The Missions of Wing Commander II

There are a total of eighty-seven missions in *Wing Commander II*, grouped in twenty-two different series and three campaigns. The three campaigns will be referred to as: Enigma, Special Operations 1, and Special Operations 2.

For each mission, I will list the following information: your fighter, your wingmate, your orders, encounters, objectives, and possible effects on the campaign. I will also list where ejecting would send you. This will be followed by a text description of the mission, where I make note of any special strategies, tactics, and precautions.

Terran Pilots

You fly with nine different pilots in the three Wing Commander II campaigns: Shadow, Hobbes, Doomsday, Spirit, Stingray, Angel, Jazz, Maniac, and the ubiquitous generic pilot.

You start the campaign flying with Shadow. Shadow's only a reservist, so you can't expect her to be the best pilot in the game, but she seems a good sight better than anyone was in WC I. Actually, she seems pretty good compared to many you fly with in this game also. Too bad you don't get more missions with her. I'm sure Origins had to search far and wide to find someone with a Texas accent to do her voice.

Hobbes is a Kilrathi, but fights on our side. The player character seems to be a bit prejudiced against him at the start of the campaign, and I'm glad he loses that attitude in the end. I mean, how can he expect anyone to give him a fair shake if he won't give Hobbes one? As for his piloting skills: aggressive, but otherwise average as this game goes.

Doomsday is as depressing as ever, and I'd love to be around when he finally says something cheerful. He's not a great pilot, but he doesn't have a habit of shooting at me either.

Spirit is a good wingmate, but she's distracted by something. You'd think she'd have forgotten her finacé in these ten years, but Spirit seems to be the slave to duty.

Stingray is not my favorite wingmate, but perhaps that's because he and I have not gotten along very well during this game. I find him very tough to work with. No matter what target I choose, I manage to hit him while I'm firing at it, even if I selected a target that he was nowhere near.

Angel is your CO, but also occasionally your wingmate. As in the original game, you have to make sure you don't get too close to Angel, as I still have a habit if hitting her when I'm not careful (then again, that's true with anyone when I'm in a Broadsword).

Jazz is a piano player who does nothing but insult you in this campaign. Too bad you can't just blow him out of space.

As for Maniac, I think the less said, the better.

The generic pilots are not all that great—in fact many complain that they take on more hits from them than from the Kilrathi. But what do you expect from a pilot without an independent identity?

Terran Fighters

There are seven different Terran fighters in Wing Commander II. The first five are used in the Enigma campaign as well as in at least one of the subsequent campaigns, while he remaining two are used only in one of the Special Operations campaigns. Each fighter is suited for a particular type of mission. Unfortunately, the fighter you are assigned is not always suitable for the mission you are flying.

Fighter Class:	Ferret (Super Ferret)
Energy Weapons:	2 Mass Drivers
Loadout:	None ordnance (2 HS on Super Ferret)
Top Speed:	500
Special:	Afterburners, No damage control screen

The Ferret is designed primarily for patrols, so it is streamlined to provide as much speed as possible. As such, it has the worst armament of any fighter in the game. The addition of HS missiles in Special Operations 1 helps, but you still don't want to be in one of these things when a real fight begins. Its 12 missons in the three campaigns is more than I care to have.

Fighter Class:	Rapier
Energy Weapons:	2 Laser Cannons, 2 Particle Cannons
Loadout:	2 DF, 2 HS, 2 FF, 1 CP
Top Speed:	450
Special:	Afterburners

The Rapier is the only fighter from WCI that's still in service in WCII. I never got the hang of the Rapier, and even with its improved loadout it is a bit of trouble. Its main trouble is its small viewscreen, which is exacerbated by the faster speeds of the present day Kilrathi. The lack of an ITTS is no help either. This fighter is used in 14 missions.

Fighter Class:	Epee
Energy Weapons:	2 Particle Cannons
Loadout:	2 DF, 2 HS, 2 CP
Top Speed:	480
Special:	Afterburners, ITTS

The Epee is the state-of-the-art light fighter of Wing Commander II. It is almost as fast as a Ferret and much better armed. Its only real problem is its paper thin armor, but then what pilot depends on Durasteel to stay alive? One of the mission briefings implies that there is a strike loadout for this fighter, but it is never used (which is just as well, as I think it's rather silly using a light fighter as a strike fighter). Its best missions are raids against freighters, as well as any mission where light enemy craft are expected. Personally, I think it is underrepresented in the game, drawing only 5 missions in all three campaigns.

Fighter Class:	Sabre
Energy Weapons:	2 Partible Cannons, 2 Mass Drivers, 2 Rear Turret Neutron Guns
Loadout:	4 IR, 2 FF, 2 DF, 2 CP
Strike Loadout:	4 IR, 2 FF, 2 TORP
Heavy Strike Loadout:	2 IR, 6 TORP, 1 CP
Top Speed:	400
Special:	Afterburners, ITTS, Tractor Beam

The Sabre is the best fighter in the game. While it's slower than its lighter companions, it has more than enough arms and armor to make up for it. The Sabre is ideal for defense and strike missions, as well as clearance patrols. Its usefulness has earned it the distinction of garnering more missions than any other fighter: 23 in all.

Fighter Class:	Broadsword
Energy Weapons:	3 Mass Drivers, 3 x 2 Turret Neutron Guns
Loadout:	3 FF, 4 TORP, 1 CP
Top Speed:	320
Special:	Hyperdrive, ITTS, Tractor Beam

The Broadsword is the slowest fighter in the game (actually, "Bomber" is the more appropriate term). I often find that smaller Kilrathi fighters simply fly rings around it, especially Sartha (who are, most fortunately, vulnerable to FF missiles). While you do have three gunners helping you, they aren't all that good (in fact, many are under the false impression that they never fire on their own). The Broadsword's only saving grace is its hyperdrive, which allows it to go on several missions that no other fighter is able to. My opinion is that the Broadsword should never be used in a mission that doesn't require a jump; but as it is used in 18 missions, less than half of which require a jump, my opinion means nothing.

Fighter Class:	Crossbow
Energy Weapons:	3 Mass Drivers, 2 Neutron Guns, 2 Reat Turret Neutron Guns
Loadout:	3 FF, 4 TORP
Top Speed:	370
Special:	Hyperdrive, ITTS, Tractor Beam

The Crossbow is little more than a souped-up Broadsword. The extra speed is appreciated, even at the expense of those side turrets, but is far from enough. It is used in only 6 missions in SO1.

Fighter Class:	Morningstar
Energy Weapons:	3 Particle Cannons
Loadout:	1 Mace Nuke, 2 IR, 2 TORP
Top Speed:	400
Special:	Afterburners, Hyperdrive (albeit buggy), ITTS

The Morningstar was designed according to Maniac's specs, which does nothing to boost my confidence in it. Who else would place afterburners on a fighter with a hyperdrive? Think about it for a moment: if you jumped into enemy territory and used your AB, would you have any fuel left in which to return? Perhaps the new hyperdrive is more efficient than those in the Broadsword, but are all those bugs in it worth it? As for the nuke—it has its uses, but I'd hate to have my life depend on it. This fighter is used in 9 missions in SO2.

