation to give up sectors of minor importance - - in the hope the Kilrathi will spread themselves too thinly across the galaxy. but <independent> sources suggest there is little strategy behind the withdrawals: only an improvised response to the advance of the enemy. This is Barbara Miles with a TNC InfoBurst.

Scene 503

NEWSBRIEF 4 **04NWSNC**

Available throughout Series D (could also be available in Series E and Series F).

BARBARA

. . . in this week's top InfoBurst, Confed forces have liberated the enslaved population in the Cabrea system. But the Confederation has clamped down on all vid-transmissions from the system, citing 'the interests of Confed-security.' Independent sources, however, report that conditions within the system are so horrific that Confed has concluded freedom-of-the-press must take a back seat to the psychological harm any news releases may do. TNC believes that you the viewer have a right-to-know at all times. Therefore we are currently taking action to combat this clear case or restraint . . .

Scene 504

NEWSBRIEF 5 **O5NWSNC**

Available only If Mission D2 lost. Can by played throughout Series F, Series G and possibly even Series I.

BARBARA

. . . despite Confederation denials, TNC now has independent confirmation that the population of Locanda IV has been all but wiped out - - victims of Kilrathi germ warfare . . . And unconfirmed reports suggest that this is not the first time the Kilrathi have unleashed bioweaponry on Confederation civilians . . .

Scene 505

NEWSBRIEF 6 **06NWSNC**

Available after first mission of Series G, and throughout Series H, Series I and Series J. (A previously written midgame could visually accompany this {3/24/94 EYECANDY, page 1}.)

BARBARA

. . . Confed sources will neither confirm nor deny reports of new thrusts into Kilrathi territory. However, eyewitness accounts throughout the galaxy suggest that after months of waging a purely defensive campaign, the Confederation is throwing the dice and hoping to roll a 7. This is Barbara Miles for the Terran News Channel.

Scene 506

NEWSBRIEF 7

NB-1

07NWSNC

Available throughout Series L and Series M

BARBARA

. . . stock markets across The Confederation took a nosedive with reports that an incursion deep into Kilrathi territory resulted in heavy losses, including classified offensive weaponry that had been years in development. Unconfirmed reports had suggested development of a secret weapon that could end the war. But other sources are now extremely pessimistic about concluding this seemingly endless conflict.

Scene 507

NEWSBRIEF 8

08NWSNC

Available throughout Series L and/or Series M. (A previously written midgame could visually accompany this (3/24/94 EYECANDY, page 6 or even some of page 5). Alternatively, rotated wireframe and 3D renderings of the Excalibur, perhaps placed side-by-side with the Bloodfang, could offer visual support.)

BARBARA

. . . High-tech, the old adage goes, is never cheap or easy. Confed technoids have again pushed the envelope on the 'bleeding edge' of technology with the roll-out of the new Excalibur fighter. Its advances range from superior ground-fighting capabilities to enhanced weaponry and acceleration design. The Excalibur was designed specifically to outfly and outfight the Kilrathi Bloodfang . . .

Scene 508

NEWSBRIEF 9 **09NWSNC**

Available throughout Series M and N. (The concept here is that each week TNC does and "orbit-crawl," listing names of dead pilots {a practice followed during the Vietnam War}.)

BARBARA

. . . And now, this week's killed-in-action . . .

LIGHTS IN THE STUDIO GO DOWN, AND AN APPROPRIATE GRAPHIC REPLACES THE SHOT OF BARBARA.

THE OBIT-CRAWL COMMENCES, AND AS THE LIST OF NAMES GO BY, WE SEE INCLUDED "COLONEL JEANNETTE DEVEREAUX" AND "LIEUTENANT LAUREL BUCKLEY."

NOTE TO ORIGIN: It would be terrific if you could also include the name of any recently killed wingmen.

Scene 509

NEWSBRIEF 10 **10NWSNC**

Available throughout Series M.

BARBARA

. . . And here's one for the personnel file. Admiral Geoffrey Tolwyn of Confederation High Command has taken a leave of absence for what's reported to be 'personal reasons.' Our sources speculate that the Admiral has of late been suffering undue stress and depression, due to recent downturns in the war effort. This is Barbara Miles, signing off for TNC.

Scene 510

NEWSBRIEF 11 NB-6

11NWSNC

Available throughout Series N.

BARBARA

. . . the war has united the far-flung outposts of our race in a common cause. Red tapes has been cut: an emergency mentality dominates. But critics wonder how the galaxy will shape itself after a successful conclusion of the war: will there be a price to pay for the centralization and militarization of the far-flung societies that comprise The Confederation?

