

Wing Commander : Prophecy

Demo Disk Mission Tree

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Mission M1:

The player is handed a three-nav-point patrol to clear out any alien scout presence that might endanger incoming supplies. Before he can begin the patrol, however, there is alien presence around the Midway that will need to be eradicated.

NAV_Midway : 4x Moray fighter

NAV_1 : 4x Moray

NAV_2 : 6x Moray

NAV_3 : 4x Manta

Win / Lose = go to mission M2

Mission M2:

The player must locate and escort a pair of Confed transport vessels and a wing of Shrike bombers to the Midway.

NAV_Midway : 0

NAV_1 : 4x Moray / 3x Stingray

>> Confed Pelican-Class Transports (2);

>> Confed Shrike Bombers (4);

NAV_2 : 4x Moray Class B / 3x Stingray

Win = *Player gets all Transports back to the Midway. (Shrikes will be invulnerable)* go to mission M3A.

Lose = *Player allowed one or both of the transports to die. Midway does not have enough supplies to stay aggressive in this sector against an alien carrier. Go to mission M3B.*

Mission M3A:

Briefing variation one : *Due to your successful escort of the Confed Bomber group, we will be making our attack on the Alien Carrier...*

Briefing variation two : *While your alpha wing diverted the Alien's attention, Bravo wing was able to quietly escort a supply convoy to the Midway's position. We are now able to launch our attack on the Alien carrier.*

The player leads the four shrike bombers on an assault against the Alien Carrier. The carrier must be taken out before it is able to make the jump to the * _____ * system.

NAV_Midway: 0

NAV_1 : << Intercept : 2x Ray Cluster / 4x Moray >>

NAV_2 : 1x Leviathan Carrier / 6x Stingray (launch) / 4x Manta (launch)

Win = *Player takes out all fighter cover and the Shrikes destroy the Leviathan bridge and Engines.*

Go to WINNING ENDGAME!!!

Lose = *Player takes too long to destroy fighter cover and Shrikes are unable to take down the Leviathan. Carrier jumps into Confed space. Go to NAV_Midway to defend against Alien Bombers. Midway will die at this nav point and the player gets the LOSING ENDGAME!!!*

Mission M3B:

Player will run a "diversion" while another wing attempts to escort another convoy of supplies from a nearby jump. The diversion mission is a patrol route consisting of four nav points. At one of these nav points, the player will come across the alien carrier. He has the chance to redeem himself by taking out all of the carrier turrets.

Win = *Player destroys all alien fighters at three nav points and all turrets on the Leviathan at the fourth nav point. Go to mission M3A.*

Lose = *Player does not take out the turrets on the Leviathan. Go to mission M3A.*