Enigma Missions

Series 1:	Gwynedd	Fighter:	Ferret	Wingmate:	Shadow
VC:	Fralthra	Win:	2	Lose:	9

Ten years have passed since your heroics on the *Tiger's Claw*. Unfortunately, they were not a very good ten years for you. But it's time for you to get back into the war, as the Kilrahti are back.

A Patrol 3 Nav Points and return to Caerdeveron Station

Nav 1	3 Sartha
Nav 2	Asteroid field
Nav 3	3 Drakhri
Eject	Caerdeveron Station

This mission is very similar to Enyo 1 in WC I, so it should give you veterans little trouble, unless you are rusty. Note that the Sartha are more dangerous than the old Salthi, since they are now armed with Neutron Guns.

B Defend the *Concordia*

Concordia	6 Sartha attacking the *Concordia*
Eject	*Concordia*

This mission brings on the *Concordia*, which is being chased by Sartha. What can Sartha do to a carrier? Simple, tell a Fralthra where it's at. What do you think recon fighters are for? And look who are the two principal officers of the *Concordia*: your best friend and your worst enemy. Isn't this going to be an exciting stay?

C Escort two Broadswords (Primetime & Kilroy) for a strike on a Fralthra

Launch	Rendevous with 2 Broadswords (Primetime & Kilroy)
Nav Point	Clear
Fralthra	5 Sartha (Drakhai) and Fralthra (Series victory condition)
Fralthra-Concordia	3 Jalkehi
Eject	*Concordia*

You are to escort of a pair of Broadswords to attack the Fralthra that sent out those Sartha. Don't laugh at those Sartha, as a couple of those and a capital ship's big guns can tear a Broadsword to pieces. Take on those fighters and let the bombers do their job. Remember that this is not the old game, where a few Mass Driver shots will take out an enemy capital ship—don't even bother trying. If the Broadswords buy it before taking out the Fralthra, you'll find yourself on the alternate path.

D Defend the *Concordia*

Caerdeveron	Receive distress signal from *Concordia*
Concordia	4 Drakhri and Fralthra attacking the *Concordia*, followed by 5 Sartha
Eject	Kilrathi pick you up—campaign ends

In this mission, you once again defend the *Concordia*. This time a Fralthra is along, just so that you know that the carrier can really be destroyed. Actually, the Concordia always wins this duel, but that's no reason to slack off. Too bad you lose Shadow when the second wave hits. It would have been nice to see someone return from this war alive.

Series 2:	Niven	Fighter:	Ferret	Wingmate:	None
VC:	Automatic	Win:	3	Lose:	N/A

There is treachery aboard the *Concordia*. While you are out on a mission, someone transmits the *Concordia's* position to the Kilrahti. Just to make things worse, the traitor also kills someone while performing the foul deed. Well, look at the bright side—no one can blame this one on you. Isn't it nice to be in the clear for a change?

A Patrol 3 Nav Points in a **Broadsword**

Nav 1	Clear
Nav 2	3 Jalkehi
Nav 3	2 Grikath
Eject	*Concordia*

This mission is a patrol, but in a Broadsword. Why a Broadsword? Either Angel wanted to give you some flight hours in one, or the jump tracer can only work if installed on a fighter with a hyperdrive. Normally, I'd only recommend a Broadsword for a patrol requiring a jump. Does everyone hear someone die at the start of this mission, or am I doing something wrong?

B Transport a message from the Admiral to Niven

Nav Point	5 Sartha (Drakhai)
Eject	Niven

For this mission, you are to deliver a message to Niven for the Admiral. Well, it at least puts you away from the scene during the murder.

C Escort the *Bhomis* and *Excalibur* to the Jump Point and return to the *Concordia*

Launch	2 Transports (*Bhomis* and *Excalibur*) to be escorted
Niven-Jump Point	4 Sartha
Jump Point	3 Drakhri
Eject	*Concordia*

This mission is an escort. Believe it or not, the fate of those medical supplies has no effect on the war. I suppose the supplies are replacable (the lives are not—at least not to the familes of the crews). Well, at least it's not Watson's Disease again.

D Patrol 3 Nav Points and return to the *Concordia*

Nav 1	Clear
Nav 2	3 Strakha
Nav 2-Concordia	3 Strakha
Eject	*Concordia*

This mission is a patrol. You run into several stealth fighters (Strakha), but someone destroys your data recorder! Someone out there doesn't like you—most likely whoever killed the specialist.

Series 3	Ghorah Khar	Fighter	Rapier	Wingmate	Hobbes
VC	Kemekh	Win	4	Lose	10

Though everyone is jittery over the murder, you must continue to fight on. You are now in the one Kilrathi worlds that has joined the Confederation. I knew they weren't all bad.

A Patrol 3 Nav Points and return to the *Concordia*

Nav 1	3 Jalkehi
Nav 2	4 Grikath (Kur)
Nav 3	Clear
Eject	*Concordia*

This mission is a simple patrol. Simple? Hah! Those Grikath are tough, especially when that Kur is piloting one (Kur's a real strange name for a cat, isn't it?). He's good—real good. The guy is flying circles about me, and I'm in a Rapier! I don't want to know what the Sartha ace would be like.

B Escort the Free Trader *Bonnie Heather* to the *Concordia*

Nav 1	3 Drakhri
Bonnie Heather	6 Jalkehi attacking the *Bonnie Heather*
Nav 2	Clear
Eject	*Concordia*

For the next mission, you are to escort a civilian transport. What's important is not what's being carried, but who's piloting it: Paladin. Our old friend seems to be doing well enough. He is in the spy business these days—fortunately, for our side. Remember that Jalkehi can knock out a transport, though the matter's moot, as the *Bonnie Heather* is invulnerable (I wish more transports shared that trait). The computer identifies one of the Jalkehi as a Grikath, but it's definitely a Jalkehi.

C Escort a pair of Broadswords (Alexia & Jaeger) to an enemy task force and land on Olympus station

Launch	4 Sartha
Nav Point	Rendevous with 2 Broadswords (Alexia & Jaeger)
Task Force	3 Grikath and a Kamekh (Series victory condition)
Eject	Olympus

The Kilrathi plan to attack Olympus station with a task force. You are thus escorting a pair of Broadswords that is to knock out that task force. The Kemekh is the key to this series, so if the Broadswords fail to take it out, do it yourself (a Kamekh has no phase shields).