Scene 511

NEWSBRIEF 12 **12NWSNC**

Available throughout Series R (until Mission R2 commences).

BARBARA

. . . there is panic in the streets as the Kilrathi move relentlessly towards Earth. Though Confed sources insist the war is still winnable, civilian population are storming the shuttleports, while more hardy 'survivalists' are seeking foothold in the Himalayas, Antarctica, and other isolated Terran geography.

Scene 512

NEWSBRIEF 13 NB-7

13NWSNC

This newsbrief can be placed almost anywhere (as needed). (Wherever placed, however, it should span a maximum of 3 series.)

BARBARA

. . . Revolution in the Granita System tops our InfoBurst. Ad-hoc government officials in that system are preparing to withdraw from The Confederation and offer negotiated terms to the Kilrathi. ' Coexistence, not conflict, is the new Granitan policy,' according to a spokesman. Confederation officials are now meeting with the Granitans to dissuade them of this new approach, arguing that there is no evidence the Kilrathi have ever honored a negotiated peace.

Scene 513

NEWSBRIEF 14 **14NWSNC**

This newsbrief can be placed almost anywhere (as needed). (Again, it should not span more than 3 series.) Should this be placed prior to Mission E2, however, the player may actually be rewarded for playing (and paying attention to) the newsbriefs.

BARBARA

This is Barbara Miles with another TNC InfoBurst. Reports have surfaced that captured Confederation transports and freighters have been used by the enemy as decoys, luring in unsuspecting fighter pilots who are then ambushed by the enemy.

Scene 514

NEWSBRIEF 15 **15NWSNC**

This newsbrief can be available anywhere from Series D through Series I.

BARBARA
. . . and now one from our People file: Megastar Eddie Rickenharp, who single-handedly brought back mini-mono as a popular musical genre, has agreed to entertain Confederation forces amidst the ancient and exquisitely beautiful antiquities of Bistango X. This is Barbara Miles with a TNC InfoBurst . . .

Scene 515

NEWSBRIEF 16 **16NWSNC**

This newsbrief should be available from Series J through Series N.

NOTE: Though no scripted midgame currently exists that might complement this newsbrief, it may be possible for Origin's graphic artists to come up with some matching animation.

BARBARA
. . . elsewhere on the war front, a blitzkrieg Kilrathi assault has taken the lives of thousands of Confederation servicepeople as they were enjoying a concert put on by the megastar Rickenharp - - against the backdrop of Bistango X's priceless, millennia-old art treasures. The surprise attack has reduced the beautiful ancient structures to rubble and Rickenharp himself is said to be in critical condition.
(beat)
This is Barbara Miles with another TNC InfoBurst. Thanks for watching . . .

	A	B	C
1	Thought Bubble Dialogue List		BLAIR VOICE-OVER
2	7-10-1994 MG WC3\DOCS\THOUGHTS.XLS		
3	REMEMBER! "1" is the morale up/positive/yes response; "2" is the morale down/negative/no response		
4			
5	**Scene#**	**DOS name**	**Actual Line Spoken By Mark Hamill**
6	7	A0LFTRL1	play along with him
7		A0LFTRL2	this guy's a loon
8	9	A0RECVA1	he's got a point
9		A0RECVA2	what's he hiding?
10	17	A0RECVQ1	sounds good to me
11		A0RECVQ2	he's not focused
12	22	A4GUNFL1	she has a point
13		A4GUNFL2	tough luck - I'm the boss here
14	25	B1FDKFH1	that's true
15		B1FDKFH2	this kid's a smartass
16	26	B0RECRA1	wew! I'd love to fly that ship
17		B0RECRA2	stay clear of trouble...
18	30	B0GUNFL1	they're right
19		B0GUNFL2	play it by the book
20	34	B3FDKFH1	this punk's not worth it
21		B3FDKFH2	time to teach this punk a lesson
22	41	D1GUNFL1	give her a shot
23		D1GUNFL2	I can't risk it with her
24	43	D1RECVA1	he might be right
25		D1RECVA2	ah, there's nothing to worry about
26	44	D0BARCB1	she knows something
27		D0BARCB2	ah, she's full of it
28	48	D2SPRL11	take the risk
29		D2SPRL12	I can't risk it
30	A48	D2SPRL21	take the risk
31		D2SPRL22	I can't risk it
32	50	E1FDKFL1	give her a break
33		E1FDKFL2	ground her

"THOUGHT BUBBLES"

