

call a WW "loadout", where you carry missiles more suited for the WW mission, but the Shrike would be the preferred ship in certain types of situations. The Radar (which would look like a spinning radar dish, I suppose - so it can look like it can get easily damaged) is the reason why.

By adding a Radar Jammer to the Shrike, it gives it a 'joke' (writer's term for something that gives the Shrike character) that perhaps could liven up the mission and give the ship a better use.

When you fly with the Shrike's radar jammer 'on' (which you wouldn't want to engage near the Midway, or other friendly Cap Ships) it would possibly make the SAMs have a harder time hitting the Shrikes, therefore making the mission a little easier for the player. However if the Radar Jammer gets hit/damaged, it would make the Shrike more vulnerable, etc. Of course it's all up to the designers as to how exactly this will be implemented and conveyed to the player.

I hope this is clear, so if there are any questions, please ask.

bjc

From: Roan, Frank
Sent: Thursday, October 03, 1996 2:44 PM
To: Cain, Billy; Potter, Ben; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Douglas, Chris
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

Could you explain this a little more? Thanks, (fjr)

From: Cain, Billy
Sent: Thursday, October 03, 1996 10:12 AM
To: Cain, Billy; Potter, Ben; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Douglas, Chris; Roan, Frank
Subject: Shrike missions and FUN WITH THE SHRIKE

After speaking to Chris D., we talked about adding a radar jammer to the Shrike, to make it better on the Wild Weasel missions.

Please feel free to ask Chris what this should mean, and consider this in your re-thinking of your Panther/Shrike missions.

Thanks!
bjc

Cain, Billy

From: Douglas, Chris
Sent: Wednesday, October 09, 1996 9:46 AM
To: Cain, Billy; Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Subject: RE: Shrike missions and FUN WITH THE SHRIKE

I see the issue. I suppose we might be able to give the Shrike an anti-missile nose turret like the Vampire and Panther, but that won't really help against turret fire, which will be the main AAA threat.

Maybe the jammer isn't broad-band, but targets a particular turret. You have to wait for the jammer to charge like a gun (but it takes a really long time), then fire it (on its own power circuit) at a turret. The targeted turret then spins around aimlessly for ten seconds or so while the jammer starts recharging. This renders it briefly a sitting duck.

If worked right, this might lend itself to an optimal tactical employment, where you'd want to time the release of

your jammer charge just so it will save you the most grief from the turret as you draw close enough to it to use your guns/ARMs (I'm assuming turret fire will get more accurate the closer you get to the turret, right? If not, maybe it should...). If we try this, I'd suggest that the jammer itself be similar to a missile load-out in that it can only release five or six bursts before an expendable part burns itself out, meaning it can't be used again that mission. That sort of resource management could get interesting.

I'd also suggest we have ARMs (Anti-Radiation Missiles) of varying ranges, so that in some cases you'd have to fly right down the throat of the turret to launch and in others you can stand off and lob missiles from a comfortable distance. In fact, this'd be a great distinction between the Shrike and Vampire in WW modes. The Shrike has its jammer, but only short-ranged ARMs. Since the Vampire can carry longer-ranged air-to-air missiles, maybe it can swap them out for a similar number of long-range ARMs, making it less reliant on a system like the Shrike's jammer (but more vulnerable when using its guns against turrets, where it would be up close).

If we mix in different types of AA turrets, such as light ones which can only hurt you through sustained fire, and heavy ones which can easily hurt you with only two or three hits, this could all get very interesting. You'd want to prioritize your targets so that you take out the high-priority threats (the heavy turrets) first, using your few long-range ARMs if you're in a Vampire or your limited supply of jammer bursts in the Shrike. Once they're popped, you'd then move on to close-in cleanup work on the lighter turrets with whatever armaments you have left.

If you waste your silver bullets on the light turrets first, though, you'd have a tough row to hoe.

--CMD

From: Roan, Frank

Sent: Tuesday, October 08, 1996 7:05 PM

To: Cain, Billy; Potter, Ben; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean

Cc: Douglas, Chris

Subject: RE: Shrike missions and FUN WITH THE SHRIKE

The problem I have is that radar "jamming" is difficult to depict. It is hard to show that missiles are having trouble hitting you (as far as the player knows, they either hit you or they don't). Could we "jam" in a visual way? Maybe the Shrike could have a missile defense turret that would target and destroy SAMS as they came at you? The jamming could work as well if we make it obvious when it affects something. Just some things I'd like us to keep in mind. Thanks, (fjr)

From: Cain, Billy

Sent: Tuesday, October 08, 1996 4:59 PM

To: Potter, Ben; Roan, Frank; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean

Cc: Douglas, Chris

Subject: RE: Shrike missions and FUN WITH THE SHRIKE

In case Chris hasn't explained this any better, and I haven't heard it... Here's some more explanation.

A Wild Weasel (WW) mission is one where the player is (basically) taking out radar turrets, SAM turrets, etc. Basically a mission for a madman, because when you can lock onto those turrets, you have to be close enough for them to lock onto you. Currently in Wing 5, any ship can have what we call a WW "loadout", where you carry missiles more suited for the WW mission, but the Shrike would be the preferred ship in certain types of situations. The Radar (which would look like a spinning radar dish, I suppose - so it can look like it can get easily damaged) is the reason why.

By adding a Radar Jammer to the Shrike, it gives it a 'joke' (writer's term for something that gives the Shrike character) that perhaps could liven up the mission and give the ship a better use.

When you fly with the Shrike's radar jammer 'on' (which you wouldn't want to engage near the Midway, or other friendly Cap Ships) it would possibly make the SAMs have a harder time hitting the Shrikes, therefore making the mission a little easier for the player. However if the Radar Jammer gets hit/damaged, it would make the Shrike more vulnerable, etc. Of course it's all up to the designers as to how exactly this will be implemented and conveyed to the player.

I hope this is clear, so if there are any questions, please ask.

bjc

From: Roan, Frank

Sent: Thursday, October 03, 1996 2:44 PM

To: Cain, Billy; Potter, Ben; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean