

ORIGIN F/X SEQUENCE, then FADE TO BLACK

FADE TO:

ESTABLISHING SHOT - TIGER'S CLAW FLOATING IN SPACE

BEGIN MUSIC: "Mission Briefing" from WC1

NARRATION: CSS TIGER'S CLAW

Six months after the Vega Sector Campaign...

CUT TO:

ESTABLISHING SHOT - INT. TIGER'S CLAW - BRIEFING ROOM

We can't tell yet who the commander is...

BLUEHAIR: Okay, everyone, settle down.

CUT TO C/U BLUEHAIR

Now we see that Bluehair is in Col. Halcyon's familiar position.

BLUEHAIR: Pilots, I'd like to welcome you to the Tiger's Claw. I'm Lieutenant Colonel "Bluehair" OurHero, your new commanding officer.

I hope everyone's recovered from the farewell party for Paladin, Angel, Spirit, Iceman, and General Halcyon....

CLOSE ON HUNTER

HUNTER: An' don't forget that bloody lunatic, Maniac! They finally transferred 'im to the psych 'ospital.

RESUME ON BLUEHAIR

BLUEHAIR: Sad but true, Hunter. Now pay close attention, pilots.

We've just been assigned a top-priority mission, to spearhead a major raid deep into Kilrathi space...

...to their sector command post in the K'Tithrak



Mang system.

The plan is to jump in with a few carriers and Marine transports, hit the starbase hard, then jump out.

HUNTER: 'Nother bleedin' starbase, eh?

BLUEHAIR: (smiles) You got it, mate.

Let's just hope it's as easy as the last one.

Now listen closely, everyone. Knight and Bossman are Alpha Wing...check for enemy fighters at Nav 2 and 3. Kilroy and Sabra are Beta Wing...

CUT TO MEDIUM SHOT

NARRATION: You assign all the wings...

...all but one.

BLUEHAIR: I saved the most important wing for last. Computer, display Kappa.

CUT TO CHALKBOARD SEQUENCE (Can we skip this animation? --Ell)

BLUEHAIR: On our way to the starbase, the Claw will pass close to the asteroid field at Nav 1.

We don't know what's out there, so Hunter and I are going to sweep the rocks as the Claw begins its approach.

We'll either take out whatever we find...

...or hightail it back here to warn the Claw.

CUT TO C/U BLUEHAIR

BLUEHAIR: Any questions, pilots?

(looks around) Good.

The Claw will complete her last jump in approximately seven minutes. Get ready for immediate launch.

CUT TO MEDIUM SHOT



BLUEHAIR: Dismissed.

ANIMATION OF CROWD RISING - DIFFERENT BACKS!

DISSOLVE TO:

3SPACE ANIMATION OF TIGER'S CLAW JUMPING

NARRATION: K'Tithrak Mang system  
Deep within Kilrathi space

CUT TO:

ANIMATION OF LAUNCH-TUBE SEQUENCE

[FLY MISSION 0]

This really should be a basically easy mission—Hunter put on his red shirt this morning, but other than that the mission is a cake walk. However, just as Bluehair is returning to the action sphere that contains the Claw, we cut to a canned scene:

BEGIN MUSIC: "Boy, did you fuck up!" theme.

C/U BLUEHAIR, INSIDE RAPIER

BLUEHAIR: (look of utter horror) No!

CUT TO 3SPACE SCENE:

The Tiger's Claw floats in the medium distance. Close to us, three Kilrathi stealth fighters in a chevron uncloak, launch missiles, then peel off in different directions. The missiles impact the Claw and blow it to Kingdom Come.

FADE TO BLACK AS MUSIC FADES OUT

CUT TO STARFIELD - dust motes are zooming past us, as if we were headed into the starfield

BEGIN MUSIC: Main WC2 theme—this music needs to be as stirring as the WC1 theme, but at the same time it should somehow reflect the more jaded attitude of this game.

As the music plays, the following titles zoom in from the upper left, hold at full size, then zoom to the lower right, corkscrewing slowly. SFX SPACESHIP ZOOM while this happens.

TITLES: Chris Roberts presents



WING COMMANDER II: CLOAK AND DAGGER  
Written by Stephen Beeman and Ellen Guon  
Programmed by Two Guys We Haven't Even Hired Yet  
Art by Denis Loubet and Glen Johnson  
Soundtrack by the Fat Man  
Produced by Jeff Johannigman  
Directed by Stephen Beeman

Now a space station appears in the far distance, rapidly getting closer. We zoom in on this until we start moving around the station; as we do so, the planet Earth comes into view on one edge of the screen. The station itself remains center frame.

NARRATION: Confederation High Command, Terra System  
Six months after the destruction of the Tiger's Claw...

ESTABLISHING SHOT-COURTROOM:

Admiral Tolwyn presides over Bluehair's court martial. A very formal-looking bench with seven dress-uniformed figures (Tolwyn in the middle) is in the back plane; Bluehair and his counsel pan are sitting at a table that pans across the front plane. Spot animations of, say, camera drones with Klieg lights will help convey the information that this trial is based more on media image than justice. Somewhere in the shot is a window, reinforcing the implication that this room is on the starbase we just saw.

HOLD ON THIS SHOT

TOLWYN: Lt. Col. Ourhero, stand at attention.

ANIMATION: Bluehair rises.

CUT TO C/U OF SPEAKERS AS APPROPRIATE

TOLWYN: Lt. Colonel OurHero...you stand accused of negligence, incompetence, and cowardice under fire.

