

Wing Commander Armageddon Series Overview

Series: Simulator Training Missions

Series Objectives / Description

There will be 5-10 Rookie Missions. Mission Names S1-Sx

There will be 5-10 specific ship missions. Mission Names SS1-SSx

There will be 5-10 Multi-Player Scenarios for the players to choose from. Mission Names SM1-SMx.

There will be 5-10 Gauntlet-type missions. Mission Names SG1-SGx.

The objective of the simulator missions is to become intimately familiar with most flight, combat, and game elements seen in the regular missions throughout the "real" game, but with no enemy threat or plot-driven pressure.

The naming convention is as follows:

- The **Rookie missions** will teach the player how to operate the ship in stages of complexity. The first will teach enough to get through the first three or four missions without needing to learn anything new, the second will test him on his ability to do basics. The pattern continues from there, presenting progressively complex information and testing the player's skills to that point. And the final stages of training will be optional elements of the cockpit (e.g. power control).
- **Specific Ship missions** will train the player on the advantages and disadvantages of each particular ship as it becomes available.
- **Multi-Player scenarios** will put the player against varying degrees of enemy ships.
- **Gauntlet missions** will put the player against varying degrees of enemy ships. Only Kilrathi Gauntlet modes will be available at first, but around Series E the alien ships will become available.

All of the training commands will be delivered by a "trainer", who will provide voice-overs. They will deliver more than adequate amounts of information.

The actual narration will vary depending on the peripherals the player has installed (joystick, keyboard, rudder pedals, etc.). See the mission-specific descriptions for details.

If the player ever wants to repeat one of these missions, he can.

We will probably give the player a small trinket, such as a sub-campaign ribbon (Wing I style), for completing all of the simulator missions.

ROOKIE SIMULATOR MISSIONS

Mission S1 Objective

This will be the first of the **Rookie** missions.

Piranha

TOPICS:

1. Basic Maneuverability – how to fly up down, left right. Player must fly through a series of hoops (rings) to progress to the next Nav point.
2. Basic Maneuverability – how to roll. Player will be told how to do it. He will be reminded again when he lands in the next mission.
3. Basic Throttle control – how to make it go, stop
4. Basic Afterburners – what effect this has on speed, turning, etc
5. Basic Autopilot – press “A” to Autopilot. Explain what it is.
6. Basic Targeting – Player will Target and identify the Midway on his targeting display.
7. Basic Targeting – Player will see RED dots for enemy targets. Player will change targets, and see how their blips change size.
8. Basic Autopilot – Player will discover he can't autopilot with enemies present.
9. Basic Landing on the Midway – Have autoland feature take over.
10. Basic Gunnery – how to fire your currently selected gun at an object.
11. Basic Missiles – Firing dumbfires at targets.
12. Basic Radar – Player will discover that blips in the outer ring are behind him, and those in front are in the center ring.

Mission S2 Objective

Piranha again.

This mission will put the player through an obstacle course, testing his ability to maneuver the ship. Also he will have a few Autopilot in the middle which he'll have to activate promptly to reach the next Nav point in time. The player will be graded on speed and time. Bonus points will be awarded for shooting little stationary targets along the way.

TOPICS:

1. Intermediate Autopilot – Player will be instructed how to change his Nav points.
2. Intermediate Targeting – Player will lock targets, and see how their brackets change to boxes.
3. Intermediate Targeting – Player will learn how to identify targets.
4. Intermediate Landing on the Midway – Tell player how to line up, where to aim the ship, correct speed, etc. This is for those that don't want autoland on. The player should be able to activate autoland if he wants.
5. Intermediate Gunnery – changing guns.
6. Intermediate Missiles – Firing locking missiles at targets.

Mission S3 Objective

Tigershark this time

This mission will incorporate lessons from the previous mission and build upon them: how to locate and identify a target on his radar, how to lock onto and shoot him, manipulate the guns and missiles in the weapons system, and shoot stationary and mobile targets using all of this knowledge.

TOPICS:

1. Advanced Autopilot – Change to a previously hidden (unavailable) Nav Point.
2. Advanced Radar – Player will use smart targeting, lock targets, and fire off missiles at his locked targets.
3. Advanced Landing on the Midway – make use of your flying skill.
4. Advanced Gunnery – locking on targets.
5. Basic Missiles – firing them and locking on targets. Only give player 'seeker' missiles. IMRECs.

Mission S4 Objective

Tigershark again.

This will be an evaluation of the player's knowledge up to this point. The player will be graded on his ability to shoot stationary and mobile targets within a certain amount of time, while maneuvering and manipulating his ship's systems efficiently and effectively.