D Defend Olympus Station

Olympus Station	5 Drakhri attacking Olympus station, followed by 4 Jalkehi
Eject	*Concordia*

Here you are to defend Olympus. I've yet to see anything here that could hurt it, but if they get air superiority in the area, you can be sure that the Grikath would soon follow. Actually, the fate of the Kamekh is more important than anything you do here, but that's no excuse for cowardice.

Series 4	Noveya Kiev	Fighter	Broadsword	Wingmate	Doomsday
VC	Automatic	Win:	5	Lose:	N/A

Time to keep moving and to strike the Kilrathi wherever you can.

A Strike against K supply depot

Jump Point	Clear
Jump Entry	Rendevous with *Valdez* to refuel
Valdez-Supply depot	4 Drakhri and 2 Dorkathi
K Supply Depot	3 Jalekhi and 1 Dorkathi and K Supply Depot
Eject	*Concordia*

This mission is a long one from the pilot's point-of-view, so that the fuel requirements are more than you can hold in a Broadsword's tank. Fortunately, you are able to rendevous with a fuel tanker after the first jump, allowing you to continue. As for the attack on the base itself, I suggest taking out the Dorkathi first, as it's easier to kill and its demise would mean fewer guns to run up against.

B Search and Rescue for Stingray

Concordia-Stingray	4 Jalkehi
Stingray	5 Drakhri and 2 Kamekh, with ejected Stingray in vicinity
Eject	*Concordia*

This mission is a patrol that gets interrupted for an S&R mission. Okay, Stingray's not the most pleasant pilot on the *Concordia*, but we might as well save him. How things've change since Vega! There you got medals left and right, and now you earn Reprimands.

C Strike against a Fralthra

Jump Point	Clear on both sides
Fralthra	4 Jalkehi and a Fralthra as *Hector* approaches to attack
Nav Point	4 Grikath
Eject	*Concordia*

This mission is an attack against a Fralthra. You'll have to take it out yourself, as the *Hector* is no help in this battle.

D Solo rendevous with ship carrying vital information (ship is destroyed, so collect its data pod)

Jump Point	2 Drakhri
After the jump	3 Sartha and a Ralatha, with data pod in vicinity
Eject	*Concordia*

This mission is a solo attempt to get a communications pod (the ships that you were supposed to escort was destroyed before you got there). The Ralatha in this mission is very aggressive and is not easy to take out. The best I've been able to do was to lead the Ralatha away from the pod area and then return to get the pod and scram. Oh, if there was a mission built for using FF missiles, this is the one: save them for the Sartha and let them loose.

Series 5:	Heaven's Gate	Fighter:	Epee	Wingmate:	Spirit
VC:	Kamekh & *Mama's Boy*	Win:	6	Lose:	11

It's time to assault the Kilrathi base at Heaven's Gate. Doomsday says that it's a hopeless suicide mission, but then he says that about everything.

A Patrol 1 Jump Point and 2 Nav Points, then return to the *Concordia*

Jump Point	4 Drakhri and Kamekh (Series victory condition)
Nav 1	Clear
Nav 2	4 Sartha
Eject	*Concordia*

This mission is a simple patrol of a jump point and two nav points. You cannot land on the *Concordia* unless you take out the Kamekh, as the latter heading for your mother ship (if you are too weak to take it on, wait at the *Concordia* and see why corvettes should never attack carriers).

B Escort two transports (*Palamino* and *Dhalma*), then check for unknown bogeys

Nav Point	*Palamino* and *Dhalma* to be escorted
Junp Point	*Palamino* and *Dhalma* jump
Unknown	4 Drakhri followed by 4 Jalkehi, with Jazz arriving to assist you
Eject	*Concordia*

This mission is an escort followed by a recon on some unknown bogies. The escort mission is simple, but the bogies prove to be quite a battle. As for Jazz's abrupt appearance: that resulted in one of my most confusing moments in the game.

C Solo Escort of missile transport (*Mama's Boy*) to the *Concordia* in an **Epee with an Empty loadout**

Nav 1	3 Strakha
Nav 2	5 Strakha
Angicourt	*Angicourt* and *Mama's Boy* (Series victory condition)
Eject	*Concordia* (but lose series)

This mission is a solo that requires you to escort a missile freighter from the *Angicourt*. To empahsize how bad this missile shortage is, you have none for this mission. Of course, you also run into some stealth fighters (or are they pink elephants with wings?), just so everyone thinks you're crazy.

D Strike against a space station in a **Sabre with a Strike loadout**

Nav 1	Clear
Nav 2	2 Sartha (Rakti Blooddrinker)
Space station	3 Jalkahi, followed by 5 Drakhai
Eject	*Concordia*

This mission is an assault on an enemy starbase. Here you meet the second ace, one Rakti "Blooddrinker". Hey, the Sartha ace isn't all that hot after all. As for the actual assault, can you say "Kamakazee"? Farewell Spirit, may you find Philip where you now are. Is it possible to lose Spirit before the scene? I don't know. If she says she's returning to base, she'll be at the space station when you get there. I've yet to see her die early. BTW, is you abort the mission, the program assumes you completed it.

Series 6:	Tesla	Fighter:	Rapier	Wingmate:	Stingray
VC:	Automatic	Win:	7	Lose:	N/A

Okay, you spend the next two weeks relaxing in Angel's arms. After that, it's time to get to work. There is a war on, remember?

A Patrol 3 Nav Points and escort the *Bonnie Heather* to the *Concordia*

Nav 1	3 Jalkehi in asteroids
Nav 2	3 Grikath attacking the *Bonnie Heather*
Nav 3	Clear
Eject	*Concordia*

You are on patrol, again. As for the battle with the Jalkehi—why in Kilrathi Space would they hide a fighter that makes a Broadsword seem maneuverable in an asteroid field? I suppose they depend on their shields to protect them from collisions. Also, Paladin is back, and he needs to get to the *Concordia*.

B Strike on Kilrathi transports

Concordia-Transports	4 Sartha
Transports	4 Jalkehi and a Dorkathi, second Dorkathi arrives during battle
Eject	*Concordia*

This mission is an assault on some enemy transports. Not much more we can say on that. Dorkathi are dangerous opponents if you aren't careful, but dead meat if you are.

C Escort Paladin to a jump point and then patrol for some bogeys

Launch	*Bonnie Heather*
Nav Point	4 Drakhri
Jump Point	*Bonnie Heather* jumps out
Bogeys	4 Jalkehi (Khasra), 2 Fralthra
Eject	*Concordia*

You are to escort Paladin out system and then to check out some bogeys. As for the bogeys—stay out of the flak of the Fralthra as you fight the Jalkehi. Khasra's not all that tough, though any ace in a Jalkehi can turn a battle into a nightmare.

