

## Wing Commander Prophecy Series Overview

Series : *E*

### Series Objectives / Description

#### SERIES E: SUMMARY

Our heroes learn the aliens have launched an attack against a nearby Kilrathi Reservation Planet. If the aggressors conquer this objective, they will have gained the perfect foothold to stage an assault against the Terrans, one jump away.

The Midway must do as much damage to the invaders as possible -- and survive long enough to link up with Confed reinforcements when (and if) they arrive.

When our heroes arrive in the system, they discover a few, ragged Kilrathi squadrons are holding off the imminent destruction of their Reservation Planet. Casey's first mission is to explore/recon a nearby asteroid belt and, if possible, locate an alien broadcast source; i.e. a device which is jamming Confed spy eyes.

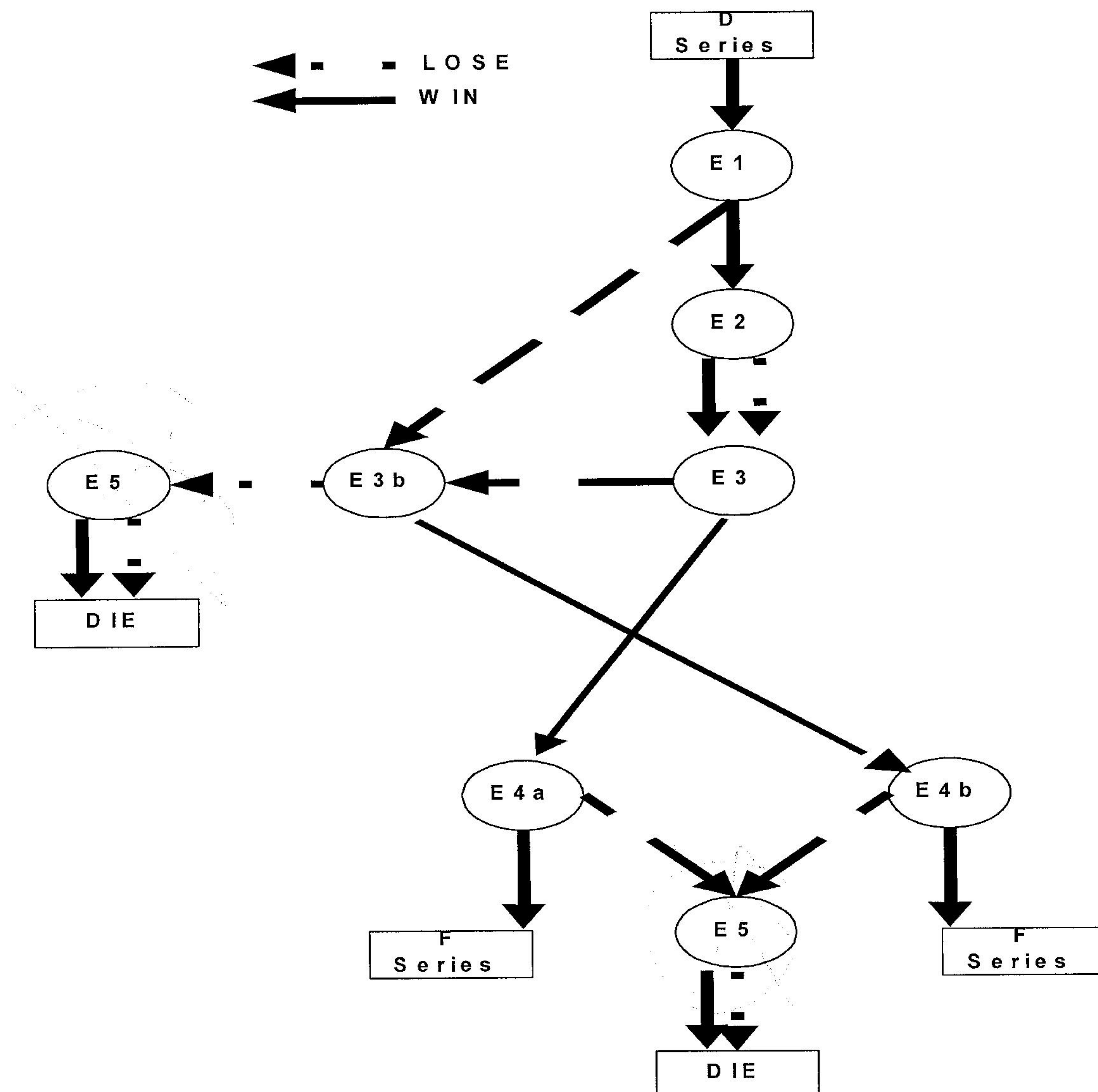
Once the device is retrieved and brought back aboard the Midway, our heroes are able to analyze it. They learn the aliens have occupied the Kilrathi Reservation Planet and that a huge invasion force is gathering in the area.

In a series of missions, Casey and his comrades destroy the bulk of the invasion force.

Done  
25-10-97



## Mission Flowchart / Tree



## Mission E1

**Mission Type:**

System Patrol / Recon

### **Mission Objectives –**

Casey and his squadron are designated to make the first patrol of the system. Their mission is to explore/recon a nearby asteroid belt and, if possible, locate the alien broadcast source; i.e. the device which is jamming the Confed spy eyes and feeding them false images.

### Complete success –

Insert complete success here.

[illegible]

*G. ...*



**Complete failure** –

Insert complete failure here.

**Eject** –

Eject VO.

**Die** –

Run scene #.

**What's new:**

- First identify ship (for the buoy).

**Electrifying events in the Mission:**

- Insert

**Mission E2**

**Mission Type:**

Redshirt Rescue

**Mission Objectives** –

Midway receives an emergency Comm from the Red shirt, Casey is ordered to try to rescue a red shirt who has ejected from his fighter. Casey can save red shirt; or one of those enemy probes can get to the poor guy first and tractor him off to captivity.

**Complete success** –

Insert complete success here.

**Complete failure** –

Insert complete failure here.

**Eject** –

Eject VO.

**Die** –

Run scene #.

**What's new:**

- First rescue pilot

**Electrifying events in the Mission:**

- Insert

**Mission E3(a)**

**Mission Type:**

System Patrol / Rescue Awacs

**Mission Objectives** –

Shortly after Casey leaves on patrol, the MIDWAY received a distress call from an AWACS flight who was under heavy attack, shortly there-after, all contact was lost with the AWACS. Casey's flight (being the closest available fighters of course...) is diverted from their patrol, to the last



known location of the AWACS, locate and defend the AWACS ship and escort it back to the midway

**Complete success** –

Insert complete success here.

**Complete failure** –

Insert complete failure here.

**Eject** –

Eject VO.

**Die** –

Run scene #.

**What's new:**

- First defend AWACS

**Electrifying events in the Mission:**

- Insert

**Mission E3b**

**Mission Type:**

System Patrol / Recall - Defend Midway

**Mission Objectives** –

Casey and his wingman are assigned a standard patrol route with orders to engage and destroy an enemy ships encountered. At Nav 1 Casey and wingmen encounter a large number of ,alien fighters. In the midst of a fierce battle Casey receives a general distress comm from the MIDWAY: "The Midway is under heavy attack!! All fighters return to base immeadiately!!"

**Complete success** –

Insert complete success here.

**Complete failure** –

Insert complete failure here.

**Eject** –

Eject VO.

**Die** –

Run scene #.

**What's new:**

- First defend AWACS

**Electrifying events in the Mission:**

- Insert

**Mission E4a**



**Mission Type:**

Combined Fleet Strike

**Mission Objectives –**

With the information gained from the AWACS data (after mission E3), it is determined that an alien fleet is massing nearby, undoubtedly with the intent of striking the MIDWAY.

Casey's squadron is tasked to catch the alien fleet by surprise and destroy as many ships as possible. What's more, this attack is to be coordinated with a nearby Kilrathi squadron.

**Complete success –**

Insert complete success here.

**Complete failure –**

Insert complete failure here.

**Eject –**

Eject VO.

**Die –**

Run scene #.

**What's new:**

- First time for the player to fly a Shrike.
- First bombing a cap ship mission.
- First time to fight with Kilrathi on your side.

**Electrifying events in the Mission:**

- Insert

**Mission E4b****Mission Type:**

Convoy Strike

**Mission Objectives –**

After the fierce battle to defend the MIDWAY, a lone patrol came back with reports of an alien fleet massing nearby ( with the obvious intent of striking the MIDWAY).

The pilots also reported encountering an alien supply convoy on their return sweep, obviously these supplies were bound for the massing fleet. A strike plan is formulated to hit the Alien fleet before it is ready, and hopefully cripple or destroy several key capital ships.

Casey's squadron is assigned to a secondary offensive, designed to engage and destroy the Alien supply convoy, as well as draw off and occupy enemy fighter cover from the main fleet..

**Complete success –**

Insert complete success here.

**Complete failure –**

Insert complete failure here.



**Eject –**  
Eject VO.

**Die –**  
Run scene #.

**What's new:**

- First time for the player to fly a Shrike.
- First bombing a cap ship mission.
- First time to fight with Kilrathi on your side.

**Electrifying events in the Mission:**

- Insert

**Series Losing Path**

If Casey and Co. fail to locate the bouy AND Fail to sufficiently defend the Midway the player could be sent to the Losing series ( assuming he/she hasn't already been there.. ) or could be sent to an Un-Winnable scramble mission..

