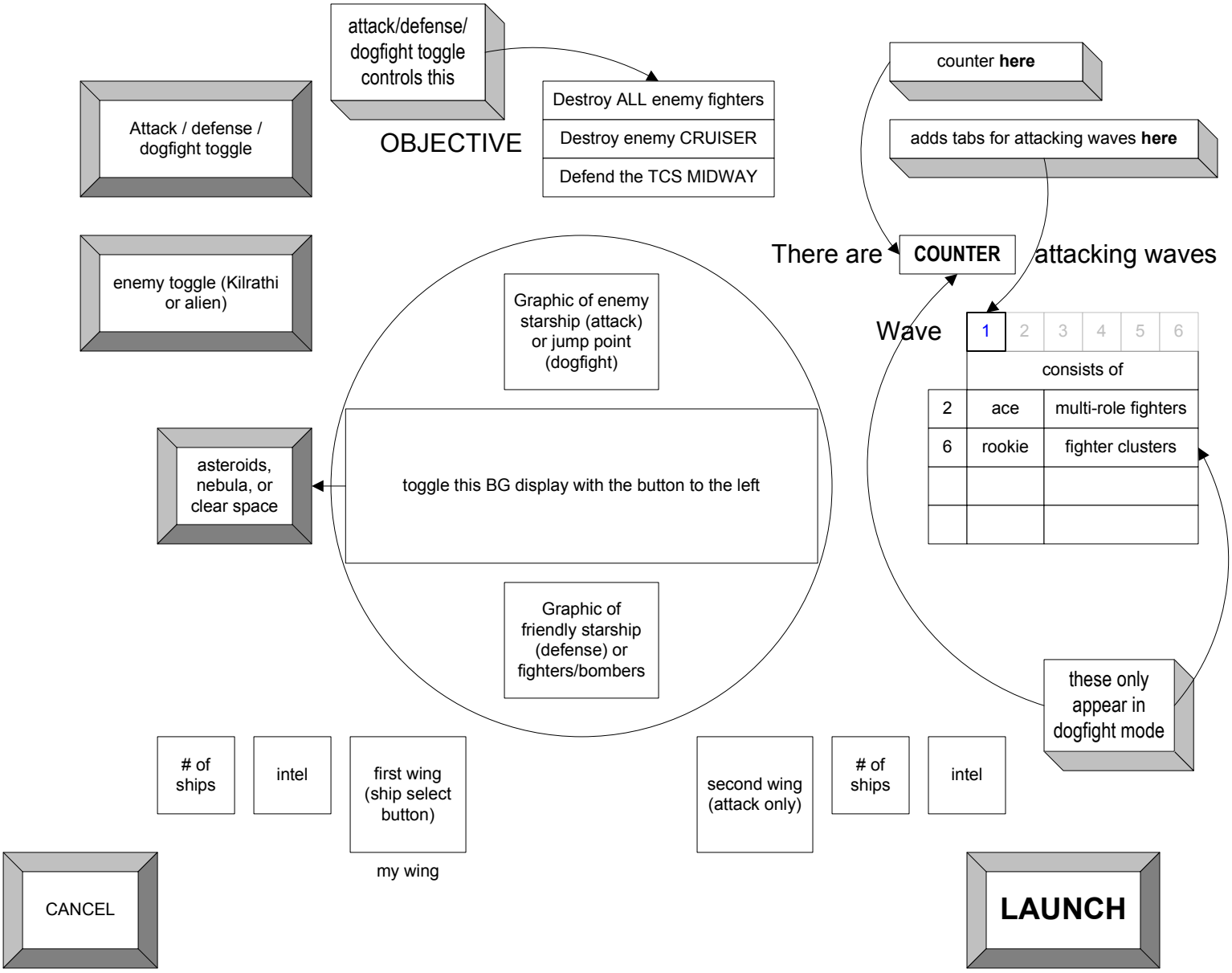
attack/defense/ dogfight toggle controls this
Attack / defense / dogfight toggle
OBJECTIVE
Destroy ALL enemy fighters
Destroy enemy CRUISER
Defend the TCS MIDWAY
counter **here**
adds tabs for attacking waves **here**
There are
COUNTER
attacking waves
enemy toggle (Kilrathi or alien)
Graphic of enemy starship (attack) or jump point (dogfight)
Wave
1 2 3 4 5 6
consists of
2 ace multi-role fighters
6 rookie fighter clusters
asteroids, nebula, or clear space
toggle this BG display with the button to the left
Graphic of friendly starship (defense) or fighters/bombers
these only appear in dogfight mode
# of ships
intel
first wing (ship select button)
my wing
second wing (attack only)
# of ships
intel
CANCEL
LAUNCH