D Escort the *Willian Tell* on a Strike

Concordia	3 Grikath attacking the *Concordia*, then rendevous with *William Tell*
Ralatha	4 Jalkehi and 1 Ralatha
Eject	*Concordia*

You are to escort the *William Tell* on an assault on a Ralatha. Hey, we finally get to use a capital ship for an offensive strike. Amazing! The Grikath at launch are the more dangerous opponent, as they are the ones equipped with torpedoes. I wonder, though. If the Confederation can refit other fighters to carry torps, can the Kilrathi do the same with theirs? I suspect a lot of admirals will lose sleep if asked that.

Series 7:	Enigma	Fighter:	Broadsword	Wingmate:	Angel
VC:	K'titrak Mang jump	Win:	8	Lose:	12

The Kilrathi are close to your heels and you must protect the *Concordia* as it evades the enemy.

A Strike on unknown enemy activity and secure jump point for *Concordia*

Unknown:	3 Drakhri
Jump Point	Clear
Jump Entry	3 Sartha and a Kamekh
Eject	*Concordia*

You are to strike against some unknowns and then patrol the other side of a jump point. Yes, that's what a Broadsword is for: bait before a jump.

B Strike against the Khorah Pakh listening post

Launch:	Asteroids
Nav 1:	Asteroids
Nav 2:	Clear
Khorah Pakh:	3 Drakhri (Drakhai) and listening post, followed by 4 Jalkehi
Eject	*Concordia*

This mission is a strike against the Korah Pakh listening post. I find this the toughest mission in the Enigma campaign. First you have to weave your way through asteroids (well, I tend to blast my way through when in a Broadsword), then you reach a well defended listerning post. Those Drakhri might not be much against a fast fighter, but they are a pain when they are piloted by Drakhai and you are in a Broadsword. Worse yet, your movements are hampered, as you must avoid getting too close to the listening post. I found that getting the third Drahkri is usually a matter of taunting and firing. SUCKER! Actually, if the last Drakhri isn't bothering you, you can make a go at the listening post. The Jalkehi are easier, if you aren't too battered, and the post is duck soup once the escort is knocked out. As for the asteroids, you may be well served to bypass Nav 1 and head directly for the listening post after leaving the launch asteroids.

C Strike on enemy fleet and follow them to K'titrak Mang

Jump Point:	5 Jalkehi and a Ralatha
After jump:	Same Ralatha (Series victory condition)
Eject	*Concordia*

This mission is a strike against a Ralatha. Strangely enough, this time you have to let it jump away so that you can learn the way to K'titrak Mang system. Once you follow it, you can blow it up. If you fail to get the data and make the jump, then you'll be making a trip to series 12, where you return to Gwynedd.

Series 8:	K'tithrak Mang	Fighter:	Sabre	Wingmate:	Jazz
VC:	Kill base	Win:	Victory	Lose:	Defeat

You have now penetrated into enemy territory and are about to strike against the principal Kilrathi base in the Enigma Sector. If you fail here, you'll be stuck in hostile territory, so this series counts.

A Strike on a Ralatha in a **Sabre with a Strike loadout**

Ralatha	4 Jalkehi (Drakhai) and a Ralatha
Concordia	3 Grikath attacking the *Concordia*
Eject	Kilrathi

This mission is an attack against a Ralathra. This is one tough mission, as you must face Jalkehi Drakhai (much tougher than normal Jalkehi). And just when you thought it was all over, you then have to face Grikath attacking the *Concordia*. And you thought this would be easy? Remember that a Grikath can destroy the *Concordia* (yes, I have actually seen this happen), so don't piddle about.

B Patrol 4 Nav Points and return to Concordia

Nav 1	Asteroids
Nav 2	5 Strakha
Nav 3	Asteroids
Nav 4	5 Strakha
Eject	Kilrathi

You are to patrol through some asteroid fields. As for the Strakha, you finally have a witness that they are real. You even get a good recording of them to show Angel.

C Capture Major Colson

Nav Point	Asteroids
Jump Point	Jazz
Eject	Kilrathi

All right, so you get to blow Jazz out of space after all, or at least out of his fighter. Seems like your guardian Angel keeps you from solving the entire problem with a shot of a particle cannon. I hope his punishment for his treachery is severe.

D Strike against K'titrak Mang in a **Sabre with a Heavy Strike loadout**

NP	3 Strakha
K'titrak Mang	Prince defending K'tithrak Mang, followed by 4 Sartha (Drakhai)
Eject	*Concordia* (but lose)

You are on patrol with Nightshade. Huh, you're not on the strike team? Well, let's fix that: "Hey Sparks!" Okay, now attack that starbase. My, she gave me six torpedoes. I'll have to get her a golden wrench for that. As for the Thrakhath, I think he's less proficient a fighter pilot than he claims.

Series 9:	Ghorah Khar	Fighter	Ferret	Wingmate:	None
VC:	*Sable Star*	Win:	3	Lose:	Defeat

If you have trouble knocking out that Fralthra at Gwynedd, you'll leave for Ghorah Kar a little early (skipping Niven). If you win this series, you will remain in Ghorah Khar and fly series 3.

A Patrol Nav Point and bring a message to Ghorah Khar Field HQ

Nav Point	3 Jalkehi defending a Dorkathi minelayer
Nav Point-Field HQ:	Minefield
Eject	Ghorah Khar

For this mission, you are to get some trace information and bring a message to Ghorah Khar HQ (and I was thinking that tracer inforamtion required a Broadswords hyperdrive to work—so much for that theory). Be careful with the Dorkathi mine layer, as it tends to jump out if you wait too long. Speaking of mines, this is the only mission in the Enigma campaign where you actually have to travel through a minefield. Don't worry, you'll see plenty of mines in Special Operations.

B Patrol Nav Point and return to the *Concordia*

Nav 1	Receive distress signal from the *Sable Star*
Sable Star	4 Drakhri attacking the *Sable Star* (Series victory condition)
Eject	*Concordia*

This mission requires you to patrol a couple nav points and return to the *Concordia*. During this mission, you will have to divert to help the *Sable Star*, the real mission objective.

C Patrol 3 Nav Points and return to the *Concordia* in a **Broadsword**

Nav 1	4 Drakhri defending a Kamekh
Nav 2	Clear
Nav 3	Clear
Nav 3-Concordia	4 Jalkehi
Eject	*Concordia*

You are in patrol in a Broadsword. As I said in Niven, this is probably to get you a few hours in the craft. As you return, the treacherous murder takes place. I have no idea why they designate this as an escort mission, as the only thing being escorted is the Kemekh, and you are the one breaking up the party.

D Patrol 3 Nav Points and return to the *Concordia*

Nav 1	2 Strakha
Nav 2	Asteroids
Nav 3	5 Strakha
Eject	*Concordia*

Another one of those stealth patrols. Ever wonder how the traitor always knows when you met these fighters and always manages to sabotage your recorder? I think someone is broadcasting your flight plan to the Kilrathi. So that's what they were discussing when that communications tech got killed!