**What's New in this Series (Springboards)**

**What's Being Built on in this Series**



F

Overview

F

Overview



**Wing Commander Prophecy  
Mission Specification**

**Mission : *E1***

**NOTES:**

Stiletto Ejecting in this mission is bad.

**Description / Choreography**

*System Patrol - Recon for Comm. Buoy*

**BRIEFING START:**

**Pre-Mission E1**

INT. MIDWAY    BRIEFING ROOM    MISSION (E1)

64

CAG

C'mon people, let's get started.

**ICIS VOICE OVER:**

**ICIS BEGINS**

Time is of the essence    Despite alien  
jamming of our spy eye probes, we  
have learned of an enemy offensive in  
the T'lan Meth system.

**ICIS ENDS**

**BRIEFING DISMISSAL:**

They all look up from their ICIS.

CAG

Then you're dismissed.    Oh, and one  
thing more.    Major Marshall, you are  
now in command of the Black Widows  
Squadron.    I expect your Bravo Flight  
to provide backup for Alpha.

A shocked looking Maniac nods numbly.

**BRIEFING ENDER:**



Casey and Hawk are the last to leave, save Maniac, who appears astonished by his sudden promotion.

HAWK  
What's the problem, Major?

MANIAC  
It's just... after all these years...  
to have my own squadron...

HAWK  
(ironic)  
To finally be in charge..

MANIAC  
(Dreamily)  
Yeah..

HAWK  
to be in command

MANIAC  
Yeah!

Hawk starts to leave but pauses at Maniac on the way out.

HAWK  
(Whispering in his ear) to be the  
one they string up if your squadron  
screws the pooch on a mission...

MANIAC  
Yeah HEY! HEY, Hawk wait a minute.

Maniac chases after Hawk as he EXITS.

---

**This isn't in the current script. It is left here to insure  
we don't forget it.**

INT. MIDWAY - BRIEFING ROOM - MISSION (E1)

BEGIN on the main screen and an image of the E'Loy space  
port under alien attack:

CAG (os)  
Despite alien jamming of our spy eye probes, we have learned  
of an enemy offensive in the T'lan Meth system.

PULL BACK to INCLUDE the CAG and Finley as they run the  
briefing. Rachel is also present.

CAG (cont)  
The Kilrathi Reservation Planet E'Loy is under heavy attack.  
Their defenses are crumbling.



She taps a remote. On the screen we ICONS indicating the planet E'Loy; enemy forces closing in. A MIDWAY ICON approaches from the system's jump point.

CAG

As soon as we jump into T'lan Meth, all squadrons but Black Widow will reinforce E'Loy. At the same time Lieutenant Casey's Alpha Flight will launch a recon of the local asteroid belt.

Finley

Where you will attempt to locate the alien broadcast source that has been jamming our spy eyes.

Rachel

Which won't be easy. Best we can tell the source is a Kilrathi signal buoy that's been rigged with a scrambler. Very hard to track. You'll have to hunt and peck for it.

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## LANDING START:

### Post-Mission E1

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

68

Casey approaches Stiletto at the chute. As they shed their flight suits and helmets...

STILETTO

Rough mission, Casey. But I have to say you did your best.

CASEY

Which wasn't good enough. I never found that damn signal buoy.

STILETTO

So you let one get past you. BFD. Besides...

(a grin)

... I found the buoy anyway. It's being poked and prodded by the Science Division even as we speak. See you in Pilot Country.

She walks off, leaving a speechless Casey behind.

## ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.



## LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

DESIGN ADVISORY: Alpha Flight will patrol through Nav One, Two, and Three sequentially; Bravo Flight will patrol in opposite direction from Nav Three to One (This information may be relayed in loadout or in the briefing itself. TBD.)

### Mission Win / Lose Effects

**Eject:** Picked up by SAR (if after Player finds bouy goto E2 else E3b )

**Killed:** Funeral endgame

**Mission Won:** PLAYER survives ALL alien encounters, finds bouy at NAV3 - goto E2

**Mission failed:** If Stiletto finds bouy - goto E3b

**Special Notes:** if the player ejects before the bouy is found, Stiletto will find it, if neither the player, nor Stiletto find the bouy (ejected prior to finding bouy), it will be found by a third party - part of the SAR team?

### Wingman / Ship Selection Notes

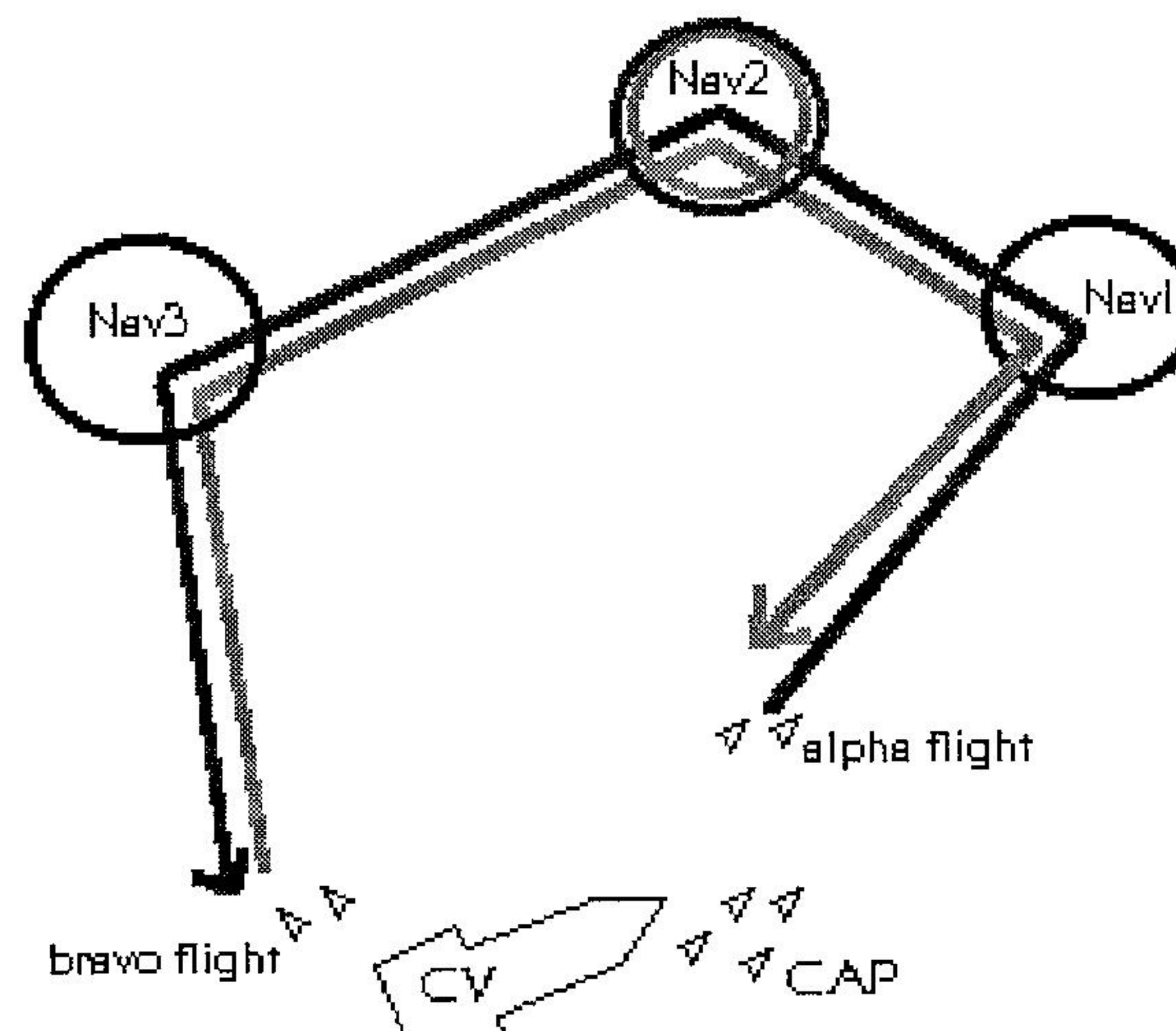
**Squadron:** Black Widow

**Fighter:** Panther

Alpha Flight: Flight Leader: PLAYER  
Wingman: STILETTO

Bravo Flight: Flight leader: MANIAC Redshirt  
Wingman: Redshirt2

### Mission Map



### Mission Outline

PRIMARY OBJECTIVE: Scout your assigned NAV points for any ALIEN presence...



BONUS OBJECTIVE: Locate the bouy before Stiletto finds it...

1. Alpha Flight to patrol through Nav1,2,3 sequentially
2. Bravo Flight to patrol opposite direction
3. AF proceeds to Nav1 from CV, BF proceeds to Nav3
4. At nav 1 AF encounters 3? PCC, receive comm from BF - encounter light Alien presence  
@nav3 both flights proceed to NAV2
5. At nav 2 AF and BF pass each other, comm from BF -reports "anomalous readings" at Nav3, AF to investigate further on their sweep. AF proceeds to Nav3, BF proceeds to Nav1
6. AF at Nav3, mission timer begins, Comm from BF -engaging enemy forces, AF engaged by 3? Alien FC, lots of "anomalous things" appear on radar (1 of which is buoy), if mission timer expires before PLAYER finds buoy then STILETTO will find it (comm: STILETTO - I beat ya' again flyboy!)
7. Return to MIDWAY - Land

If somehow the player manages to arrange it so that the buoy cannot be recovered ( i.e. Stiletto killed or ejected and player ejected, buoy not found yet..) goto MISSNE3b

#### Nav Points

**LAUNCH:** Midway, CAP ( 4 Panthers )

**NAV1:** Asteroid field, 5? Alien Plasma Cannon Clusters (PCC)

**NAV2:** A few LARGE asteroids, smaller asteroids..

**NAV3:** Asteroid field, 3? Alien Fighter Clusters (FC), Alien-Modified Comm Buoy, 10? "anomalous readings" objects (mines?), mission timer @Nav3 (if expires before buoy found by player, Stiletto will find buoy)

**LANDING:** Midway, CAP ( 4 Panthers )

#### Communication Events

### Mission E1 Vdus

EXT. MISSION E1

67

MANIAC

(VDU)

Heads up Alpha Flight... we had an anomalous reading back at Nav 3.

