Cain, Billy

From:	Barnes, Cinco
Sent:	Thursday, August 07, 1997 3:31 PM
To:	Cain, Billy
Subject:	RE: I4 torpedos for Beta

The major difference with the training missiles is that they are very much like ships (as opposed to the Capmissiles fired at the Midway).

I need the Training missiles to be able to go to different points (to keep the alien fighters from catching up to them) and I would like them to go off with little or no bang.

The Cap missiles need to make a bee line for the intended target ignoring all others... Once a given cap missile hits a given cap ship, that cap ship DIES!

To make it fair, I think that BOTH of these items need to be quite large. Torpedo size will do fine, I'm sure.

- Cinco

From:	Cain, Billy
Sent:	Thursday, August 07, 1997 1:21 PM
To:	Potter, Ben; Barnes, Cinco
Subject:	I4 torpedos for Beta

There is a small matter of the torpedos in mission I4.

- I4 - Confed Training Missiles (Ship) data needs to be created, and needs to be added to MED. These attempt to distract the fighters around the Dreadnought. **BILLY/BEN.** Huh? Torpedo size or smaller? No warhead?

The way I understand the mission to work is that the Confed missiles are slowly showing up to the Dreadnought, and the alien fighters should peel away to stop them. This would allow Confed fighters to attack the Dreadnought without its fighter screen for a while, until the first missile gets encountered, and they turn around to come back at Confed.

This would mean that I need to:
- create an item in MED.

Ben would have to:
- Create a data file for the item. Most likely this 'torpedo' would 'be' a ship (without any recorded maneuvers) that would move about "medium" ship-speed.

Cinco would have to:
- Drop the torpedoes in MED, and tell them to attack the Dreadnought.

Having warheads would probably be cool, but since they are supposed to be 'training missiles' they shouldn't have much destructive force. Probably Cap-ship torpedo size.

[I assume the Alien missiles in I2 will need to be handled in the same manner.]

Your thoughts sirs?
bjc