Series 10:	Novaya Kiev	Fighter:	Broadsword	Wingmate:	Doomsday
VC:	Fralthra and Pod	Win:	5	Lose:	Defeat

Time to keep moving and to strike the Kilrathi wherever you can. This is the alternate version of series 4, and you get here if you failed to kill the Kamekh that was heading for Olympus.

A Escort two Broadswords (Dart and Mangier) on a strike

Concordia	Rendevous with 2 Broadswords (Dart and Mangier)
Flank	5 Drakhri
Fralthra	4 Jalkehi defending a Fralthra (Series victory condition)
Eject	*Concordia*

In this mission, you are to escort a pair of Broadswords to an attack on a Ralatha. Frankly, I think the escorting vessels should be something more maneuverable. Actually, the whole thing is best done in a Sabre, but I'm just a lowly Captain that's not well liked by the Admiral. I should note that I find the performance of the program in this mission to be by far the worst in the game. SLOOOOOOOW. If you can get WC2.EXE on RAMDISK (even if everything else is on regular disk), performace is improved from the normal intolerable level (but I still need a 486 to make the speed feel right).

B Patrol 3 Nav Points and return to the *Concordia*

Nav 1	Asteroids
Nav 2	4 Drakhri
Nav 3	4 Jalkehi
Eject	*Concordia*

This mission is a standard patrol. It seems that Stingray managed to stay in his fighter this time, as it is not interrupted by a Search and Rescue as it is in Series 4.

C Patrol 3 Nav Points and return to the *Concordia*

Nav 1	2 Sartha
Nav 2	Clear
Nav 3	4 Jalkehi, followed by 5 Grikath
Eject	*Concordia*

This mission is yet another patrol, and you are to be on the lookout for some Sartha. In a Braodsword? This must be that Admiral's idea. No wonder we're losing this war.

D Solo rendevous with ship carrying vital information (ship is lost, so collect its data pod)

Jump Point	4 Drakhri
Jump Entry	2 Sartha and Ralatha near data pod (Pod is series victory condition)
Eject	*Concordia*

You are to retrieve a communications pod (the ship that you were supposed to escort was destroyed before you got there). Use your FF's against the Sartha. Whenever I get close to killing the Ralathra, it jumps away, but it's better to get the data pod and lose the capital ship than it is to die.

Series 11:	Tesla	Fighter:	Rapier	Wingmate:	Stingray
VC:	Both Ralatha	Win:	7	Lose:	Defeat

Okay, you spend the next two weeks relaxing in Angel's arms. After that, it's time to get to work. There is a war on, remember?

A Patrol 2 Nav Points and escort the *Bonnie Heather* back to the *Concordia*

Nav 1	4 Drakhri
Nav 2	3 Jalkehi attacking the *Bonnie Heather*
Eject	*Concordia*

This is a standard patrol that gets interrupted by the arrival of the *Bonnie Heather*. Well, looks like it's time to help out Paladin one more time.

B Escort the *Willian Tell* to attack a pair of Ralatha

Concordia-Ralatha	4 Sartha (Drakhai)
Ralatha	5 Jalkehi defending 2 Ralatha (Series victory condition)
Eject	*Concordia*

You are to escort the *William Tell* to attack a Ralatha. This mission is similar to 6D, except that this time you run into Sartha piloted by Drakhai, instead of Grikath, along the way. The *Tell* must destroy both Ralatha in order for you to return to the winning path. I think the *Tell* cannot lose, so you just have to stay in your seat until the Ralatha is nailed.

C Defend the *Concordia*

Concordia	4 Jalkehi, followed by 6 Grikath (Drakhai)
Eject	*Concordia*

You must defend the *Concordia* against enemy fighters. Careful here, as those Grikath can make living on the *Concordia* very uncomfortable.

D Escort the *Bonnie Heather* to jump point

Concordia	4 Grikath
Bonnie Heather	*Bonnie Heather*
Jump Point	4 Jalhehi
Eject	*Concordia*

You are to escort the *Bonnie Heather* out of the system. So long, Paladin. Perhaps we'll run into you in Special Operations. I notice a little quirk in this mission: if the Bonnie Heather jumps out of system while you are fighting the Jalkehi, the program does not recognize that it jumped, and so won't allow you to use Autopilot (the debriefing is correct, though).

Series 12:	Gwynedd	Fighter:	Sabre	Wingmate:	Jazz
VC:	Kill attackers	Win:	Victory	Lose:	Defeat

With your failure to locate K'tithrak Mang, you are now forced to defend Caerveron station, the last human hold in the Enigma Sector. If we lose here, all hope of victory would be lost.

A Strike on Fralthra in a **Sabre with a Heavy Strike loadout**

Launch	4 Grikath
Nav 1	4 Drakhri
Carriers	3 Jalkehi defending 2 Fralthra
Eject	Kilrathi

This mission is an attack against a pair of Fralthra. Here's a real tough one, with enemy ships all over the place. Fortunately, the Fraltha crews are not the best in the Kilrathi fleet.

B Patrol 4 Nav Points

Nav 1	Asteroids
Nav 2	3 Strakha
Nav 3	Asteroids
Nav 4	5 Strakha
Eject	Kilrathi

This is a patrol through some asteroid fields. Finally, Strakha when you have a witness to say that they are real. You even get a good recording of them to show Angel.

C Capture Major Colson

Jump Point	Jazz
Eject	Kilrathi

All right, so you do get to blow Jazz out of space after all, or at least out of his fighter. Seems like your guardian Angel keeps you from solving the entire problem with a shot of a particle beam. I hope his punishment for his treachery is severe.

D Strike against enemy task force in a **Sabre with a Heavy Strike loadout**

Nav Point	Rest of patrol splits off
Nav Point-Principal Inbounds	4 Sartha
Principal Inbounds	Prince Thrakhath defending Fralthra & Ralatha, followed by 2 Jalkehi
Eject	*Concordia*, but lose campaign

You are part of a five fighter splitting patrol. Huh, I'm not on the strike against the task force? Well, I can fix that: "Hey Sparks!" Okay, now attack that task force.

Special Operations 1

Series 1:	Pembroke	Fighter:	Super Ferret	Wingmate:	Stingray
VC:	Secure jump to Rigel	Win:	2	Lose:	5A

If you thought that the destruction of K'tithrak Mang would mean the end of Kilrathi presense in the Enigma sector, you're wrong. They are back, and Thrakhath is is not in a good mood.

A Patrol 3 Nav Points and return to the *Concordia*

Nav 1	3 Sartha (Drakhai)
Nav 2	2 Sartha (Drakhai)
Nav 3	4 Strakha defending a Kamekh
Eject	*Concordia*

You start with a simple patrol—if you can call Drakhai and Strakha simple.