(static burst)

Couldn't pin it down. Advise you check it out.

CASEY

(VDU)

Roger that, Bravo Flight. Will proceed to Nav 3.

MANIAC

(VDU)

And we're moving on to Nav 1.

And a pleased Anderson at his console.

ANDERSON

(VDU)

Good job, Lieutenant. The SAR will



pick up the buoy. Come home to the Midway.

And a not so pleased Anderson at his console.

ANDERSON  
(VDU)

Give it up, Lieutenant. Another squadron will have to locate the buoy. Pull back to the Midway.

**Launch:** Standard

**Nav1:**

Comm chatter from Bravo Flight (@Nav3), light enemy presence, situation under control

**Nav2:**

Comm from B.F. (also @Nav2), anomalous reading @Nav3, couldn't pin it down, check it out, okay?

**Nav3:**

Comm chatter from B.F. (@Nav1) med. Enemy presence, new fighter (unknown) types present if mission timer expires before player finds buoy - comm from STILETTO "I beat ya' again flyboy"

**Landing:** Standard

#### Special Art / Objects

Cool Asteroids (Large and Small) / Asteroid Field

Alien-modified Confed Comm. Buoy - shows up on radar same as "anomalous objects"

Confed "Panther" Class Fighter

Alien Plasma Cannon Cluster

Alien Fighter Cluster

"anomalous readings" objects... alien mines?/alien chaff?/ alien ECM pods/mini-pods?

(some kind of small radar cluttering thing)

mission timer @Nav3 (if expires before buoy found by player, Stiletto will find buoy)

#### Special Sound Effects

Alien ship noises

Alien weapons noises

static? From alien mines/chaff/ecm-podlets?

alien "wuuuba-wuuuba" noise from buoy?

#### Additional Comments

possibly first instance where player must "identify" an object... player must target a specific object and close to within 500? Meters before the targeting scanners can identify it.. player must lock and identify each of the "thingies" at nav 3, hopefully finding the bouy, before the mission timer expires... the "thingies" will have shifting I.D.'s.. only the bouy will bear a definte I.D.

\*tech note.. not sure where to put this... until we get a grip on alien technologies scanners cannot positively identify any alien objects.. scanners do not know how to classify them... scanners act.. confused?..

#### CONCERNS:

- Maniac needs to NOT be in this mission in order to make b1-> b2 story 'flow' more smoothly
- need to be able to ID objects ( specify ID range per object? )
- trac beam? If we want player to recover bouy



- Hard-wiring Stiletto to find bouy if timer expires at nav 3 (assuming she's still alive)

**Additional Comments:**

- Stiletto ejecting is BAD.

If player ejects or can't find buoy AND Stiletto ejected. **This causes problems.**

Anderson VDU = VDU 67 p 50

IF Stiletto finds buoy: scene 68 and goto E3b.







## LANDING START:

Insert landing start here. Ex: Walk up to Rachael, CAG is at ICIS and is pissed off, random atta-boy, etc.

## ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

## LANDING ENDER:

### Post-Mission E2

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

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Casey joins Maestro at the chute. As they shed their suits and helmets...

MAESTRO

I heard the Chief is working on that signal buoy; trying to find a line on our alien friends.

CASEY

She's the best lady for the job.

MAESTRO

Well, you'd know. Word has it that she's handled some of your equipment...

CASEY

Hey! What I meant to say is that she has a good head on her shoulders

Rachel has walked up to a wall ICIS nearby; taps it for a readout display. Gives Casey a look. He looks guilty and on the spot.

RACHEL

Flattery will get you everywhere, Lieutenant.

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### Mission Win / Lose Effects

**Eject:** scooped up by aliens.. Mmmm.. tasty Hunams in a white wine sauce..

**Killed:** funeral flic.. very sad.. boo hoo..

**Mission Won:** Shuttle protected, Redshirt Saved - goto E3a

**Mission failed:** Shuttle destroyed and/or Redshirt scooped up by aliens - goto E3a

**Special Notes:** !st time PLAYER encounters ALIEN ACE – This ACE was moved to E4 (bjc)

### Wingman / Ship Selection Notes

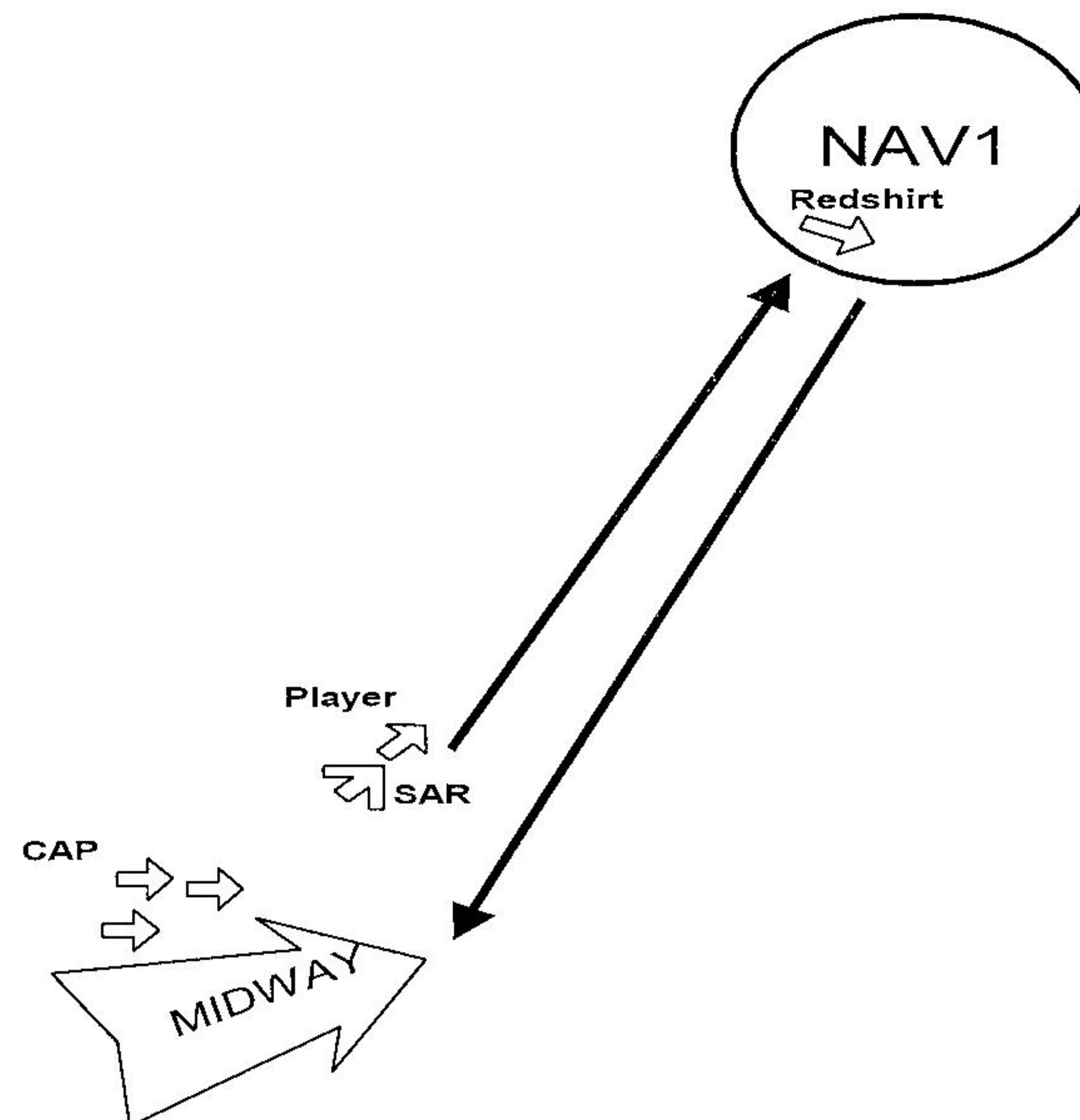
**Squadron:** Black Widow

**Fighter:** Panther



Flight Leader: PLAYER

### Mission Map



### Mission Outline

PRIMARY OBJECTIVE: Escort the SAR shuttle to NAV 1 and provide cover while they tractor in the hapless Redshirt...

#### Mission Outline

1. After **MISSNE1** ends MIDWAY receives comm from BF: Engaged by enemy forces, Redshirt 1 is down, requesting SAR-shuttle and support from MIDWAY.
2. Launch, link up with SAR shuttle
3. PLAYER proceeds to Nav1, where he (hopefully) along with Redshirt2 destroys the alien fighters that are present, making sure to protect the shuttle (as it approaches the ejected pilot), if the shuttle is destroyed an alien ship will tractor the hapless pilot away to his doom...comm:redshirt1 -Ahhhhhhh!!!!!!
4. (hopefully) the SAR shuttle will recover the pilot and proceed back to the carrier
5. Player proceeds back to Carrier and lands
6. end mission

### Nav Points

**LAUNCH:** Midway, CAP ( 4 Panthers ), player, SAR shuttle

**NAV1:** Asteroid field, 1 ALIEN ACE, 2 Alien Plasma Cannon Clusters (PCC), Bravo2, Bravo1 (ejected)

**LANDING:** Midway, CAP ( 4Panthers )

### Communication Events



**Launch:** Standard, Comm from SAR shuttle “Ready to go, sir.”

**Nav1:**

Comm chatter from Bravo Flight “Damn glad to see you sir! Things are gettin a little hariy..”

combat chatter from Bravo2, SAR

comm from SAR “We’re takin fire here..”

“Nice shootin’ sir.”

“Commencing pick-up”

“We got him, lets get the Hell out of here.”

death comms for SAR, Bravo2, Bravo1 ( if captured by aliens)

**Landing:** Standard

**Special Art / Objects**

SAR shuttle, Alien PCC/weapons, ejected pilot, asteroids, ACE fighter/weapons

**Special Sound Effects**

tractor beam, alien tractor beam

**Additional Comments**

If Gamma 4 (or RSpilot name?) gets pounded.. he will die ( no ejection )...

Rework scene 69

Briefing in cockpit

If die: scene 208 picked up by aliens.

If fail: shuttle is destroyed + pilot is taken away to his doom.



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12. 13. - 50 308  
13. 14. - 50 308  
14. 15. - 50 308

Amelanchier



**Wing Commander Prophecy  
Mission Specification**

**Mission : E3a**

**Description / Choreography**

System Patrol/Rescue AWACS

**BRIEFING START:**

**Pre-Mission E3**

INT. MIDWAY BRIEFING ROOM MISSION (E3)

72

CAG  
Commander Finley and Chief Coriolis  
were able to crack the data codes on  
the signal buoy, which has provided  
us with a fair idea of what the enemy  
is up to in this system. Check your  
ICIS.

**ICIS VOICE OVER:**

Insert ICIS VOICE OVER here.

**BRIEFING DISMISSAL:**

Insert briefing dismissal here. Ex: CAG: ❖ You're  
dismissed.❖

**BRIEFING ENDER:**

Insert briefing ender here. Ex: Generic you get up and walk  
out, or it may be a conditional MANIAC ❖ You did well, my  
boy.❖

INT. MIDWAY - BRIEFING ROOM - MISSION (E3)

On screen, we run a clear VDU of an alien pilot speaking in  
a bizarre, filtered language; like nothing we've ever heard  
before.

Anderson (os)  
Commander Finley and Chief Coriolos were able to crack the  
data codes on the signal buoy. Alien VDU is now available,  
but not translatable.



PULL BACK to INCLUDE the CAG and Anderson as they conduct the briefing before the assembled pilots.

CAG

In addition, they have provided us with a fair idea of what the enemy is up to in this system.

Anderson taps his console. On screen, we SEE ICONS of a sizeable enemy force gathering in the reaches of space between the Midway and a Kilrathi Starbase.

Anderson

A large alien force is now positioned between us and a Kilrathi Starbase they have occupied.

CAG

And we are seriously short of the men and ships we need to deal with this threat. Make every shot count, people.

She allows this to sink in. Then continues:

CAG (cont)

Lieutenant Casey's Alpha  
Flight will conduct a  
standard patrol with  
orders to engage and  
destroy any enemy ships  
encountered. You will  
work in concert with an  
AWACS flight that will  
gather strategic  
information on the aliens.  
Check your loadout specs.

-----

## **LANDING START:**

Insert landing start here. Ex: Walk up to Rachael, CAG is at ICIS and is pissed off, random atta-boy, etc.

## **ICIS COMMENTS:**

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

## **LANDING ENDER:**

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.



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### Mission Win / Lose Effects

**Eject:** ...scooped up by aliens.. Mmm... Tasty Humans in a white wine sauce

**Killed:** CG flic - Midway destroyed by alien fleet

**Mission Won:** AWACS rescued - goto E4a (AWACS recovered)

**Mission failed:** AWACS destroyed goto E3b (AWACS lost)

**Special Notes:**

### Wingman / Ship Selection Notes

**Squadron:** Black Widow

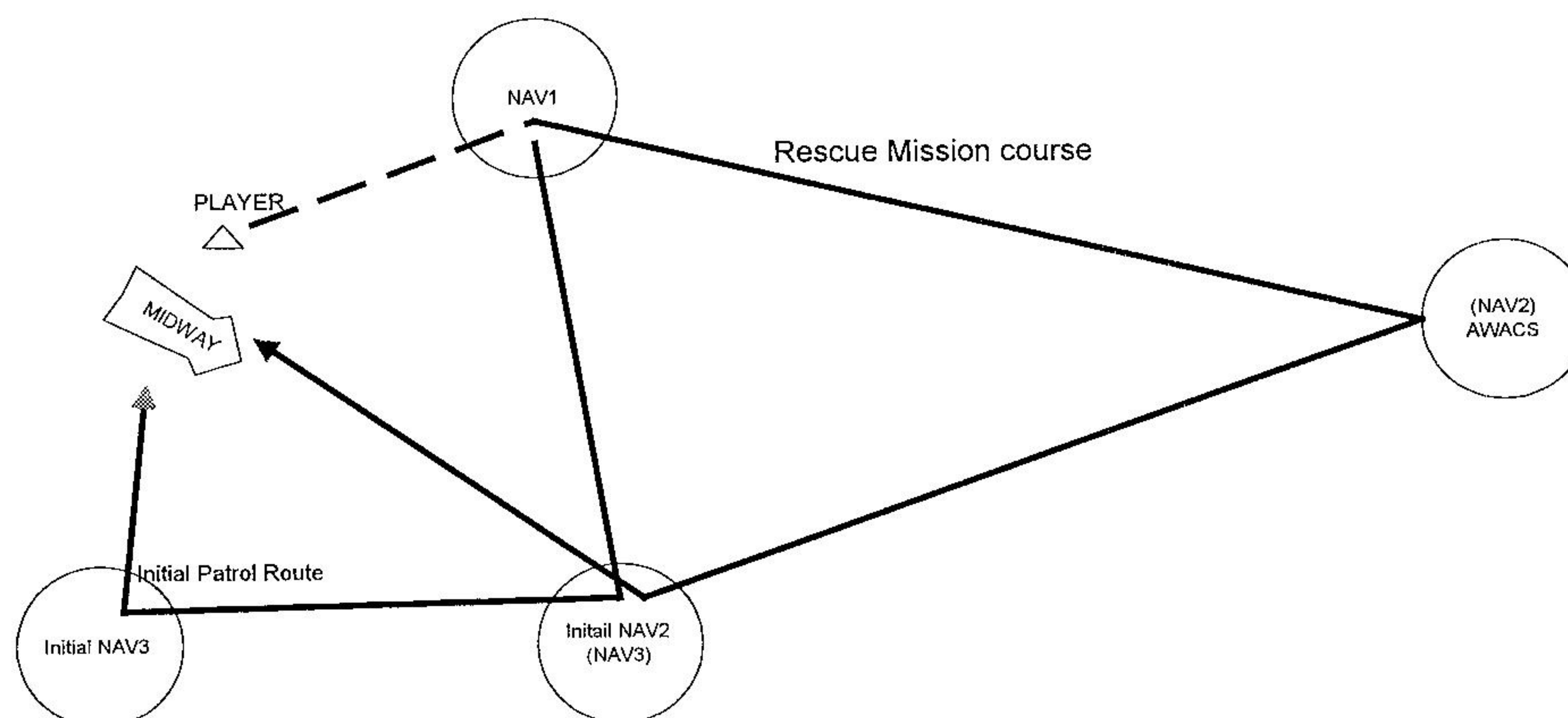
**Fighter:** Panther

Flight Leader: PLAYER

Wingman: Maestro

Wingman: Redshirt#1812

### Mission Map



### Mission Outline

**PRIMARY OBJECTIVE:** Rescue the AWACS craft and escort it back to the MIDWAY...

1. Launch on Patrol Mission, proceed to NAV1, encounter light enemy presence, receive comm from MIDWAY: "Abort your present mission and standby to receive new NAV data... Proceed to (new) NAV2 and locate and defend an AWACS flight at all costs. Escort the AWACS back to the MIDWAY."
2. Proceed to NAV2 locate and defend the AWACS flight, engage moderate enemy forces, link up with the AWACS
3. Escort AWACS to NAV3, defend AWACS from moderate enemy forces
4. Escort AWACS to MIDWAY, land, debrief

### Nav Points



**Launch:** Midway, CAP(4 panthers), player flight  
**Nav1:** 4 alien multi-role fighters  
**Nav2:** AWACS, 3 alien Plasma Cannon Cluster, 3 alien Fighter Cluster  
**Nav3:** 4 alien Fighter Cluster, 2 Alien Multi-role fighters  
**MIDWAY:** CAP(4 panthers),

### Communication Events

### Mission E3 VDUs

EXT. MISSION E3

73

Anderson with a tense CAG at his back.

ANDERSON  
(VDU)

Lieutenant Casey, abort your present mission and proceed to new NAV Point Two. Locate and defend AWACS flight at all cost. Then escort AWACS back to the MIDWAY.

Combat chatter from player wingmen

Comm from MIDWAY: "Abort your present mission and standby to receive new NAV data..."