TOLWYN: Your actions resulted in the death of 61,000 Confederation defenders. Despite your plea of Not Guilty...

TOLWYN: ...and your ridiculous claim that the Kilrathi used some non-existent stealth technology, flying invisible ships past your position...

BLUEHAIR: It's true, sir.



TOLWYN: ...you are obviously guilty of these crimes against the Confederation.

TOLWYN: But, fortunately for you, this court cannot prove your guilt. Our primary evidence, your black-box flight recorder, is missing from the Confed Security offices.

TOLWYN: Because of the lack of physical evidence, this court is required by law to dismiss your case. We find you not guilty of crimes against the Confederation.

CUT BACK TO FULL COURTROOM SCENE

TOLWYN: This court is adjourned. Lt. Colonel OurHero, report to my office at once.

DISSOLVE TO:

ESTABLISHING SHOT - GENERIC OFFICE (TOLWYN'S)

CLOSE ON TOLWYN

TOLWYN: I wanted to talk to you in private, Bluehair. The court couldn't convict you because of a technicality....

TOLWYN: (glare) But we all know the truth, OurHero. You're a coward, and a traitor...

TOLWYN: ...and I'll personally guarantee that you'll never fly again. Your career with the Navy is over.

TOLWYN: As I assumed that you have some small amount of honor left, my secretary has drawn up your resignation papers....

BLUEHAIR: I won't resign, Admiral.

TOLWYN: (glare) WHAT?

BLUEHAIR: I'm not guilty, sir. I refuse to resign.

TOLWYN: Then I'll offer you one more option, just because I never want to see your face again.

TOLWYN: I have a request from Insystem Security for a mid-ranked pilot. If you'll accept a demotion to Captain, it's yours.

TOLWYN: Otherwise, pilot, you're grounded for life.

BLUEHAIR: I'll accept the demotion, sir.



TOLWYN: Very well. Get out of here...and you'd better hope we never meet again, traitor.

FADE TO BLACK



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## Script Outline: Prologue



ESTABLISHING SHOT - PEEL FLOATING IN SPACE

NARRATION: Insystem Security Police Carrier SIR ROBERT PEEL  
Four years later...

ESTABLISHING SHOT - REC ROOM - PEEL

[OPTION SCENE]

[JERRY RIVERS #1 - "Bluehair interview"]

Minx and Shadow are playing cards, drinking a few. There's a "Jerry Rivers" newscast about Bluehair on the viewscreen...the pilots talk about Bluehair's demotion and the long-term effects of the destruction of the Tiger's Claw.

Conversation points:

#1 Talking about the newscast, how Bluehair was screwed by the military higher-ups, basically.

#2 Tactics to use against the pirate ships, types of pirate ships. Brief mention of some of the new Confederation ships: Jump-capable Bombers in specific, and anti-capital ship torpedoes.

Broadcast by Colonel Laramie, ordering Bluehair and Shadow to report to his office.

ESTABLISHING SHOT - GENERIC OFFICE  
[BRIEFING]

Laramie assigns Bluehair and Shadow to a routine patrol mission, to sweep the system before the major convoy (including the Concordia) arrives.

Conversation points:

#1 Laramie obviously thinks that Bluehair is a real loser.

#2 Bluehair is completely stoic throughout this, giving the impression that he's had to live with this for the last few years.

#3 Show that Laramie is a lousy commander...Bluehair tries to suggest a better flight route, is shot down for it.



[FLY MISSION 1-A]

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[DEBRIEFING]

Colonel Laramie debriefs Bluehair and Shadow via radio as they return from their mission to the Peel.

ESTABLISHING SHOT - BARRACKS  
[OPTION SCENE]

Conversation with Shadow and Minx.

#1 Shadow talking about yesterday's mission with Bluehair, and getting out of the service, living on the Sophie's Star space station again with her family.

#2 Minx, establish her hero worship of Maniac...wants stories from Bluehair about her hero, but doesn't want to listen to the truth, such as how Maniac spent six months in a psych ward after the Vega campaign.

"All hands" broadcast by Colonel Laramie, ordering pilots to their ships for immediate launch.

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[BRIEFING]

Bluehair, with Shadow on his wing, is instructed in his mission: rendezvous with Concordia's fighter complement, Colonel Deveraux commanding, to assist in a refugee evacuation operation.

[FLY MISSION 1-B]

At rendezvous:

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[DEBRIEFING]

Bluehair: Captains Ourhero and Norwood reporting for duty.

CLOSEUP - ANGEL'S COCKPIT

Angel: Bluehair, mon ami! I did not know you were joining us here.



Angel: I had heard that you were transferred to that horrible ship, the Sir Robert Peel.

Bluehair: It isn't too bad, Colonel Deveraux.

Angel: Please, Bluehair, do not call me that! I will always be Angel to you, non?

ANIMATION: The four fighters fly away, a la autopilot

ESTABLISHING SHOT - CONCORDIA FLOATING IN SPACE, FIGHTERS LANDING

ESTABLISHING SHOT - CONCORDIA BRIDGE

Angel takes Bluehair up for a conversation with Admiral, who remembers him quite well, thank you. Admiral blasts Bluehair as being useless in combat if he didn't succeed very well in the last combat. Or if Bluehair was successful, when Angel tries to tell the Admiral how well Bluehair performed in the mission, the Admiral only makes a comment about the Concordia fighter squadron is so outstanding, it was easy for Bluehair to look good when flying with them. But appearances aren't everything, etc. (depends on how many kills in previous mission.)