B Patrol 3 Nav Points and return to the *Concordia*

Nav 1	2 Drakhri
Nav 2	6 Grikath defending 2 Fralthra
Nav 2-Nav 3	Asteroids
Nav 3	Clear
Eject	*Concordia*

You are patrolling the area for any incoming Kilrathi ships. You are given a Ferret, and so you are well equipped to run as soon as you run into that pair of Fralthra. I recommend escaping Nav 2 via Nav 1, unless you want to risk slamming into the asteroids between Nav 2 and Nav 3.

C Defend Pembroke Station with Stingray and Doomsday in a **Sabre**

Launch	4 Gothri and 2 Ralathra attacking the *Concordia*
Concordia-Pembroke	Minefield
Pembroke	3 Grikath
Eject	*Concordia*

You are to protect Pembroke station in a Sabre. In addition to Stingray, you also have Doomsday along (wonderful!). Here you have your first encounter with Gothri. They are tough!

D Solo patrol to secure jump point in a **Broadsword**

Minefield	3 Jalkehi
Jump Point	Clear
Nav 1	4 Ferret Pirates (Series victory condition)
Nav 2	Clear
Eject	*Concordia*

This is a solo run to secure the jump point to Rigel. As such, you are in a Broadsword, the slow and jump-capable bomber. You first have a little battle in a minefield (yikes!) against Jalkehi. If you think that's bad, wait until you see the mutineers piloting Ferrets. They can fly circles about you, but are easily blown to bits. Kill the Ferrets quickly, as you cannot afford to let them run away on you (you have to kill all the Ferrets to win the series). Take them out with FF and your Mass Drivers. Your gunners are likely to make things worse by taking a couple pot shots at the pirates and forcing them to retreat.

Series 2:	Rigel	Fighter:	Epee	Wingmate:	Other
VC:	Destroy pirate base	Win:	3	Lose:	Defeat

You thought that the Kilrathi were your only problems? It seems like that the crew on the *Gettysburg* staged a little mutiny, and it's your job to either convince them to end their piratical dealings, or to blow up the base they captured. You can lose the first two missions without affecting the campaign. If you lose the third mission, you are sent to the alternate path (5B), as the final mission is launched from the *Gettysburg*. Since you reach the alternate path after the third mission, you will lose the campaign if you lose the final mission.

A Patrol various points with Shelton and Sky and investigate a distress call from a Kilrathi ship

Nav 1	3 Ferrets
Nav 2	Clear
Distress Signal	6 Epee
Asteroids	2 Epee
Eject	*Concordia*

You are on a patrol where you are to check out the condition of a Kilrathi Kamekh sending out a distress signal. As it turns out, your only enemy is a group of pirates.

B Solo Patrol 2 Nav Points, then rendevous with Bear and Bodybag

Nav 1	2 Epee
Nav 2	2 Ferrets, followed by 2 Ferrets
Rendevous	Rendevous with Bear and Bodybag
Nav 4	4 Epee
Eject	*Concordia*

Patrol for pirates and rendevous with pilots from the *Gettysburg*.

C Patrol to find the *Gettysburg* in a **Sabre**

Nav 1	2 Ferrets, followed by 4 Ferrets
Nav 2	2 Epee, followed by 2 Epee
Nav 3	Receive coordinates from *Gettysburg*
Gettysburg	Contact made (Series victory condition)
Eject	*Concordia*

You must contact the Gettysburg and convince them to return to the Confederation. Be careful when you find it, as I tend to crash into the capital ship as soon as I get out of autopilot. If you fail in this mission, you immediately go to Mission 5B.

D Strike against Pirate base in a **Crossbow**

Nav 1	Rendevous with 2 Clydesdales
Nav 1-Jump Point	2 Epee
Jump Point	Clydesdales jump out
Base	6 Epee defending a Pirate base (Campaign continuation condition)
Eject	*Concordia*, but lose campaign

Time to go after that pirate base.You have a little help from the *Gettysburg* crew, which should keep the heat off you long enough to finish off the enemy ships. The base is an anticlimax.

Series 3:	Ghorah Khar A	Fighter:	Crossbow	Wingmate:	Hobbes
VC:	Data capsule	Win:	4	Lose:	5C

Your mission is to save Olympus Station and Ghorah Khar. This is actually an eight mission series divided into two parts. There's a bit of a continuity error here: since it's possible to win the Enigma campaign without saving Olympus, how do they have time to rebuild it in time for this campaign?

You are paired with Hobbes in either a Crossbow or a Sabre. The Crossbow is a better bomber than the Broadsword, but I'd still rather have a Sabre if the mission doesn't require any jumps.

A Solo Escort of the *Bonnie Heather*

Jump Point	3 Drakhri (Drakhai)
Jump Entry	4 Strakha (Drakhai) defending a Dorkathi
Jump Entry-Olympus:	2 Strakha (Drakhai)
Eject	Olympus

Time to escort the *Bonnie Heather* to Ghorah Khar. Since Hobbes is sitting in the rear, you are effectively flying this mission solo.

B Solo escort Clydesdale to rendevous with Ralatha *Sh'ar N'Tanya*

Nav 1	3 Jalkehi
Sh'ar	Rendevous with *Sh'ar N'Tanya*
Sh'ar-Jump Point	2 Grikath
Jump Point	2 Kamekh
Nav 2	5 Drakhri
Eject	Olympus

In this mission, you are to escort a Clydesdale to a friendly Ralatha (I suppose to make up for all those unfriendly Terran fighters).

C Patrol with young fighter pilots in a **Sabre**

Nav 1	Rendevous with 3 Sabres (Starr, Rhino, and Cafrelli)
Nav 2	4 Sartha defending a Kemekh
Nav 3	5 Jalkehi (two are misidentified as Sartha)
Eject	Olympus

You are to protect and teach several young fighter pilots (Starr, Rhino, Cafrelli). This mission is a bit much for rookies to handle, so you will be expected to bail them out—as usual.

D Strike enemy force and collect data pod in a **Sabre**

Nav 1	4 Drakhri
Mines	2 Grikath in the vicinity of a data capsule (Series victory condition)
Nav 3	4 Drakhri (Drakhai)
Eject	Olympus

You are to collect a data capsule and destroy an enemy intelligance force. Be careful of that minefield. I find it best to fly abound the mines to a relatively clear area before picking up the pod, as I otherwise get blown up by the minefield.

Series 4:	Ghorah Khar B	Fighter:	Crossbow	Wingmate:	Hobbes
VC:	Destroy 2 Fralthra in 4D	Win:	Victory	Lose:	5D

This series is the continuation of the defense of Olympus and Ghorah Khar.

A Strike an enemy strike force

Olympus-Task Force	3 Drakhri
Task Force	4 Drakhri defending 2 Fralthra
Task Force-Olympus	1 Drakhri
Eject	Olympus

You are assaulting an enemy strike force. You run into two Fralthra in this one, but they will probably jump away before you can take them out.