Proceed to (new) NAV2 and locate and defend an AWACS flight at all costs. Escort the AWACS back to the MIDWAY."

Comm from AWACS "Sure glad you boys showed up."

Combat chatter from AWACS indicating various states of damage/distress

comm from MIDWAY "Excellent work pilot"

Comm from AWACS "Guess we owe y'all a steak dinner.."

death comm from AWACS

alien comm chatter

### Special Art / Objects

AWACS, Alien fighters, Alien weapons

### Special Sound Effects

AWACS related noises, Alien fighters, Alien weapons

### Additional Comments

### No major foreseeable concerns

### Additional Comments

Die: Scene #208 captured by aliens. bjc







**Wing Commander Prophecy  
Mission Specification**

**Mission : E3b**

**NOTES :**

There are already AWACS out there. (If you screwed up to get to this mission, you'll hear the bad AWACS stuff.) So the briefing will have to reflect that there are other AWACS flights out there.

**Description / Choreography**

System Patrol (recalled to defend MIDWAY)

**BRIEFING START:**

**Pre-Mission E3**

INT. MIDWAY BRIEFING ROOM MISSION (E3)

72

CAG

Commander Finley and Chief Coriolis were able to crack the data codes on the signal buoy, which has provided us with a fair idea of what the enemy is up to in this system. Check your ICIS.

**ICIS VOICE OVER:**

Insert ICIS VOICE OVER here.

**BRIEFING DISMISSAL:**

Insert briefing dismissal here. Ex: CAG: ❧ You're dismissed.❧

**BRIEFING ENDER:**

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ❧ You did well, my boy.❧

INT. MIDWAY - BRIEFING ROOM - MISSION (E3)

On screen, we run a clear VDU of an alien pilot speaking in a bizarre, filtered language; like nothing we've ever heard



before.

Anderson (os)

Commander Finley and Chief Coriolos were able to crack the data codes on the signal buoy. Alien VDU is now available, but not translatable.

PULL BACK to INCLUDE the CAG and Anderson as they conduct the briefing before the assembled pilots.

CAG

In addition, they have provided us with a fair idea of what the enemy is up to in this system.

Anderson taps his console. On screen, we SEE ICONS of a sizeable enemy force gathering in the reaches of space between the Midway and a Kilrathi Starbase.

Anderson

A large alien force is now positioned between us and a Kilrathi Starbase they have occupied.

CAG

And we are seriously short of the men and ships we need to deal with this threat. Make every shot count, people.

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## **ICIS COMMENTS:**

Insert ICIS COMMENTS here. Most missions will have no specific comments here.



## LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute,  
Maniac gives you a hug for rescuing his ejected pilot, etc.

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### Mission Win / Lose Effects

**Eject:** Captured by aliens.. Mmm Tasty Hunams in a white wine sauce...

**Killed:** uh.. DEAD.. MIDWAY destroyed by aliens

**Mission Won:** MIDWAY successfully defended, no major damage sustained - goto E4b

**Mission failed:** MIDWAY crippled in some fashion, but attack eventually repelled - goto Series L, ( unless L has already played-out, in that case goto E5 )

**Special Notes:** Elements of the attacking alien force will have parts of the MIDWAY as their primary target.. i.e. ENGINES, SHIELD GENERATOR, LAUNCH TUBES etcetera...

### Wingman / Ship Selection Notes

**Squadron:** Black Widow

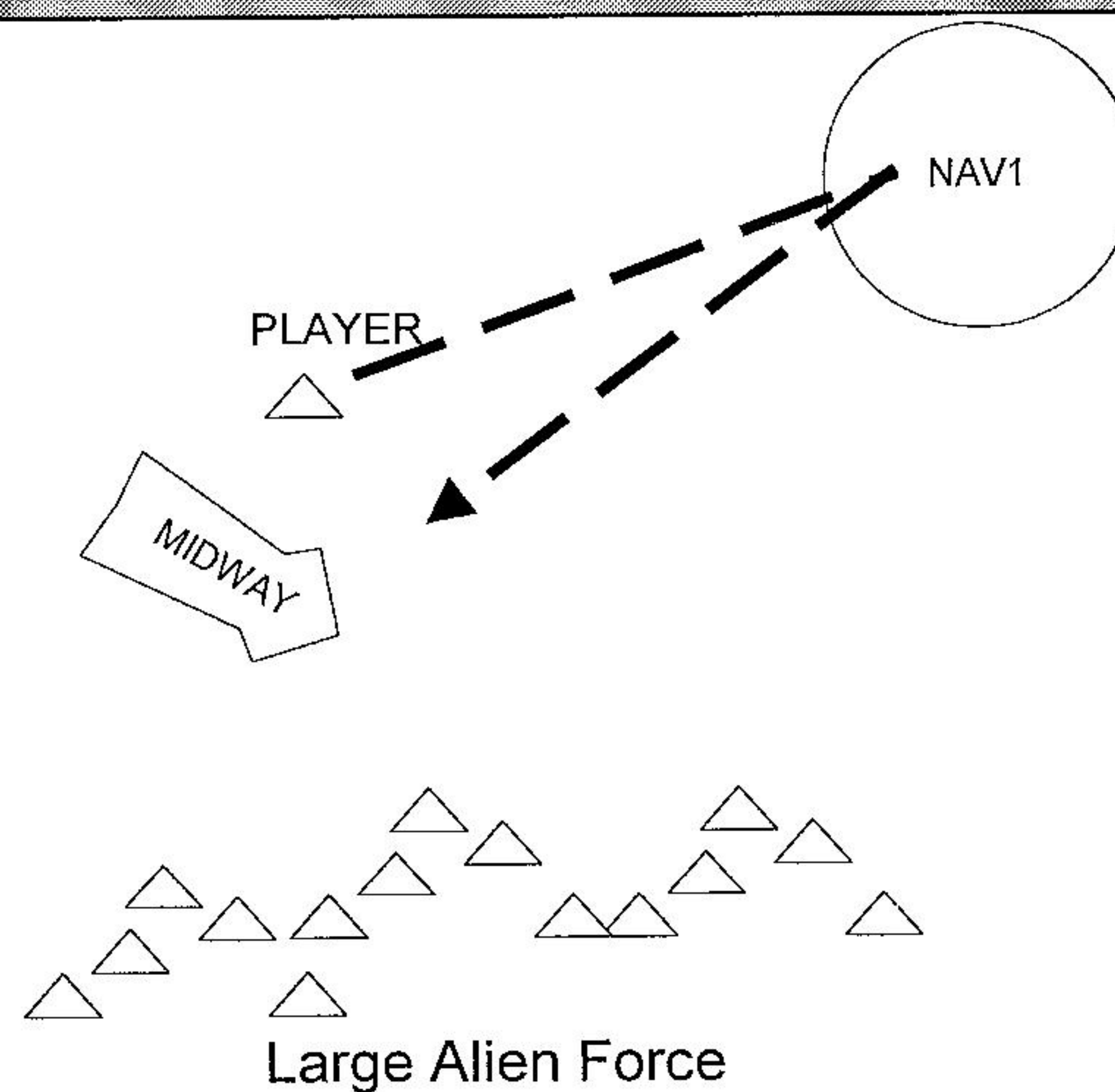
**Fighter:** Tigershark

Flight Leader: PLAYER

Wingman: Redshirt#007

Wingman: Redshirt#345

### Mission Map



### Mission Outline

PRIMARY OBJECTIVE: DEFEND the MIDWAY as it comes under HEAVY alien attack

1. Launch, proceed to Nav1, engage large alien fighter group, receive comm from midway : "The Midway is under heavy attack!! All fighters return to base immediately!!"
2. proceed back to MIDWAY and defend her from alien fighters, bomber, lions, tigers and bears, Oh My!

### Nav Points



**Launch:** Midway, CAP (4 Panthers), Player flight

**Nav1:** 4 alien multi-role fighters, 3 alien fighter clusters

**MIDWAY:** lots of Confed fighters ( 4 Tigershark, 4 Panther, 8 Wasp), 3 WAVES of Alien fighters (5 Multi-role fighters, 5 alien fighter clusters, 5 multi-role clusters, 5 plasma cannon clusters in each wave)

#### Communication Events

### Mission E3b VDUs

EXT. MISSION E3B

75

Anderson with a tense CAG at his back. The room SHAKES as the big ship takes a hard hit; we HEAR ALARM KLAXONS.

ANDERSON

(VDU)

All fighters, the Midway is under heavy attack. Return to base immediately.

Combat chatter from player wingmen

comm from Midway: "All fighters return to base to defend the Midway."

death comms from confed Redshirt pilots

alien death comms

alien comm chatter

Midway combat comms

#### Special Art / Objects

Alien fighters, alien bombers, Alien weapons, turret fire from midway, cool explosions and stuff..

#### Special Sound Effects

Alien fighters, alien bombers, Alien weapons, turret fire from midway, cool explosions and stuff..

#### Additional Comments

No major foreseeable concerns

#### Additional Comments

Die: Scene #208 captured by aliens. bjc







**Wing Commander Prophecy  
Mission Specification**

**Mission : E4a**

**Description / Choreography**

Please insert second Alien Ace in this mission. Thanks! bjc

Joint Operation: Combined Arms Strike

-----  
**BRIEFING START:**

**Pre-Mission E4a**

INT. MIDWAY BRIEFING ROOM MISSION (E4A)

76

BEGIN on the main screen where we see ICONS representing an alien fleet; the Kilrathi Starbase, and the Midway.

CAPTAIN

(OS)

Thanks to the information gained from the AWACS, we are now certain a large alien fleet is massing in this system...

PULL BACK TO INCLUDE the Captain and the CAG.

CAPTAIN

(CONT.)

Undoubtedly, their prime target is the Midway.

CAG

We must catch this fleet by surprise and destroy as many ships as possible. Lieutenant Casey's Alpha Flight will lead the attack. Check your ICIS, people.

**ICIS VOICE OVER:**

Insert ICIS VOICE OVER here.

**BRIEFING DISMISSAL:**

The assembled pilots look up and react with raised voices.

CAG

(CONT)

Said squadron is manned by the T'Agg A'Bren Clan under the command of



N'Sharr.

Hawk and Maniac leap to their feet. Furious.

HAWK

T'Agg A'Bren? Sir, they're Cult of Sivar!

MANIAC

Those religious zelots have been raiding our colonies ever since Kilrah cracked open!

The room is in an uproar. The Captain steps forward and glares at his pilots. As the room finally quiets:

CAPTAIN

Look at the empty seats around you. We are alone here, with no relief in sight. So we work with the Cats or we die... is that understood. You are dismissed.

## **BRIEFING ENDER:**

INT. BRIEFING ROOM (BRIEFING ENDER)

77

Hawk and Casey are the last to leave.

HAWK

(bitter)

Work with the Cats or die. Guess which I'll pick.

CASEY

Come on, Hawk. You don't mean that.

Hawk just glares at him and EXITS.

---

INT. MIDWAY - BRIEFING ROOM - MISSION (E4a)

BEGIN on the main screen where we see ICONS representing an alien fleet; the Kilrathi Starbase, and the Midway.

Captain (os)

Thanks to the information gained from the AWACS, we are now certain a large alien fleet is massing in this system...

PULL BACK TO INCLUDE the Captain and the CAG.

Captain (cont)

Undoubtedly, their prime target is the Midway.



CAG

We must catch this fleet by surprise and destroy as many ships as possible.

Lieutenant Casey's Alpha Flight will lead the attack.

She taps her remote. On the main screen, ICONS representing an alien supply convoy now appear. Another set of ICONS move toward it from the Midway.

CAG (cont)

At the same time, Bravo Flight will lead a secondary offensive against this alien supply convoy. This will also serve to draw off enemy fighter cover from the main fleet.

She taps the remote; the screen clears.

CAG (cont)

One more thing. Lieutenant Casey... a Kilrathi squadron launched from E'Loy will reinforce your attack against the enemy fleet...

The assembled pilots react with raised voices.

CAG (cont)

Said squadron is manned by the T'Agg A'Bren Clan under the command of N'Sharr.

Hawk and Maniac leap to their feet. Furious.

Hawk

T'Agg A'Bren? Sir, they're Cult of Sivar!

Maniac

Those renegades have been raiding our colonies ever since Kilrah cracked open!

The room is in an uproar. The Captain steps forward and glares at his pilots. As the room finally quiets:

Captain

Look at the empty seats around you, people. We work with the Kats or we die. It's that simple.

He EXITS through the staff door. The CAG steps up.

CAG

Any questions? Then check your load out specs.

-----

## **LANDING START:**

Insert landing start here. Ex: Walk up to Rachael, CAG is



at ICIS and is pissed off, random atta-boy, etc.

### ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

### LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

-----

#### Mission Win / Lose Effects

**Eject:** @ Navs 1 or 4 picked up by SAR, get "the speech" ( WIN/LOSS dependent on mission status).

Anywhere else: Play Scene 208 (captured by aliens)

**Killed:** DEAD.. MIDWAY destroyed - losing endgame

**Mission Won:** Cruiser and Carrier Destroyed - goto series F

**Mission failed:** BOTH ALIEN CAP-SHIPS NOT DESTROYED - goto E5

**Special Notes:** strike fleet must take out Alien Carrier AND Alien-Cruiser for success

#### Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG

Squadron: Black Widow

Fighter: Shrike

Alpha Flight:	Flight Leader:	PLAYER
	Wingman:	?
	Wingman:	?
	Wingman:	?

Fighter: Panther

Bravo Flight:	Flight leader:	STILETTO
	Wingman:	?

Fighter: Panther

Charlie Flight:	Flight Leader:	MAESTRO
	Wingman:	?

Fighter: Panther

Delta Flight:	Flight Leader:	<u>Hawk</u>
	Wingman:	?

Squadron: Blood Claw

Fighter: Vakoth

Echo Flight:	Flight Leader:	<u>Kilrathi Character</u>
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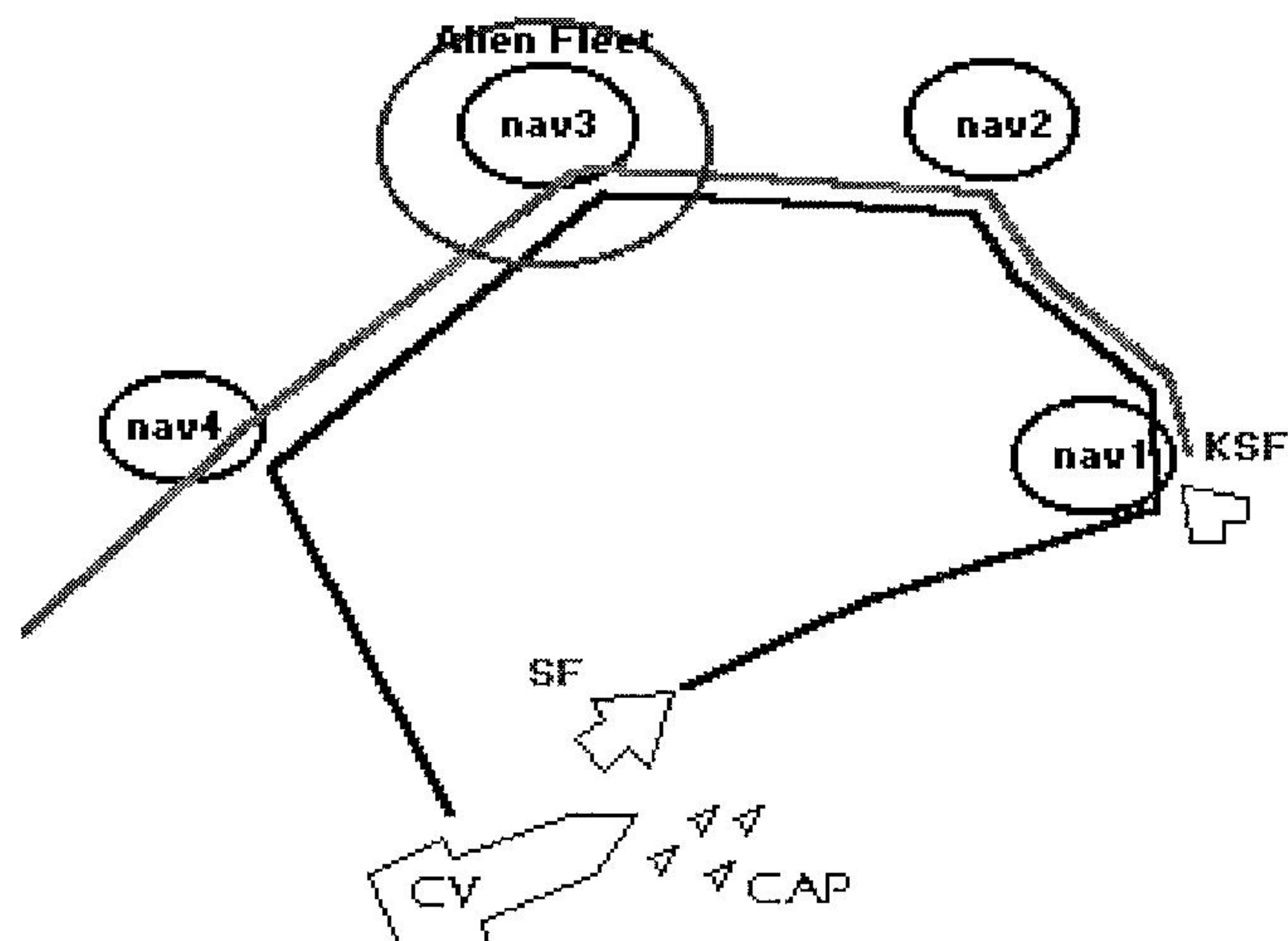
Wingcat1: ?  
 Wingcat2: ?  
 Wingcat3: ?

Squadron: Emperor's Pride

Fighter: Paktahn Bomber

Foxtrot Flight: Flight Leader: ?  
 Wingcat1: ?  
 Wingcat2: ?  
 Wingcat3: ?