TOPICS:

1. Test maneuverability – Player must fly through hoops in a timed environment.
2. Test Throttle control – Player must fly through hoops in a timed environment.
3. Test Turns – Player must fly through hoops in a timed environment.
4. Test Afterburners – Player must fly through hoops in a timed environment.
5. Test Autopilot – After above hoops, player must go to new Nav Point and shoot down targets.
6. Test Radar – Player must acquire, lock, and destroy targets with missiles
7. Test Landing on the Midway – Land on the Midway.
8. Test Gunnery – Shoot down Targets at Nav 2
9. Test Missiles – firing them and locking on targets. Only give player 'seeker' missiles. IMRECs.

Player gets his first simulator medal (of two).

Mission S5 Objective

Piranha

The first of the advanced missions will teach the player all about wingman communication and changing Nav points in-flight (all about the navigation system). Power hotkeys and damage will also be covered here.

You'll have a wingman to boss around and send back to base.

This mission will teach the player whatever he hasn't learned yet. In this mission will be covered: shield allocation system, fine-tuning power allocation, light amplification in low-light situations, powering down, and camera views.

PLAYER HAS PASSED TEST ON THESE TOPICS:

- Maneuverability
- Throttle control
- Turns
- Afterburners
- Autopilot
- Radar
- Landing on the Midway
- Gunnery
- Missiles

TOPICS:

1. Basic Power Distribution
2. Basic Hotkeys
3. Basic Damage to player ship
4. Basic Comms – Player will be introduced to the white comm brackets.
5. Basic Powering down
6. Basic Camera Views
7. Basic Shield Allocation system
8. Basic Changing Guns
9. Basic Changing Missiles
10. Basic Going forward and backwards through the target list
11. Basic Identifying targets

Mission S6 Objective

This will be a gauntlet-style test of the player's abilities to this point in his training. It will involve a few simple ships coming at him, nothing too big. At the end there will be feedback from the instructor to the player. Hopefully we can do a text debriefing with all sorts of good and bad comments about how well the player did in a number of categories.

TOPICS:

1. Advanced Power Distribution
2. Advanced Hotkeys
3. Advanced Damage to player ship
4. Advanced Comms
5. Advanced Powering down
6. Advanced Camera Views
7. Advanced Shield Allocation system
8. Advanced Changing Guns
9. Advanced Changing Missiles
10. Advanced Going forward and backwards through the target list
11. Advanced Identifying targets

Mission S7 Objective

TOPICS:

1. Test Power Distribution
2. Test Hotkeys
3. Test Damage to player ship
4. Test Comms
5. Test Powering down
6. Test Camera Views

7. Test Shield Allocation system
8. Test Changing Guns
9. Test Changing Missiles
10. Test Going forward and backwards through the target list
11. Test Identifying targets

This will be the final test for the Rookie. Player now gets second simulator medal.

SPECIFIC SHIP SIMULATOR MISSIONS

Mission SS1 Objective

This mission will show the tactical advantages and disadvantages of the Piranha.

Mission SS2 Objective

This mission will show the tactical advantages and disadvantages of the Tigershark.

Mission SS3 Objective

This mission will show the tactical advantages and disadvantages of the Wasp.

Mission SS4 Objective

This mission will show the tactical advantages and disadvantages of the Panther.

Mission SS5 Objective

This mission will show the tactical advantages and disadvantages of the Vampire.

Mission SS6 Objective

This mission will show the tactical advantages and disadvantages of the Shrike.

Mission SS7 Objective

This mission will show the tactical advantages and disadvantages of the Devastator.

GAUNTLET SIMULATOR MISSIONS

Mission SG1 Objective

Gauntlet Mode 1 will pit the player against progressively difficult Kilrathi fighters, scoring him on how long he survives.

Mission SG2 Objective

King of the Hill. Gauntlet Mode 2 will tell the player to get within a certain area (a sphere, perhaps) and stay there defending himself for a particular amount of time.

Mission SG3 Objective

Capture the Flag. Gauntlet Mode 3 will have the player fly to a Nav point near his starting point, tractor in a small "flag", and bring it back to his carrier without being blown away. The fighters should be harder than hell to kill, but it should be possible.

Mission SG4 Objective

Gauntlet Mode 4 will not appear at first, but somewhere in the middle of the game, pitting the player against all known alien fighters to this point in the plot. The player will be scored on how long he survives.

MULTI-PLAYER SIMULATOR SCENARIOS