B Defend Olympus and Paladin

Launch	3 Grikath and a Fralthra attacking Olympus Station
Jump Entry	4 Jalkehi
Bonnie Heather	2 Jalkehi attacking the *Bonnie Heather*
Eject	Kilrathi

You must defend Olympus and then protect the *Bonnie Heather*. During the cinema scenes, you will capture the infamous heir to Kilrath. Thrakhath still doesn't seem all that impressive.

C Solo patrol to recapture Prince Thrakhath (or is the prince your wingmate? <grin>)

Enemy	6 Gothri (Khasra) attacking Thrakhath
Eject	Kilrathi

You are to recapture the prince and to fight Khassra. The prince will get away no matter what you would do, so I would suggest dealing with the enemy that's attempting to kill you. As for Khassra, his ejection seat won't work as well as it did in the Enigma campaign, so he won't be coming back again.

D Strike against enemy threatening Olympus in a **Sabre with a Heavy Strike loadout**

Olympus-Task Force	rendevous with Bear and Buell, then fight 2 Sartha
Task Force	4 Gothri defending 2 Fralthra (Series victory condition)
Eject	Kilrathi

This mission is a strike against a pair of Fralthra. Don't assume that they'll be the usual lame capital ships that sit and wait for you to prepare your torpedoes, because they won't be. Also, they aim their anti-matter guns better than most capital ship crews. Watch out for the big blue balls and perhaps you'll eventually get your torpedoes through. Many have suggested that you attack the Fralthra from between the pair of them. Sounds scary to me, but they'll either have to stop shooting or risk wiping one another out. Finally, make sure that Bear and Buell don't accidentally shoot you down.

Series 5:	Varies	Fighter:	Sabre	Wingmate:	Hobbes
VC:	Varies	Win:	Next Series	Lose:	Defeat

This series contains the losing path missions for the other four series. If you lose a series, you will fly one of these missions in an opportunity to redeem yourself. If you fail, then I am afraid that the Kilrathi have gained a decisive victory.

A Defend *Concordia* with **Doomsday**

Launch	5 Gothri (Drakhai) and 2 Kamekh attacking the *Concordia*
Eject	*Concordia*, but lose campaign

If you lose Series 1, you must defend the *Concordia* with Doomsday. Don't you love those Gothri? A victory here sends you to Series 2.

B Strike against pirate base in a **Broadsword**

Nav 1	Rendevous with 2 Clydesdales
Jump Point	Clydesdales jump out
Base	5 Crossbows defending pirate base (Campaign continuation condition)
Eject	Kilrathi

If you failed to contact the *Gettysburg* in the third mission of Series 2, you will attack the pirate base in this mission. A victory here sends you to Series 3. Unlike the other three missions in this series, you will fly it after the *third* mission instead of the fourth.

C Strike against enemy threatening a damaged friendly force

Nav 1	4 Gothri fighting with 2 Sabres
Nav 2	Clear
Nav 2-Olympus:	4 Grikath
Eject	Olympus, but lose campaign

After losing the third series, you and Hobbes are to escort a damaged friendly force. A victory here sends you to Series 4.

D Strike against a Fralthra in a **Sabre with a Heavy Strike loadout**

Task Force	5 Gothri defending a Fralthra, followed by 4 Gothri
Eject	Kilrathi

The final mission is a last chance to save the campaign. You in a Sabre with Hobbes, with orders to destroy an enemy Fralthra that threatens to encircle the *Concordia*. A victory here wins the campaign.

Special Operations 2

Series 1:	Canewdon A	Fighter:	Rapier	Wingmate:	Stingray
VC:	Rescue Minx	Win:	2	Lose:	5A

Okay, Jazz is being tried for treason and you finally get your vacation. What more can you ask for? Surely things are finally going well, even with the recent Kilrathi counterattack in Deneb. But nothing's simple with the Kilrathi about. The Mandarins are getting more and more active, and the Kilrathi want copies of the latest Terran fighter: the Morningstar. Time to get back to work.

A Solo Escort of Jazz to the *Alcatraz*

Launch	Rendevous with the *Bastille*
Akko-Nav 1	4 Jalkethi (Drakhai) attacking several freighters, *Alcatraz* jumps
Nav 1	2 Sartha (Drakhai) attacking the *Bastille*
Eject	*Concordia*

In the opener, you will escort Jazz to his execution. That would be wonderful, except that you run into Kilrathi attacking freighters along the way, which allows Jazz to escape. Sigh. Note that the navigation computer sends you to the *Concordia* early.

B Patrol 3 Nav Points and an asteroid cluster

Nav 1	3 Gothri
Nav 2	4 Sartha defending a Dorkathi
Nav 3	Clear
Asteroids	4 Gothri
Eject	*Concordia*

This is a simple patrol (Gothri simple?).

C Rescue ejected pilot in a **Sabre**

Asteroids	4 Grikath
Nav 1	5 Drakhri with ejected pilot in the vicinity (Series victory condition)
Eject	*Concordia*

You are to rescue an ejected pilot, one Captain Maria "Minx" Grimaldi. I supposed Minx was likely to fall in to such a situation when she started flying with Maniac.

D Solo escort of Maniac in a **Sabre**

Nav 1	Maniac jumps
Nav 2	Unarmed Kilrathi freighter (*Gamal Gan*)
Nav 3	5 Jalkehi, followed by 4 Gothri
Eject	*Concordia*

In this mission, you are to watch Maniac make a jump and then patrol the remaining Nav Points. You will run into an unarmed freighter along the way. **Do not** attack it, since killing it will get you courtmarshalled. As for those Gothri at Nav 3, I've only seen them once, and that was when the Nav 3 battle wandered over into Nav 2, so don't be surprised if you never see any.

Series 2:	Canewdon B	Fighter:	Sabre	Wingmate:	Varies
VC:	Kamekh	Win:	3	Lose:	5B

You are going to be in Canewdon a while longer, trying to hold the line in the Deneb sector while the Terran battle fleet reorganizes itself. I have no idea what the victory conditions are, but I managed to lose this series.

A Patrol with Maniac, Crossbones, and Talon (in Morningstars) with you in a **Broadsword**

Nav 1	Clear
Nav 2	4 Strakha
Nav 3	1 Gothri
Nav 4	4 Jalkehi
Eject	*Concordia*

This is a patrol, with you in a Broadsword and Maniac's crew in Morningstars. I'm sure you were hoping never to fly with Maniac again. Well, you can't have everything can you? The lone Gothri pilot seems like the Kilrathi equivalent of Maniac. Most fitting to see the cat die.

B Defend the *Concordia* with Stingray

Concordia	6 Gothri and a Kamekh atacking the *Concordia*
Eject	*Concordia*

Yet another one of those *Concordia* defense missions. I never did learn whether or not Gothri have torpedoes, but it's best not to take chances, especially with a Kamekh in the area. This mission can be very tedious, as the Gothri may flee for a while, and thus prevent you from landing until they return and get wiped out. The mission is also troublesome becuase you are thrown into the middle of a battle with too many ships and too little time to prepare.