ESTABLISHING SHOT - CONCORDIA SICKBAY  
[OPTION SCENE]

Angel and Bluehair, talking as Dr. Sayers treats some of the rescued refugees.

Doctor: I still can't believe you rescued any of these people. Fighting against all those Kilrathi ships....

Angel: Bluehair is quite a pilot, Doctor. You should have seen how he flew against the Kilrathi in the Vega Sector...

Doctor: Bluehair...the one who was court-martialed?

Bluehair: (silent)

Doctor: You are THAT Bluehair, aren't you? Lt. Colonel Bluehair?

Bluehair: I'm Captain Bluehair now.

ESTABLISHING SHOT - CONCORDIA FLIGHT DECK  
[BRIEFING]



Bluehair: Angel, I'd better head back to my ship. They'll need me back on the Peel.

Angel: We will talk later, my friend. And I will see what I can do, to get you transferred back to decent service.

Angel: We need every good pilot in our fight against the Kilrathi. And you are one of our best, Bluehair.

[FLY MISSION 1-C]

ESTABLISHING SHOT - GENERIC OFFICE - PEELE  
[DEBRIEFING]

Colonel Laramie debriefs Bluehair on the mission, mentions the commendation from the Squadron Commander of the Concordia, Shadow's death.

ESTABLISHING SHOT - PEEL JUMPING INTO SYSTEM, ZOOMING PAST CAMERA

NARRATION: The Peel responds to reports of pirate activity in the Carillon system

ESTABLISHING SHOT - PEEL BARRACKS  
[OPTION SCENE]

Cirocco and Minx in Barracks, with Bogey trying to sleep in BG.

#1   Cirocco is upset about Shadow's death...Minx really doesn't care. Bluehair talks about the other friends he's lost, esp. on the Tiger's Claw.

#2   Minx, prying Bluehair for more information about Maniac.

Broadcast from Col. Laramie, ordering Minx and Bluehair to his office.

ESTABLISHING SHOT - GENERIC OFFICE  
[BRIEFING]

Laramie briefs Minx and Bluehair on their mission to retrieve freighter, Bluehair learns that this is Paladin's ship.

[FLY MISSION 2-A] - Bluehair and the other pilots escort in



paladin's Free Trader ship

ESTABLISHING SHOT - PEEL FLIGHT LINE  
[DEBRIEFING]

MINX: Stay out of my way, Ourhero.

BLUEHAIR: What are you talking about?

MINX: Kills! I only scored X, while you walked away with Y.  
I'm entitled to my share of the bad guys.

BLUEHAIR: We're out there to do a job, Minx. Personal statistics don't matter.

MINX: Maybe not to you, not any more.

But some of us still have careers to think about.

BLUEHAIR: I understand, Captain Hartford.

(scowls) I'll try to keep your request in mind.

CUT TO MEDIUM SHOT OF BLUEHAIR AND MINX, THEN FADE TO BLACK

ESTABLISHING SHOT - PEEL REC ROOM  
[OPTION SCENE]  
[JERRY RIVERS #2 - "Starbase episode"]

Bluehair, Paladin, and Cirocco in the Rec Room, drinking a few.

#1 Bluehair talking about a possible transfer to the Concordia.

#2 Paladin talking about retirement vs. flying on a ship like the Peel. "It can only get better for you, lad. They can't keep you on this bloody ship forever." etc. He offers Bluehair a place on his trader ship, if Bluehair wants to resign the service. Bluehair declines.

#3 Pirate tactics, ship information, Paladin offering what information he has.

ESTABLISHING SHOT - GENERIC OFFICE  
[BRIEFING]



paladin, Laramie, and Bluehair, in Laramie's office. Laramie briefs Bluehair on his mission, which includes escorting Paladin out-system...Paladin tries to intervene directly on Bluehair's behalf, but is shot down immediately by Laramie, who doesn't want to hear it. (Those two used to be wingmen, some twenty-odd years ago?) Bluehair is to go to the flight deck right now, meet Minx there, and launch. No more discussions. Bluehair's brief goodbye to Paladin.

[FLY MISSION 2-B] - escort Paladin out of system, track a Kilrathi destroyer, but can't get close enough to engage

ESTABLISHING SHOT - GENERIC OFFICE  
[DEBRIEFING]

#1 Laramie interrogates Bluehair about the Kilrathi destroyer. He asks why Bluehair didn't stay out there to keep a fix on it. Bluehair says there was no point in endangering himself or his wingman, since there was nothing the Peel could do with the information, and his mission objective had already been accomplished. Laramie advises Bluehair to let his commander make such decisions from now on; Bluehair, rightfully chastised, assents.

#2 Laramie gives Bluehair hell for using Paladin against him. A little more insight into Laramie's character...he blew it big once, too, in a way that cost a lot of lives but left Laramie's career intact, and that's part of why he's taking it out on Bluehair: trying to make up for his own failure.

ESTABLISHING SHOT - PEEL REC ROOM  
[OPTION SCENE]  
[JERRY RIVERS #3 - "Maniac interview"]

Maniac's just arrived on the ship. Maniac's interview is being rebroadcast on the vidscreen.

#1 Bluehair, still ticked about not being able to engage the Kilrathi destroyer.

#2 Maniac, being a real jerk, rips into Bluehair about his assignment on the Peel. Bluehair should probably mention Maniac's incarceration in a psych ward. At the same time, there's a newscast about Maniac on the TV.