### Mission Map



### Mission Outline

PRIMARY OBJECTIVE: Rendezvous with Kilrathi strike force, proceed to NAV 3 and destroy ALIEN CARRIER AND ALIEN CRUISER

1. Launch from MIDWAY
2. rendezvous with cats at nav1
3. proceed to nav2 fend off **LIGHT** alien fighter presence
4. proceed to nav3 -strike fleet must take out Alien Carrier AND Alien-Cruiser for success or else MIDWAY gets attacked.
5. di-di-mau (haul ass) to nav4 fend off **LIGHT** alien fighter presence, part ways with kitty cats
6. proceed back to MIDWAY, land, have beers, steak, sweedish bikini team, etcetera❖ end mission❖

### Nav Points



MIDWAY: (Launch...) CAP (4 panthers), player flight

1. Kilrathi forces: 4 Vakoth, 4 Paktahn
2. Asteroid field, Combined Strike Force, 2 waves of 4 Alien fighter clusters
3. Combined Strike force ( whats left ), Alien Fleet ( CV, CA, 2 Destroyers), 8 alien Interceptors and 4 alien fighter clusters
4. Combined Strike force ( whats left ) 2 waves of 3? Alien light? Interceptors

MIDWAY: (again.. land..) CAP 4? Heavy Fighters, Escort Ships

## Communication Events

### Mission E4a VDUs

EXT. MISSION E4A

78

N'SHARR

(VDU)

Greetings, human. It is a good day  
to die.

During mission, Casey listens to comm chatter of shipmates on secondary offensive as they attack alien convoy. Learns more about seemingly invincible alien aces.

Kilrathi Comms in battle to Aliens and Humans... ie.. "Die alien scum", "for my race", "out of my way ape", death scream, etcetera..

Confed Comms in batte to Aliens and humans... as above...

Alien combat chatter... Alien Capship Combat chatter...

Alien death comms.. Alien Capship death comms...

## Special Art / Objects

Paktahn Bomber

Vakoth Heavy Fighter

Alien Cruiser

Alien Light Carrier

Alien Destroyers

Alien fighters

Alien interceptors

Asteroid fields

## Special Sound Effects

Cap ships sounds... sheilds.. weapons.. engines..

Alien fighter/Interceptor sounds... as above..

Disco-ball-of-death? Sounds..

Kilrathi stuff...

## Additional Comments

Big-Hairy-Nasty-Battle with Big-Bad Alien Cap-ships.. Hard but winnnable..



**CONCERNS: briefing seems a little vague, does the player command enough firepower to take out the CA and CV?**

**Additional Comments:**

Eject = scene 208 (picked up by aliens)

Die = Midway destroyed + credits

If you fire on the Cats, you'll be a traitor in this mission.



14

→ Expect: same 20% ✓

1% = major benefit - credit ✓

10%: common estimate given a 4% rate ✓



**Wing Commander Prophecy  
Mission Specification**

**Mission : *E4b***

**Description / Choreography**

Please insert second Alien Ace in this mission, unless the player has encountered it in E4a. Thanks!  
bjc

Convoy Strike & Fighter Decoy

---

**BRIEFING START:**

**Pre-Mission E4b**

INT. MIDWAY      BRIEFING ROOM MISSION(E4B):SAME AS BRIEFING      82

BEGIN on the main screen where we see ICONS representing an alien fleet; the Kilrathi Starbase, and the Midway.

CAPTAIN

(OS)

Thanks to the information gained from the AWACS, we are now certain a large alien fleet is massing in this system...

PULL BACK TO INCLUDE the Captain and the CAG.

CAPTAIN

(CONT.)

Undoubtedly, their prime target is the Midway.

CAG

We must catch this fleet by surprise and destroy as many ships as possible. Lieutenant Casey's Alpha Flight will lead the attack. Check your ICIS, people.

**ICIS VOICE OVER:**

Insert ICIS VOICE OVER here.

**BRIEFING DISMISSAL:**

The assembled pilots look up and react with raised voices.

CAG



(CONT)

Said squadron is manned by the T'Agg  
A'Bren Clan under the command of  
N'Sharr.

Hawk and Maniac leap to their feet. Furious.

HAWK

T'Agg A'Bren? Sir, they're Cult of  
Sivar!

MANIAC

Those religious zelots have been  
raiding our colonies ever since  
Kilrah cracked open!

The room is in an uproar. The Captain steps forward and glares at  
his pilots. As the room finally quiets:

CAPTAIN

Look at the empty seats around you.  
We are alone here, with no relief in  
sight. So we work with the Cats or  
we die... is that understood. You  
are dismissed.

## **BRIEFING ENDER:**

Insert briefing ender here. Ex: Generic you get up and walk  
out, or it may be a conditional MANIAC ❖ You did well, my  
boy.❖

-----

INT. MIDWAY - BRIEFING ROOM - MISSION (E4b):

SAME AS briefing for MISSION (E4a.)

\*\*\*\*\*Here's the briefing from MISSION (E4a.):\*\*\*\*\*

INT. MIDWAY - BRIEFING ROOM - MISSION (E4a)

BEGIN on the main screen where we see ICONS representing an  
alien fleet; the Kilrathi Starbase, and the Midway.

Captain (os)

Thanks to the information gained from the AWACS, we are now  
certain a large alien fleet is massing in this system...

PULL BACK TO INCLUDE the Captain and the CAG.

Captain (cont)

Undoubtedly, their prime target is the Midway.



CAG

We must catch this fleet by surprise and destroy as many ships as possible.

Lieutenant Casey's Alpha Flight will lead the attack.

She taps her remote. On the main screen, ICONS representing an alien supply convoy now appear. Another set of ICONS move toward it from the Midway.

CAG (cont)

At the same time, Bravo Flight will lead a secondary offensive against this alien supply convoy. This will also serve to draw off enemy fighter cover from the main fleet.

She taps the remote; the screen clears.

CAG (cont)

One more thing. Lieutenant Casey... a Kilrathi squadron launched from E'Loy will reinforce your attack against the enemy fleet...

The assembled pilots react with raised voices.

CAG (cont)

Said squadron is manned by the T'Agg A'Bren Clan under the command of N'Sharr.

Hawk and Maniac leap to their feet. Furious.

Hawk

T'Agg A'Bren? Sir, they're Cult of Sivar!

Maniac

Those renegades have been raiding our colonies ever since Kilrah cracked open!

The room is in an uproar. The Captain steps forward and glares at his pilots. As the room finally quiets:

Captain

Look at the empty seats around you, people. We work with the Kats or we die. It's that simple.

He EXITS through the staff door. The CAG steps up.

CAG

Any questions? Then check your load out specs.

\*\*\*\*\*End of earlier briefing:\*\*\*\*\*

Only variation: Casey's squadron is now assigned to the secondary offensive, designed to engage and destroy Alien



supply convoy, as well as draw off and occupy enemy fighter cover from main fleet. Brackets enclose adjusted dialogue as follows:

CAG

We must catch this fleet by surprise and destroy as many ships as possible.

[Bravo Flight will lead the attack.

She taps her remote. On the main screen, ICONS representing an alien supply convoy now appear. Another set of ICONS move toward it from the Midway.

CAG (cont)

At the same time, Lieutenant Casey's Alpha Flight will lead a secondary offensive against this alien supply convoy. This will also serve to draw off enemy fighter cover from the main fleet.

She taps the remote; the screen clears.

CAG (cont)

One more thing. Bravo Flight... a Kilrathi squadron launched from E'Loy will reinforce your attack against the enemy fleet...]

-----

## LANDING START:

Insert landing start here. Ex: Walk up to Rachael, CAG is at ICIS and is pissed off, random atta-boy, etc.

## ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

## LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

-----

## Mission Win / Lose Effects

**Eject:** @ Navs 1 or 4 picked up by SAR, get "the speech" ( WIN/LOSS dependent on mission status).



Anywhere else: Play Scene 208 (captured by aliens)