C Patrol asteroids and mines with Wasp

Nav 1	3 Drakhri in asteroids
Nav 2	3 Jalkehi
Nav 3	5 Sartha in a minefield, but **leave them and get away at once**
Eject	*Concordia*

This is a patrol through asteroids and mines (yikes!) with Wasp (in other words, "Generic Pilot"). As for Nav 3, there are several Sartha hiding in a zone with a timed detonator. **Leave at once!**

D Rescue Angel

Nav 1	4 Gothri attacking Angel, with a Kamekh jumping in during the battle (Series victory condition)
Eject	*Concordia*

You must rescue Angel. Flying this mission proves that you do have your priorities straight <grin>.

Series 3:	Canewdon C	Fighter:	Morningstar	Wingmate:	Maniac
VC:	All three Dorkathi	Win:	4	Lose:	5C

The fleet still hasn't reorganized itself, so we are still here.

A Solo escort *Coatmain* out of system and rendevous with *Iguana* in a **Broadsword**

Concordia	*Coatmain*
Rendevous	Rendevous with *Iguana*
Nav 2	5 Drakhri & Ralathra
Eject	*Concordia*

You are to meet the Mandarins for a prisoner exchange. Why are they shooting at you and the ship containing the prisoner you just received? Well, who ever claimed the Mandarins played fairly? You are flying solo in this one, but considering your company for the rest of the campaign, that might not be such a bad thing.

B Patrol to find Minx

Nav 1	Clear, but there are mines nearby in your path to Nav 2
Nav 2	4 Sartha
Nav 3	2 Jalkehi
Nav 4	3 Gothri
Nav 5	1 Kamekh protecting 2 Dorkathi
Eject	*Concordia*

You must search for Minx. Yep, Minx is a traitor. Good thing you stuck with Angel. Yes, I know you don't find her, but it's only sporting to try. You do find a great deal of Kilrathi, though.

C Rendevous with Paladin in *Grimalkin* (formerly known as the *Gamal Gan*)

Nav 1	2 Gothri and 3 Dorkathi (Series victory condition)
Nav 2	5 Drakhri
Nav 3	Rendevous with *Grimalkin*
Eject	Kilrathi

In this mission, you are to rendevous with Paladin in that freighter you decided not to destroy earlier on (now you know why you can't afford to destroy it). As for the three Dorkathi: whoever sent them there with such a light escort was an idiot. Nice to see that the Kilrathi have their share of them.

D Escort Paladin to jump point

Nav 1	2 Strakha near a minefield
Nav 2	4 Jalkehi
Nav 3	2 Gothri (Drakhai)
Eject	Kilrathi

You are to escort Paladin to the jump point out of system.

Series 4:	Ayer's Rock	Fighter:	Morningstar	Wingmate:	Maniac
VC:	Kill Jazz	Win:	Victory	Lose:	5D

Yes, you are finally fighting a series in another system. Here you are at Ayer's Rock, where you must find out what happened to Minx and the stolen Morningstar, what the Mandarins are up to, and how to give the Kilrathi a lesson they'll never forget.

A Defend Paladin

Launch	5 Gothri
Nav 1	5 Sartha
Eject	Kilrathi

You are to defend Paladin's ship against enemy attack and then intercept a second wing of the enemy.

B Intercept two groups of enemy fighters

Nav 1	4 Sartha (Mandarin)
Nav 2	4 Sabres defending 2 Fralthra
Eject	Kilrathi

You are to intercept two groups of enemy fighters. The Sartha aren't all that much a problem (even with the human pilots), but the Sabres and Fralthra are a bit much. I even tried using the mace, but it obviously requires a technique that I lack. Fortunately, you don't need to get the Fralthra to win.

C Destroy Ayer's Rock

Launch-Nav 1	2 Kamekh
Nav1	6 Sabres defending Ayer's Rock
Eject	Kilrathi

Your mission is to destroy Ayer's Rock. This is another tough one, which is natural, since it is the destruction of the enemy base. Note that if you lose this mission, you lose it all, as even the losing path requires you to destroy the base to get there.

D Get Jazz

Nav 1	3 Sabres
Jump Entry	Jazz
Eject	*Concordia*, with Jazz escaping even if you won the battle

This is "Capture Jazz, Round 2". Of course it's not easy. Perhaps this time he'll have the decency to die in battle. At least we cannot feel sorry about killing him, as he was already tried and sentenced to death. As for Maniac, do you think anyone will ever pick him up? This mission is effectively solo.

Series 5:	Varies	Fighter:	Varies	Wingmate:	Varies
VC:	Varies	Win:	Next Series	Lose:	Defeat

This series contains the losing path missions for the other four series. If you lose a series, you will fly one of these missions in an opportunity to redeem yourself. If you fail, then I am afraid that the Kilrathi have gained a decisive victory.

A Patrol 3 Nav Points with Kaiser in a **Sabre**

Nav 1	3 Grikath (Drakhai)
Nav 2	3 Gothri and 4 Kamekh
Nav 3	3 Sartha (the debriefing is wrong in its count)
Eject	*Concordia*, but lose campaign

This is a patrol to intercept any enemy ships that may attack the *Concordia*. The enemy has a quarrel against you and your ship, and you'll have to fight to keep it in one piece. As for the battle with the Kamekh: one or two are a piece of cake, but four can give you a bad day if you aren't careful. A victory here sends you to Series 2 (you must take out all the Kamekh).

B Patrol 3 Nav Points with Crossbones in a **Broadsword**

Nav 1	2 Jalkehi (Drakhai) near asteroids
Nav 2	5 Sartha defending a Fralthra
Nav 3	1 Gothri (Drakhai)
Eject	*Concordia*, but lose campaign

This is a patrol that has already been leaked to the Kilrathi. Who is the traitor that leaked it, and why does the traitor want you dead? Why it's being flown in a Broadsword in a real big mystery. A victory here sends you to Series 3 (the Fralthra is probably the key, but there is some inconsistency in results in my experience with this mission).

C Intercept enemy fighters

Nav 1	5 Sabres
Nav 2	2 Broadswords
Nav 3	Rendevous with *Grimalkin*
Eject	Kilrathi

You must intercept an attacking enemy force so that you may continue your mission undetected. Here is your first possible encounter of Sabres being flown by the Mandarin. Ouch!

D Solo Patrol 3 Nav Points and return to the *Concordia* in a **Morningstar**

Nav 1	2 Jalkehi
Nav 2	4 Drakhri
Nav 3	3 Broadswords
Eject	Kilrathi

This is a patrol to secure the jump point for the *Concordia*. You failed to get Jazz, but at least the base was destroyed. You really can't win at this point, but at least you clear the path for an orderly retreat of the *Concordia*.

David S. "Center" Raley
[72247, 1153]