#3 Minx, completely enthralled by her hero, and furious with



bluehair that she's lost the chance to fly with Maniac.  
broadcast, Bluehair and Maniac to report to flight deck...as soon  
as is convenient for Maniac, of course.

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[BRIEFING]

Laramie briefs Bluehair and Maniac via radio after they launch.

#1 Talks about what an honor it is to have someone like Maniac  
flying with his crew...Maniac's answer: maybe they'll learn  
something. Bluehair, trying to ignore this and concentrate on the  
mission data.

[FLY MISSION 2-C] - Maniac steals your kills, ducking it at the  
last moment to fire the final shots

ESTABLISHING SHOT - GENERIC OFFICE - PEELE  
[DEBRIEFING]

Colonel Laramie, debriefing Bluehair after the mission with Maniac  
(who's already left the Peel, too busy to waste his precious time  
in a debrief), and asking Bluehair about the transfer request  
notice that he received from the Squadron Commander of the  
Concordia. These aren't the transfer orders, just the first step  
in the process of writing transfer papers.

Conversation points:

#1 What, Bluehair doesn't LIKE being on the Peel?

#2 Laramie thinks that Bluehair is a screw-up and he belongs here  
with the rest of the losers on the Peel.

#3 Bluehair asks outright if Laramie will block his transfer to  
the Concordia. Laramie says he won't, but the decision really  
rests with the Concordia Admiral. Brief aside: he was the  
Admiral that served at your court-martial, wasn't he? Besides,  
this is only the notice...official transfer papers may never exist,  
depending on what High Command thinks of Bluehair.

\*\*\* MIDGAME - PRINCE THRAKHATH'S THRONE ROOM \*\*\*  
(I don't know exactly what's planned for this midgame yet, except  
that it's our introduction to Prince Thrakhath, Firstborn of the



firstborn, son of the Heir to the Kilrathi Empire, and guy who really wants to kill our hero (Bluehair killed his bloodbrother in plan of conquest for the Enigma Sector?)

ESTABLISHING SHOT - PEEL REC ROOM  
[OPTION SCENE]

[JERRY RIVERS #4 - "Angel interview"]

Conversation with Cirocco and Bogey.

#1 They talk about how Maniac is STILL a jerk. Some things never change, etc.

#2 Information about why the Enigma Sector is so important, relayed via Maniac. Information about the Concordia's mission in the Enigma Sector. Everyone talking about what a terrific ship the Concordia is, and an aside about the fighter complement's commander, Angel.

#3 Information from Cirocco about how to fly a bomber, which is Bluehair's newly-assigned craft, or so rumor has it. Torpedoes, tailgunners, etc.

(series 3)

ESTABLISHING SHOT - GENERIC OFFICE  
[BRIEFING]

#1 Laramie explains assignments, planned assault on pirate HQ. Mentions in aside that most of the information was brought in by Paladin...the Old Man isn't quite as retired as he's supposed to be.

#2 Bluehair now flying a bomber...not exactly what Laramie prefers, but they lost some pilots and are now short-handed. More technical data on how to actually fly the bomber ships.

[FLY MISSION 3-A]

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[DEBRIEFING]

Laramie debriefs the pilots over the radio after the Peel jumps into the system. Tells them to come in for quick refueling, then they're out again.



ESTABLISHING SHOT - PEEL REC ROOM  
[OPTION SCENE]  
[JERRY RIVERS #5 - "Prince Thrakhath interview"]

Cirocco and Minx, talking in the Rec Room.

#1 Bluehair talking about how he doesn't think he'll ever get transferred off the Peel.  Cirocco, now established as the closest Bluehair has to a friend aboard the Peel (now that Shadow's dead), talking about maybe Bluehair should take Paladin up on his offer...just quit the service, get out of it.  Bluehair isn't ready for that, not yet.

#3 Minx, talking about bombers, more technical data.  Maybe not bombers, since you've already flown them at this point---capital ship torpedoes instead?

ESTABLISHING SHOT - GENERIC OFFICE  
[BRIEFING]

No special conversation points.

[FLY MISSION 3-B]

ESTABLISHING SHOT - GENERIC OFFICE  
[DEBRIEFING]

Laramie explains that they're going for broke on the next mission--the pilots should take it easy for a while, be ready to fly again tomorrow.  No specific conversation points.

ESTABLISHING SHOT - PEEL REC ROOM  
[OPTION SCENE]  
[JERRY RIVERS #6 - "Sickbay episode"]

Turbo and Cirocco.

#1 Turbo talks about their odds of surviving this, his fear of dying like Shadow did.

#2 Cirocco says that they should look to the future...he's planning to teach at Cairo University after he musters out.

#3 Bluehair, bitching about flying a bomber when what he wants to fly is a hot fighter again.



General broadcast, calling all pilots to flight deck for immediate launch.

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[BRIEFING]

#1 Laramie explains assignments, planned assault on pirate HQ. Mentions in aside that most of the information was brought in by Paladin...the Old Man isn't quite as retired as he's supposed to be. Laramie assigns pilots. He specifically tells Bluehair not to screw this one up.

[FLY MISSION 3-C]

ESTABLISHING SHOT - GENERIC OFFICE  
[DEBRIEFING]

Laramie, either congratulating (for the first time) or frying Bluehair's arse for his failures on mission 3-C.

