

*-Possible first appearance of the alien attached bomber-mini-fighter-escort idea.

Mission Two:

Having successfully driven off the alien menace for the moment, attentions are turned towards repair and medical efforts aboard Olympus. The players flight is assigned to escort medical and repair crews from the CARRIER to Olympus. As the player nears Nav2 (Olympus) a comm will inform him that a brief message was received from the TCS HOOD (CA), indicating the she was being pursued by unknown forces and was about to jump into the system. The player is ordered to rendezvous with the HOOD at the jump point at Nav3, and escort her back to Olympus station, then return to the CARRIER.

In order to Win the mission, at least 4 of the shuttle must land at Olympus AND the HOOD MUST survive all engagements and maneuver to within 2000m of Olympus at Nav2.

Win: goto mission four

Lose: goto mission six

Nav1: Friendly: CARRIER, 2 DD, CA, CAP-5 light fighters, player flight, 6 shuttles

Nav2: Friendly: Olympus, CAP-5 light fighters, player flight, 6 shuttles (land on Olympus)

Alien: 6 light fighters (3 elements - start out behind player)

Nav3: Friendly: player flight, flight of light fighters from CARRIER, TCS HOOD (jumps in 2:00 after player arrives at Nav3)

Alien: 4 flights of medium fighters (1st flight 30 sec after player hits Nav3, the others appearing in 30 second increments.), 1 flight of bombers 1:00 after the HOOD jumps in.

Nav2: (the second time) Friendly: player flight, TCS HOOD (assuming she survived Nav3), Olympus, CAP-5 light fighters, any surviving (from Nav3) fighters from the CARRIER flight.

Alien: 2 flights light fighters, 1 flight heavy fighters, 1 flight bombers (all appear 30 sec after player arrives at Nav2, all have HOOD as main target - if HOOD survived Nav3 - else appear instantly & target Olympus)

Nav1: (the second time) Friendly : CARRIER, 2DD, CA, CAP-5 light fighters, player flight.

Alien: 3 flights light fighters

Mission Three:

The player failed mission one (or two), Olympus was heavily damaged in the attack. The Aliens have withdrawn, but long-range sensors are picking up a LARGE force moving towards Olympus, E.T.A. just under an hour, barely enough time to re-arm and prep the remaining fighters for launch. The Captain orders all ready craft to launch with orders to defend Olympus station.

At Olympus, a horrendous battle ensues, as a LARGE alien task force bears down on the station. The player must (with a little help) destroy the majority of this force in order to win the mission.

Nav1: CARRIER, 2 Destroyers, Cruiser, Players flight- 4 interceptor/light fighters, CAP-5 friendly fighters.

Nav2: Olympus, 12-16 friendly fighters, player-flight, @16 enemy fighters/bombers with an additional 4? waves of 4 jumping in every 2:00 or so, 2-4 alien Corvettes, 1-2 alien Destroyers, 1 Alien Cruiser.

Nav1: (the return trip) 4-8 friendly fighters, player flight, CARRIER, friendly DD(2), friendly CA, 16-20 alien fighters/bombers with an additional 4? waves of 4 jumping in every 2:00 or so.

In order to win the mission, 75% of the bombers AND 50% of the cap-ships at NAV2 must be destroyed and Olympus must survive, and ALL enemy forces at NAV1 must be destroyed.

Win: goto mission Two

Lose: DIE - run SHORT flics off CARRIER, Olympus and player's fighter being destroyed by alien forces.

Mission Four:

The HOOD has survived some pretty intense engagements, but she is in a pretty bad way. Long-range sensors have detected a fleet on the far side of the system, moving towards Olympus. It is suspected that the Aliens have gathered a force capable of destroying Olympus, and driving Confed from this system. Currently the HOOD is undergoing emergency re-supply and repair at Olympus, but she really is in need of a major refit. If she can be sufficiently repaired, her Captain and the Captain of the CARRIER, have formulated a plan to strike this Fleet before it reaches Olympus. Currently, aside from the repairs, the HOOD is being loaded to the gills with torpedos and make-shift launchers from Olympus, and as many of her systems as possible are being jury rigged with automatic controls.