	A	B	C
34	56	E0FDKRA1	she understands
35		E0FDKRA2	it's none of her business
36	58	E0BARMA1	he's jealous
37		E0BARMA2	it's none of his business
38	60	E3GUNFL1	put her back on the roster
39		E3GUNFL2	let the captain decide
40	68	G0FCTCB1	she's right
41		G0FCTCB2	she's out there
42	69	G1RECVA1	he's worried about nothing
43		G1RECVA2	we're just pilots
44	70	G0BARVQ1	stop worrying, Vaquero
45		G0BARVQ2	war is hell, buddy
46	81	H0FDKHB1	stick up for Hobbes
47		H0FDKHB2	play along with her
48	83	H0GUNMA1	rag him
49		H0GUNMA2	hey - it's tough for both sides
50	87	H0FCTFL1	it's tough getting old
51		H0FCTFL2	he's better off there
52	95	J1FDKTL1	we're all equal here
53		J1FDKTL2	score points with the admiral
54	97	J0GUNFL1	she can see Tolwyn's a jerk
55		J0GUNFL2	it's none of her business
56	123	K4SPRL11	nothing else matters - Thrakhath is dead
57		K4SPRL12	Thrakhath will get his... another day
58	125	L1RECRA1	she's OK... she understands
59		L1RECRA2	ah, to hell with it - have another drink
60	A127	L2FDFL21	she's right
61		L2FDFL22	ah, I don't have to listen to this
62	128	L2RECCB1	she's got a point
63		L2RECCB2	doesn't much matter
64	130	L2GUNPA1	punch the son of a bitch
65		L2GUNPA2	ah, Paladin's on my side
66	134	L0RECVA1	he shouldn't blame himself
67		L0RECVA2	this guy's wrapped way too tight

BLAIR VOICE-OVER

"THOUGHT BUBBLES"

	A	B	C
68	135	L3FDKCB1	revenge!
69		L3FDKCB2	listen to reason
70	143	M0RECMA1	you're asking for it man
71		M0RECMA2	I don't need this
72	144	M1LFTRL1	well, Vagabond had his reasons
73		M1LFTRL2	Vagabond went way too far
74	148	M0BRIEI1	try the hard sell
75		M0BRIEI2	try the soft touch
76	153	N0RCFL11	kiss her
77		N0RCFL12	take a pass - avoid the trouble
78	154	N0RCRA11	oh, boy, kiss her
79		N0RCRA12	it would never work with her
80	155	N0RCRA21	kiss her for God's sakes
81		N0RCRA22	ah, I don't think it's a good idea
82	156	N0RCFL21	oh, kiss her
83		N0RCFL22	I think it'd be a big mistake
84	163	N0BARFH1	have to admit - he's a damn good pilot
85		N0BARFH2	boy, is this guy full of himself
86	165	N0GUNVA1	he really deserves a home
87		N0GUNVA2	he's getting soft!
88	167	N3RECFL1	give her a shot
89		N3RECFL2	I'm not gonna gamble with her life
90	186	R2KILTH1	Not begging for mercy from this furball
91		R2KILTH2	I don't wanna die

Wing Commander III

Public Address System--VOICE OVERS

Script for Confederation Female Communications Officer

(This voice-overs will be play in the background and be only *barely* audible.)

1) Chief Foshko please report to Admiral Tolwyn's quarters.

2) Engineers Perez and Leitch are needed in reactor bay seven. Bring CQ60 meson generator packs.

3) Medics required in Chief Potter's laboratory, deck three.

4) Project status meeting in four minutes. Officers Roberts and Savage report to Hollow Deck immediately.

5) Repair crews to flight deck in five minutes. Returning fighters inbound.

6) Chief engineer Daniel to the keel mount control deck immediately.

7) Flight Deck ready for arrivals.

8) Unauthorized fighter departure - bearing 3-22-8 at maximum speed. Sensors indicate Captain Hobbes in the ship.

9) Matter shield lowering.

10) Officer Douglas report to the bridge.

11) Officer Todd report to deck four galley.

12) Technicians Halverson and Downing required in forward gunnery two.

13) Ordnance officer McCall required in Captain Eisen's office.

14) Patrol launch at 1400 hours. All crews report to flight deck.

15) Fighter maintenance crews report to flight control.

16) Excalibur tech briefing at 1200 hours. Engineers Roan and Oljay report to mission room seven.

17) Weapon status report to Captain Eisen's office immediately.

18) Incoming cargo freighter, docking bay ninety-four.