#1 If Bluehair accomplished mission objectives and is progressing to series 6, Laramie tells him he has the transfer to the Concordia. A little bit of grudging respect, maybe a little more insight into why this man's been so tough on Bluehair...he made a similar mistake years ago that cost lives, and while he was never court-martialed like Bluehair, it's haunted him and his career all his life, and is the reason why he's in the Insystem Security. Laramie's final bit of advice...don't ever let yourself believe that people will forget what you did, Bluehair. They never will. All you can do is give them something else to remember as well.

(series 4)

ESTABLISHING SHOT - PEEL BARRACKS  
[OPTION SCENE]

#1 Turbo, really scared now---they're in it deep, with no reinforcements for at least a couple days.

#2 Minx, being a real bitch about this---if Bluehair hadn't screwed up in his last mission, we'd be out of here already.

ESTABLISHING SHOT - GENERIC OFFICE



[BRIEFING]

Bluehair reporting to Laramie as ordered.

#1 Laramie REALLY rips into Bluehair, this is all your fault, etc. I wish you going to the Concordia just so I could get rid of you, etc. Get out there and bring in those corvettes before we get blown out of the skies, etc.

[FLY MISSION 4-A]

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[DEBRIEFING]

Laramie should be warming slightly to Bluehair, if he's succeeding at this missions. No specific conversation points.

ESTABLISHING SHOT - PEEL BARRACKS  
[OPTION SCENE]

Bluehair, getting ready to call it a night. Talks briefly with Bogey, Cirocco.

Broadcast calling Bluehair to Laramie's office. No rest for the weary, etc.

ESTABLISHING SHOT - GENERIC OFFICE  
[BRIEFING]

Laramie, only slightly apologetic that Bluehair has to fly another mission on no sleep. This briefing should be for a routine patrol...the mission turns bad halfway through, when Bluehair is called back because the carrier is under assault.

[FLY MISSION 4-B]

ESTABLISHING SHOT - BLUEHAIR'S SHIP  
[DEBRIEFING]

Laramie debriefs Bluehair via radio, tells him to get back onto the Peel immediately, they're starting their maneuvers towards the jump position.



ESTABLISHING SHOT - PEEL REC ROOM  
[OPTION SCENE]  
[NO JERRY RIVERS SCENE]

These characters are in the depths of despair, some of them starting to crack a little, etc., similar to SECRET MISSIONS. They're completely cut off and they know it.

#1 Turbo's really losing it, getting too scared to fly straight.

#2 Cirocco trying for some semblance of sanity in all of this, though it's real tough.

Broadcast calling Bluehair to Laramie's office.

ESTABLISHING SHOT - GENERIC OFFICE  
[BRIEFING]

Laramie telling Bluehair the truth---they're not likely to survive this. If Bluehair gets the Peel crew out of this alive, he DESERVES to go to the Concordia. "You were real good once, Bluehair, one of the best. I know that you haven't had to fly like that, not out here with Insystem Security, but I need you to be that good again."

[FLY MISSION 4-C]

ESTABLISHING SHOT - GENERIC OFFICE  
[DEBRIEFING]

Assuming that the player is seeing this scene, he accomplished objectives in 4-C and is transferring immediately to the Concordia. Copy conversation from 3-C, basically.

END OF ACT I



November 29, 1990

[FLY MISSION 5-A]

[DEBRIEFING]

Concordia Bridge, with Angel and Admiral Tolwyn, who is less than pleased to see you transfer onto his ship. Even if Bluehair flew a perfect mission, Tolwyn's going to be critical of him in this scene. End, Angel says that she'll meet you later in the Rec Room.

[OPTION SCENE]

[JERRY RIVERS #7 - "Hobbes interview"]  
Concordia Rec Room: Intro friends from TC: Angel, Iceman, and Spirit. One of them mentions the Hobbes interview, that Hobbes's a crewmember on their ship.

[BRIEFING]

Concordia Briefing Room. Angel, speaking very highly of Bluehair to the troops. Jazz's comment: Wasn't he the one who was court-martialed a few years back? (Wherever we can do this subtly, Jazz will always be "sowing discontent" among the troops.)

[FLY MISSION 5-B] - with Downtown

[DEBRIEFING]

Intro Sparks, whom Bluehair talks to after flying the mission with Downtown. She talks about the Admiral...he's a good commander, but very set in his ways. Prove that you're good, and he'll treat you right. Emphasize that Tolwyn is a good officer, VERY protective and supportive of his people, and the only reason Bluehair is here is because Angel stood up for him. Yes, Bluehair has a bad record, but if Angel believes in you, then you're okay in Spark's book.

[OPTION SCENE]

[NO JERRY RIVERS]

O-Deck: Downtown and Hobbes. Downtown introduces you to Hobbes. Bluehair shows that he's more than a little of a racist (species-ist?) where the Kilrathi are concerned...he doesn't want anything to do with the cat. In response, Downtown talks briefly about his own history, how Hobbes rescued him from slavery on Ghorah Khaur. Hobbes tells a little of his own background as a renegade Kilrathi as well.

**\*\*MIDGAME - TRAITOR #1\*\***

In one of the smaller rooms of the Concordia, the silhouetted figure of the traitor is transmitting from secret sublight comm



gear...he's discovered by a tech ("You...you're a pilot! And you're transmitting to the Kilrathi!"), and Jazz shoots the tech.

[BRIEFING]

Concordia Briefing Room: Angel tells Bluehair and the other pilots about the traitor, and that the tech managed to tell the CO that the traitor is a pilot, before he died.