Later, on the CARRIER, the player is awakened by the blare of the General Quarters alarm. Alien fighters and bombers have somehow eluded the sensors (by coasting un-powered towards their target?) and are attacking the HOOD and Olympus, the CAP fighters at Olympus report being extremely out-numbered. The Captain orders an immediate scramble of all ready fighters.

In order to win the mission the HOOD MUST survive and ALL alien craft must be destroyed.

Win: goto five

Lose: goto six

Mission Five:

Having successfully defended the HOOD, the attack on the alien fleet is ordered. The HOOD, escorted by a squadron of bombers and a squadron of heavy fighters, proceeds on a course to intercept the alien fleet. Once there, they are to identify and engage the main elements of the alien fleet with special emphasis on locating and destroying the command vessel. This strike is vitally important, and the HOOD is to be considered expendable.

The battle begins nominally, the alien fleet consists of (2-3) Corvettes, 2 Destroyers, a Cruiser, and what appears to be an alien Light-Carrier as well as one hell of a fighter/bomber cover. The fighters are ordered to provide cover while the bombers concentrate on the Corvettes and Destroyers. The Hood will engage the Cruiser and the Carrier with her load of torpedoes. However, things do not go as planned (like they ever do..), not long into the engagement, the Hood is struck amid-ship by an out-of-control alien bomber, shorting out most of her automated systems and disabling the launchers. The Captain of the HOOD announces that he is gonna "Ram this baby right down their ever-lovin throats and detonate the torps manually!!"

In order to win the mission, the HOOD must be protected long enough to close within 1000m of the alien CVL, at which point it will ram/self-destruct (destroying the HOOD and the alien CVL.) Additionally, the Cruiser, at least one Destroyer and one Corvette must be destroyed by the player and friends.

Win: goto seven

Lose: goto eight

Mission Six:

Similar to mission five, but having previously lost the HOOD, the attack force will consist of one squadron of heavy fighters and two squadrons of bombers- (player fly's a bomber here).

In order to win the CVL, CA, one DD and one Corvette must be destroyed.

Win: goto seven

Lose: goto eight

Mission Seven:

Having taken out the main elements of the alien fleet all thats left is to mop-up the remaining alien presence. Light base defense and CARRIER defense.

In order to win, all alien craft must be destroyed or have retreated. Olympus and CARRIER must survive.

Win: win series

Lose: DIE - run SHORT flics off CARRIER, Olympus and player’s fighter being destroyed by alien forces.

Mission Eight:

Having failed to destroy the main elements of the alien fleet, Confed has conceded the system to alien control. The Captain has moved the CARRIER closer to Olympus to facilitate a quick evacuation of the station. Once the station has been evacuated, the stations reactor will be allowed to overload (it has been a major effort to keep it from doing so on its own in light of recent events), destroying the station, and the CARRIER will make a run for the jump point.

In order to “win” the mission at least 10 (of 20?) shuttle must be escorted from Olympus to the CARRIER (while both are under heavy alien attack), the CARRIER must survive and be escorted to the jump point. At the jump point the player will have 5? Minutes where he must protect the CARRIER (before it can jump) and then a 45? second window to land before the CARRIER jumps out of the system.

Win: Lose series

Lose: DIE - run SHORT flics off CARRIER, Olympus and player’s fighter being destroyed by alien forces.

Ships:

Friendly: Olympus Station, CARRIER, Interceptor/Light Fighter, Medium Fighters, Heavy Fighters, Bombers, Cruiser, Destroyer, Shuttle

Alien Race #2: Bomber*, Light Fighter, Medium Fighter, Heavy Fighter, Corvette, Cruiser, Destroyer, Light/Escort Carrier

Element: 2 fighter/bombers

Flight: 2 Elements

Squadron: 5 Flights

Wing: 4 - 5 Squadrons