**Killed:** Midway gets hosed, losing endgame

**Mission Won:** ACES DESTROYED & 50% of all Alien fighters destroyed goto series F

**Mission failed:** ACES NOT DESTROYED & LESS than 50% of alien fighters destroyed - goto E5

**Special Notes:**

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG

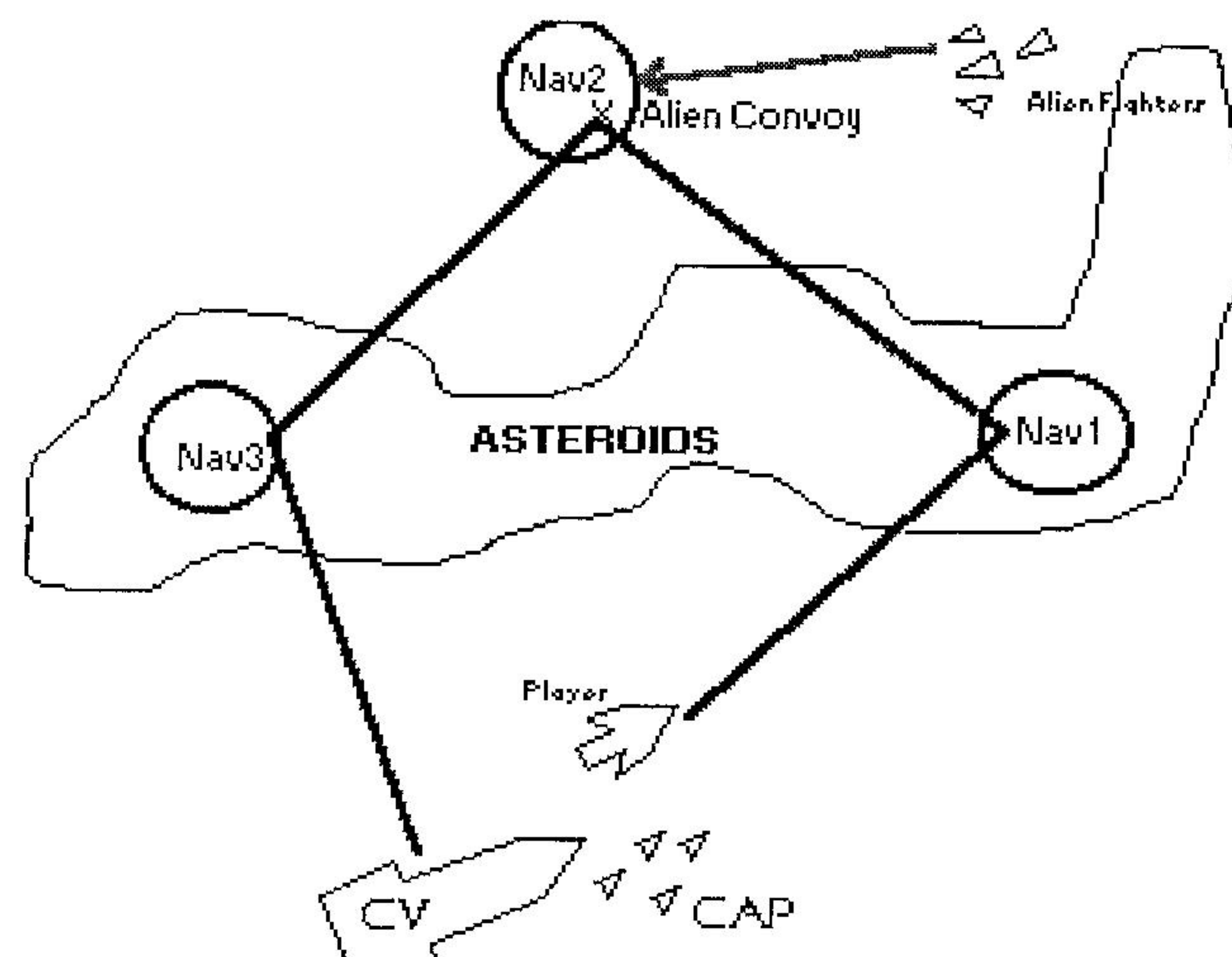
Squadron: Black Widow

Fighter: Panther

Alpha Flight:	Flight Leader:	Stiletto
	Wingman:	?
	Wingman:	?
Bravo Flight:	Flight leader:	PLAYER
	Wingman:	?
	Wingman:	?
Charlie Flight:	Flight Leader:	?
	Wingman:	?
	Wingman:	?
Delta Flight:	Fighter:	SHRIKE
	Flight Leader:	?
	Wingman:	?
	Wingman:	?



## Mission Map



## Mission Outline

PRIMARY OBJECTIVE: DESTROY ALL ALIEN ACES AT NAV2 and DESTROY AT LEAST 50% of all alien fighters at NAV2

BONUS OBJECTIVE: DESTROY ALL ALIEN TRANSPORTS SHIPS

1. Launch
2. Proceed to Nav1, dodge asteroids, eliminate VERY light alien presence
3. proceed to Nav2, HOSE convoy, HOSE ALL ALIEN ACES & at least 50% of incoming alien fighters
4. proceed to nav 3, dodge asteroids, eliminate VERY light alien presence
5. Proceed to MIDWAY, Land

## Nav Points

**Launch:** CAP (4 panthers), Player flight, convoy strike force

**Nav1:** Asteroids, Alien scouts

**Nav2:** Alien supply convoy.. chumps.. lots of lumbering transports, shuttles?, small escort vessles.. 10? ALIEN ACES...LOTS of alien fighters/interceptors 20-30?

**Nav3:** Asteroids.. very few 3 Alien fighter clusters

**MIDWAY:** Land, CAP (4 panthers)

## Communication Events

During the mission Casey will hear comm chatter from the Combined strike force as they assemble and then engage the Alien fleet

confed combat chatter

alien combat chatter

If the PLAYER & co. fail to take out enough alien fighters they will hear the Joint Strike Force getting hosed..



comms from joint strike force

comms from strike force - getting hosed cause u-suck

### Special Art / Objects

Alien Transports -med sized? Fat, slow moving, easy to hose, fun to watch blow-up,  
Alien Interceptors  
Alien Fighter Clusters  
Alien Escort Vessels ( lightly armed )  
Alien Shuttles?  
Asteroid fields  
Confed fighters- Panther

### Special Sound Effects

Death-throws of alien transport  
Lots of confed chatter  
comms from joint strike force  
Alien transport sounds... shields.. engines.. guns..  
Alien Interceptor/fighter sounds... as above..

### Additional Comments

If the PLAYER & co. fail to take out enough alien fighters they will hear the Joint Strike Force getting hosed..

The main point of the mission is to draw away the main fighter forces from the alien fleet, engage them and keep them occupied while the combined-strike force attacks the alien fleet

some possible secondary objectives.. ID contents of transports? Find human prisoners..? ID new alien fighter type?

### CONCERNS:

- how to properly handle aliens when the timer expire and they try to pull out ( scatter in different directions )
- distress messages in spaceflight from strike-force if player fails

### Additional Comments:

Eject = scene 208 (picked up by aliens)  
Die = Midway destroyed + credits  
If you fire on the Cats, you'll be a traitor in this mission.

### VERY IMPORTANT Additional Comments:

**To Fail:** If you've played L, the Midway will be attacked, and Midway will have to be destroyed to fail.

**There will be no chance to land as a loser.**

Play Midway swarmed endgame, if the Midway gets hosed.



If you haven't played L, then you can land as a loser and withdraw to L. Although, it may be best to have the Midway always get attacked, and IF you pull it out, then you can either go to L or not, depending on whether you've been there. bjc



BIG DEAL 1 C716

1st to FILE IF you've ASKED ✓

Important number ATTACHED ✓

PLAN ENDS OF DEATH ✓

ENDING SURVIVED ENDPOINT ✓

FOURTY = DEATH FOR ENDPOINT ✓

→ 5.3 M.E. AS EFFECT →

Enjoys a scene 205 ✓

Are a number of changes. e.g. 100 ✓



**Wing Commander Prophecy  
Mission Specification**

**CUT - Mission : E5 - CUT**

**Description / Choreography**

**Un-Winnable Scramble**

NOTES :

Ben says that unwinnable missions SUCK! Let's re-evaluate and see if there's some way to allow the player to save his ass. - bjc

The Player has screwed up sufficiently so as to give the aliens the upper hand... and now they're gonna smack the Midway HARD!!

-----

**BRIEFING START:**

Insert briefing start here.

**ICIS VOICE OVER:**

Insert ICIS VOICE OVER here.

**BRIEFING DISMISSAL:**

Insert briefing dismissal here. Ex: CAG: ❖ You're dismissed.❖

**BRIEFING ENDER:**

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ❖ You did well, my boy.❖

-----

INT. MIDWAY - REC ROOM

Forward Door CLOSED. Hawk, Finley, Stiletto, Maniac, Maestro, Spyder, Casey; all key pilots are present. An exhausted moment of defeat; everyone accepting the inevitable. The ship SHAKES from a hard hit; the lights flicker. Zero ENTERS.

Zero  
Scuttlebutt is our alien pals are gathering for a final push. At least a hundred fighters.



Hawk  
More than we can possibly handle.

Another SHAKE. Bottles fall off the bar shelves.

Maniac  
So here's how it ends; not with a bang but a whimper.

Stiletto  
A little late to turn poet, Maniac.

He glares at her. Then the Captain ENTERS with the CAG.  
Everyone stands at attention. The Captain surveys the  
assembled pilots for a long moment before he speaks.

Captain  
I won't lie to you. The  
Midway's finished. All we  
can do is take as many of  
the enemy with us as we  
can. Every available  
pilot, including the CAG  
and myself, will now head  
for the flight line.

(beat)  
And by the way, I have never served with a better bunch of  
pilots.

There's not a dry eye in the house.

Then we have a SCRAMBLE ALERT. Everyone charges OUT through  
the Aft Door.

-----

## LANDING START:

Insert landing start here. Ex: Walk up to Rachael, CAG is  
at ICIS and is pissed off, random atta-boy, etc.

## ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no  
specific comments here.

## LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute,  
Maniac gives you a hug for rescuing his ejected pilot, etc.

-----



### Mission Win / Lose Effects

**Eject: DEAD** - losing endgame  
**Killed: DEAD** - losing endgame  
**Mission Won: CAN'T BE DONE - DEAD** - losing endgame  
**Mission failed: DEAD/CAPTURED** - losing endgame  
**Special Notes:** no win scenario

### Wingman / Ship Selection Notes

**Squadron:** Black Widow  
**Fighter:** Wasp  
Flight Leader: PLAYER  
Wingman: Maestro  
Wingman: Stiletto  
and lots of others

### Mission Map

[It may help to draw this out, with possible layout of attacks, etc. if not, then delete this stupid note. - bjc]

Only one Nav point: MIDWAY.

### Mission Outline

PRIMARY OBJECTIVE: DIE A HORRIBLE PAINFUL DEATH... SCREAM IN AGONY... BUT IN SPACE.. NO ONE CAN HEAR YOU SCREAM..

1. Launch, kill as many of them as you can... but you can't kill them all... they just keep coming... until you are dead.. dead... dead...

### Nav Points

**MIDWAY:** lots of Confed fighters (Tigershark, Panther, Wasp), INFINTE WAVES of Alien fighters of various types..

### Communication Events

Combat chatter from player wingmen  
death comms from confed pilots including Maestro and Stiletto  
alien death comms  
alien comm chatter  
Midway death comms

### Special Art / Objects

Alien fighters, Alien weapons

### Special Sound Effects



MIDWAY death noises

**Additional Comments**

If you end up here.... YOU SUCK!!