[FLY MISSION 5-C]

[DEBRIEFING]

Concordia Bridge. The Admiral wants to have a word with you...he tells you why he allowed you to transfer onto his ship. He still thinks you're a coward, and quite possibly a traitor, and he fully expects you to give him enough proof to convict you this time. Of course, the death of the tech has changed things slightly. He would get rid of you right now if he could, but the Concordia needs you as a pilot too much. But he's going to watch you very closely from this point onward.

[OPTION SCENE]

[NO JERRY RIVERS]

Concordia Rec Room: Introduce Dallas, the doomed Texan greenie who worships at your feet. Doomsday, Dallas, and Jazz discuss the traitor event that happened just before your last mission. Bluehair mentions that the carrier in mission 5-C seemed to be ready and waiting for them...had someone warned the Kilrathi?

[FLY MISSION 5-D]

[OPTION SCENE]

Flight Deck: Dallas meets you alone to talk about the traitor. He knows it isn't himself (of course) or Bluehair, since neither of them know the ship at all or have been there very long. This is the first mention of the Society of Mandarins---he thinks they may be behind this, and will see what else he can find out on his own. If he finds out anything, he'll leave it in Bluehair's locker before their next mission. Last comment---he's glad to have someone on his wing that he can trust, that he knows won't shoot him in the back.

[FLY MISSION 6-A] - Dallas' fighter begins to malfunction seriously during this mission. First the tactical computer, then his shields, then communications...he dies during his last communique to Bluehair.

[OPTION SCENE]

[NO JERRY RIVERS]



O-Deck: Iceman talking to Bluehair about Dallas' death, which really affected our hero. Bluehair mentions his suspicions that someone sabotaged Dallas' ship. Plus the Society of Mandarin info was missing from his locker, if Dallas even managed to put it there at all before that last mission. Iceman says how you can't trust anyone now, especially your wingman. Maybe Bluehair should go talk to Sparks...the mechanic might know who tampered with their ships. Unless she's the one who did it, of course...

Hobbes, also on the O-Deck, makes disparaging comments about Dallas' death. Just another human, not that important in view of the entire war. Bluehair should concentrate on the battles ahead, not another dead young fool. Iceman is ready to rip into Hobbes right then, but holds himself back. *Ice accuses Hobbes of being a Kilrathi double agent.*

[BRIEFING]

You meet with Sparks on the flight deck to talk about the traitor and some technical data...she didn't see anyone that could've been listening to you and Dallas when you were on the flight deck, but that doesn't mean that there wasn't anyone there. She gives you on your mission briefing information as well. Ends with a broadcast for immediate launch.

[FLY MISSION 6-B]

[OPTION SCENE]

[NO JERRY RIVERS]

Concordia Rec Room: Introduce Bear, the very young but very competent Russian bomber crew chief. Doomsday or Hobbes is also at the table. This is mostly a technical conversation, ship and weapons information.

Jazz, talking to Bluehair, makes his subtle but eventually fatal mistake...talking about the strike carrier that isn't in the system yet and no one else knows about, that's going to attack the Concordia in mission 6-D.

[FLY MISSION 6-C]

[DEBRIEFING]

In debriefing, Angel mentions that Hobbes and Iceman got into a serious fistfight on O-Deck, and both of them are now in Sickbay.

[OPTION SCENE]

Concordia Sickbay: Bluehair visits Hobbes and Iceman in Sickbay. There's the beginnings of respect between the Kilrathi and the bitter human pilot, if not friendship.

[FLY MISSION 6-D]



[OPTION SCENE]  
[JERRY RIVERS #8 - "Admiral Tolwyn interview"]  
O-Deck: Iceman, talking about how his attitudes have changed towards Kilrathi. Not all Germans are Nazis, etc. This is after Hobbes provided tactical information during mission 6-D (Kilrathi capital ship tactics) that gave the Confed the edge.

Doomsday, talking about something technical (comm pod and tractor beams) in his usual cheerful style.

Ends with an immediate scramble from the O-Deck, as the Kilrathi visibly attack the ship and the O-Deck window is damaged.

\*\*\* SERIES 7 is a parallel series to 6, and duplicates the conversations \*\*\*

[FLY MISSION 8-A]

[OPTION SCENE]  
[NO JERRY RIVERS]  
A Concordia Rec Room "What we're going to do when we get out of the Navy" conversation. Hobbes, talking about how beautiful Ghorah Khar is, the terrific people, the good friends he left behind, most of them Kilrathi soldiers on his homeworld of Hhallas...not all Germans are Nazis, again. NOTE: Hobbes's from Hhallas, but he lived on Ghorah Khar for several years.

Spirit says let's talk about something more cheerful---her engagement. Six years after her fiance was captured and enslaved in the Epsilon Station raid, she's finally starting her life anew.

Bear, talking about joining that wheat-farming commune back in Russian Georgia. More clues that this kid is younger than he's supposed to be....

[FLY MISSION 8-B]

[OPTION SCENE]  
Sickbay: Bluehair reports for a routine checkup, in which Doc Sayers talks about how Bluehair has become an asset to the squadron...showing how some people, at least, are warming to our character as he proves himself to be a competent pilot.

\*\*MIDGAME - TRAITOR #2\*\*  
The traitor broadcasts to a specific Nav point where a Kilrathi



ship is waiting...which you'll investigate in the next mission, and as a result Bluehair will encounter cloaked ships for the first time since that last mission before your court-martial.

[FLY MISSION 8-C] - fly against cloaked ships

[DEBRIEFING]

Concordia Bridge. The Admiral interviews you personally, wanting information about the cloaked Kilrathi ships. This time, Bluehair's flight recorder has all the information he needs to back up his story. But the Admiral, while he makes the connection between the two events, still doesn't warm at all to our hero.