19) Patrol debriefing at 1600 hours. All returning pilots report to mission room two.

20) Commanders Lee and Lee are needed on the bridge.

21) Professor Yenawine's lab is in need of a clean-up. Cleaning crew four report as soon as possible.

22) Security guards Chemla and Shelton needed in the Rec Room immediately.

23) Doctor Steed to excercise room six, we have a possible cardiac arrest.

24) Captain Eisen requests engine maintenance schedules by 2200 hours. Engineer McLean to make the report.

25) Commander Krishnan, flight deck reports your special order XP-38 has just arrived. Please report to docking bay four to take delivery.

26) Officer Day to Commander Vearrier's quarters.

27) Engineers Galway and Shelus to reactor bay twenty-one. Staff report possible flux inversion and your assistance is needed immediately.

28) Deck officer Krishnan please finish your lunch and get to flight control! That's straight from Commander Williams.

29) Chief Technician Ray requires a clean-up crew in his quarters immediately.

30) Warrant Officer Morone to the bridge.

31) All pilots to debriefing, mission room four.

32) Passenger Chow-Yun-Fa, please report to customs.

33) Security Team Kilroy to docking ring nine, terminal zero. Situation Code: Azure. Repeat, Situation Code Azure.

34) All passengers must be briefed on emergency procedures, Class One thru Class Two, before boarding. Please report to the nearest service representative if you have not been briefed.

35) Transport shuttle Jade Grey will be arriving twenty-seven minutes late. Please check any public information terminal for revised docking location.

36) Golden Princess Lines cruiser Shwee Ka has docked at ring three, terminal four. Passengers will be debarking in five minutes.

37) Decompression drill in service area seventeen will be commencing in thirty seconds. This area is declared off-limits to all unauthorized personnel.

38) Emergency exits are located on both wings of main concourse.

39) Will a representative from Diplomatic Contact Services please meet the arriving contingent of Hoffmanites from Foglio's World at Customs?

40) Red areas are for loading and unloading only.

41) Good morning, good morning. Feel free to have another pleasant day.

42) Will passenger Vax, passenger Vax, please report to the nearest paging terminal.?

43) Passenger Paul Headrick or passenger Vincent Lin, please contact the nearest service representative.

44) Priority request for loading transports to containment areas five and six.

45) Code 234K. Code 234U. Received and logged.

46) Last boarding call for Seraphim, docking ring five.

47) Seargeants Amos and Neapolitano, your presence is required at security checkpoint nine Alpha.

48) Security team order five--cancelled. Repeat, security order five has been cancelled.

49) Medical alert. Medical alert. Teams RX-87 and RX-88 please report to the main concourse, walkway nine, immediately.

50) An exhibition of Edo period artifacts from Japan, Earth, will be on display in the main concourse through the end of the month for your enjoyment.

51) Pilots Su Tuin and Wade Walker, briefing in conference room five dash five will begin in twenty minutes.

52) Attention. As required by Confederation law, notification of the inherent risks of traveling during periods of potential conflict must be acknowledged by all passengers.

53) Funeral services for pilots Penya, Rice, and Lackey, will be held in the Universal Chapel at 2400 hours.

54) Repair teams Roth and Whittaker, please report to deck ten.

55) Emergencies may happen at any time. All personnel are required to remain on alert.

56) Off-duty rotations will proceed according to schedules B-9 and R-17 until further notice.

57) Medical alert, medical alert. Medical team TP-6 to main flight deck, bay four.

58) Techs McManus and Hempel, please report to your Duty Officer.

59) Power coupling tests will begin in one minute. All non-critical areas should remain on stand-by.

60) Weapons dry loading runs have been rescheduled. Repeat, weapons dry loading runs have been rescheduled.

61) Transports Carerra and Javidovich will be docking in twenty minutes.

62) Unloading of polydichloroeuthamol lots fifty-seven and fifty-eight will be completed on schedule.

63) Special Envoy Nordquist, your presence is requested in Special Operations, deck five.

Bitchin' Betty's Script for Wing Commander III

Inflight Cockpit: FEMALE VOICE-OVER

Betty 01: Missile successful!

Betty 02: Missile failed!

Betty 03: Decoy successful!

Betty 04: Decoy failed!

Betty 05: Autoturret: target destroyed!

Betty 06: Autoturret inoperative!

Betty 07: Mission objectives accomplished!

Betty 08: Unable to reach mission objectives!

Betty 09: Jump point reached!

Betty 10: Way point reached!

Betty 11: Way point area not secured!

Betty12: Auto pilot offline--hazards detected!