ADMIRAL: Do you think these are the same cloaked ships you said you encountered in the K'Tithrak Mang system, all those years ago?

BLUEHAIR: They do seem to be a similar kind of ship, sir....a modified Dralathi fighter with reduced speed and maneuverability.

ADMIRAL: Interesting. Quite interesting. (looks up) Dismissed, pilot.

[OPTION SCENE]

[NO JERRY RIVERS]

Concordia Rec Room: Spirit with a reconciled Hobbes and Iceman in their mutual-hangover scene in the Rec Room, with the definite beginnings of friendship between the two. Ice talks about the newly-discovered cloaked ships, as well, and how that may be enough for Bluehair to get a new trial. Bluehair reminds Iceman that he was acquitted in the court-martial, and that didn't help his career, either. When there's definite proof, Bluehair says, he'll do something with it. Bluehair asks Hobbes, as one of the Tactical officers, a subtle question about the Kilrathi strike carrier that attacked in mission 6-D.

[FLY MISSION 8-D]

[OPTION SCENE]

[JERRY RIVERS #9 - "The Invisibility Suit" episode]

Concordia Rec Room: Hobbes, Downtown, and Jazz are talking about the futility of this war, and wondering if it'll ever end. Bluehair learns that Cirocco, his friend on the Sir Robert Peel, was recently killed in a dogfight with pirates.

Hobbes's belief that the Kilrathi will eventually win is based on his experience in Ghorah Khar...Downtown wonders what happened to his family, and if he'll ever see them again.



bluehair talks about Goddard, how so many people died. Jazz talks about his kid brother dying on Goddard (the boy was stationed there with the Marines), mostly because the fleet didn't get there in time. (This is Jazz' personal motivation for destroying the Tiger's Claw, as well as killing any remaining crew of the Claw, such as Bluehair, Angel, Iceman, and Maniac.) Jazz is NOT a native of Goddard.

\*\*\* SERIES 9 is a parallel series to 8, and duplicates the conversations \*\*\*

[FLY MISSION 10-A]

[OPTION SCENE]

Concordia O-Deck: Iceman, Hobbes, after hearing the news that Downtown was killed in his last mission, flying with another wing. Hobbes is more than broken up about this...reversal on the earlier conversation when Iceman was grieving for Dallas and Hobbes didn't give a damn. Downtown was someone that the cat cared about, someone he considered his own personal responsibility ever since he rescued Downtown as a kid off Ghorah Khar. He's been changed by his time among the humans, lost the Kilrathi ability to ignore the deaths of friends and comrades.

[FLY MISSION 10-B] - During the mission, Bluehair retrieves a Kilrathi comm pod, which contains data about Spirit's former fiance, and how the Kilrathi wanted to use him to blackmail her into betraying the Confederation.

[DEBRIEFING]

Briefing Room: Angel tells Spirit to report to her office immediately, the Admiral will be meeting them there. She dismisses everyone but Bluehair (use closeups only after this), and explains that they know the traitor is a pilot now...the buoy had information that only a pilot who flew in the Ghorah Khar missions would've known. Bluehair asks point-blank if that's why she's called Spirit to her office. Angel can't tell him, even though she wants to...the beginnings of a little distrust here, Bluehair wonders why Angel can't trust him with this. Angel says she can't talk about this now, leaves quickly for her office.

[OPTION SCENE]

[NO JERRY RIVERS]

Concordia Rec Room: In light of the information that Spirit's been grounded for a mission and is in her room, refusing to talk to



anyone, and when Bluehair confirms that the name mentioned in the message is Spirit's captured fiancée, Jazz "reluctantly" presents his argument that she's the traitor to Bluehair, Iceman, and Hobbes.

[BRIEFING]

Concordia Bridge: The Admiral wants to ask you some very specific questions about Spirit, who won't be flying with you this mission, then Angel briefs you on your flight objectives.

[FLY MISSION 10-C]

[OPTION SCENE]

Flight Deck: Spirit tells you the truth about this next mission...that her captured fiancée from Epsilon Station is being held on this space station/marine convoy (depending on whether the player is in mission 10-C or 11-C.) The Kilrathi offered to trade his life for her services as a traitor, and she refused. Now she and Bluehair will be ordered to destroy the space station/marine convoy.

[BRIEFING]

Angel's Generic Office: Angel tells Bluehair and Spirit to go out there and kill the station/marine convoy. No visible reaction from Spirit.

[FLY MISSION 10-D] - Spirit and Bluehair either succeed in destroying the space station/marine convoy, or they fail, condemning Spirit's former fiancée to a slow death. In either case, Spirit deliberately sacrifices herself while attacking a Kilrathi wing singlehandedly.

[DEBRIEFING]

Sparks, not Angel, telling you that it's not your fault, that Spirit really didn't want to come back from this one. (She'd overheard your earlier conversation with Spirit.) Ends with Sparks telling you to go talk to Angel, she knows the CO is having trouble dealing with what's happened to Spirit.

\*\*\* SERIES 11 is a parallel series to 10, and duplicates the conversations \*\*\*

[NO OPTION SCENE]

\*\*MIDGAME - LOVE SCENE\*\*

This scene begins with Angel standing in front of the viewport in



O-Deck. Angel and Bluehair turn to each other in their grief over spirit's death. (This includes an explanation of why she was always cold to you on the Tiger's Claw: if you don't care for anyone, you won't feel pain when they die. But she can't do that anymore, etc.)

[BRIEFING]

Concordia Briefing Room: Angel briefs the pilots, but is obviously having trouble being completely "business-like" with our hero as she assigns him to his next mission.

[FLY MISSION 12-A]

[DEBRIEFING]

Briefing Room: Angel basically fries your ass in front of the other pilots, for your decision to jump out to the wrong system. You were wrong, and she makes sure that you and the other pilots know that.

[OPTION SCENE]

O-Deck: Angel tells about why she had to berate you in front of the other pilots. She can't treat you better than anyone else, etc.

Broadcast from Tolwyn, Bluehair needed on flight deck for immediate launch.

[FLY MISSION 12-B]

[DEBRIEFING]

Concordia Bridge. Tolwyn either grudgingly commends you (and Angel) for your success ("I didn't think you could do it, Bluehair,"), or fries your ass for your failure, in which case Angel is silent, not defending you at all.

[OPTION SCENE]

Concordia Rec Room: Iceman talking to you about your involvement with Angel. He's finally begun to recover from the death of his family on Vega Nine. He tells Bluehair to "live for the moment," basically, that he'll know whether what he's doing is right or wrong. From Ice's perspective, what's happening between Bluehair and Angel is very right.

Jazz is playing piano, joins in the conversation. try to show a really human side to his character, something to offset his later betrayal. From Jazz, a "live for the moment" attitude would be very appropriate, and a good comment like that from Jazz is something that Bluehair can toss back to him in the final Rec Room scene after Jazz is arrested, a wrap-up line for that story thread.



\*\*\* SERIES 13 is a parallel series to 14, and duplicates the conversations \*\*\*

[FLY MISSION 14-A]

[OPTION SCENE]

Bear is alone on the O-Deck, feeling very homesick. Bluehair realizes for the first time what he suspected all along...Bear is only sixteen years old, too young to be in the Confederation Navy. Bear tries to explain why he joined up, but Bluehair knows the answer before Bear even finishes two sentences...it's the same reason he refused to resign his commission. What they're doing is too important, too critical for the survival of all mankind...one man's personal life doesn't matter, not when it's measured against the Kilrathi peril. (If Bear's been red-shirted before this scene, substitute Angel.)

[FLY MISSION 14-B]

[DEBRIEFING]

After the debriefing, Angel tells you to report to the Admiral's office immediately. She's more than a little concerned, and asks you to come to her office immediately afterwards, to tell her what happened.

[OPTION SCENE]

Meeting with the Admiral on the Bridge. (Normally, this kind of conversation would take place in private, but the Admiral is making a point to Bluehair, and to his officers...that they should keep an eye on Bluehair.) The Admiral has learned of your assignments with Angel, and confronts you with his various accusations regarding your motives and actions on the ship. At least two wingmen have died since flying with you, right? Basically he comes real close to an outright accusation that you're the traitor, but admits that he doesn't have enough proof...again. Bluehair asks the Admiral a single question, about the surprise attack of the Kilrathi strike carrier in Mission 6-D. Cut to narration--- Bluehair knows who the traitor is, now.

[BRIEFING]

Flight Deck. During the next mission briefing, Angel reaffirms her belief in you, and your innocence, despite the Admiral's accusations.



[FLY MISSION 14-C] - Jazz is Bluehair's wingman. At Nav 1, out to a in-cockpit involuntary sequence---Bluehair casually asks a question about Jazz' advance knowledge of the strike carrier that attacked the Concordia in mission 6-D, something that no one else knew about.

Confronted, Jazz tells you why he betrayed the Confederation. The contacts the Tiger's Claw to apprise them of the situation, as Jazz tries to blast you before you can get a comm link and reveal the truth. Our savvy character, being no fool, disabled Jazz's missiles before leaving on this mission (with Spark's help, of course.) But even though Jazz isn't much of a threat now, there's several Kilrathi ships on a fast approach.

During this conversation, Major Edmond will order you to bring Jazz back alive.

Just 'cause we think the player is more likely to fry Jazz than bring him back alive as ordered, Jazz will tell the player about the flight recorder disk.

JAZZ: The flight recorder disk is in my quarters. But you'll never get it without my help, my computer'll erase it in half a second! You need me, Bluehair! You can't kill me!

BLUEHAIR: Guess I'll just have to risk that, Jazz.

JAZZ: No! I can give you the names of the Society of Mandarin leaders! Their Kilrathi contacts!

JAZZ: ANYTHING!

Then the player has to decide whether or avenge himself on Jazz (and never recover the disk) or bring Jazz back alive.

[OPTION SCENE]  
[JERRY RIVERS #10 - "Admiral Tolwyn breaks Jerry's nose"]  
Concordia Rec Room: Jazz, under guard, gives you the flight recorder disk (animate guards, Jazz handing you the disk)

Jazz talks about how it was his personal desire for vengeance against the crew of the Tiger's Claw, the people that let his brother die, that started him on the role of being a double-agent. The Kilrathi let him use the prototype stealth ships for his revenge. He also planned to kill the last Tiger's Claw survivors...Bluehair, Angel, Iceman, and finally Maniac...no great loss, that last one, though Jazz would've felt some regret over killing Bluehair and Angel.

Iceman and Hobbes are also in the room, talking about what they



know of 14-D, the last mission.

[FLY MISSION 14-D]

[DEBRIEFING - ENDGAME]



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Script Outline, Act II